KubeJS Industrial Foregoing

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This lets you modify and create various recipes for Industrial Foregoing

```
ServerEvents.recipes(event => {
    event.recipes.industrialforegoing.dissolution_chamber(
        ["minecraft:tnt"], // input items
        "minecraft:water", // input fluid
        "minecraft:sand", // output item
        100 // time
    )
//     .outputFluid("minecraft:water"); // output fluid

    event.recipes.industrialforegoing.fluid_extractor(
        "minecraft:tnt", // input block
        "minecraft:sand", // output block
        0.5, // break chance
        "minecraft:lava" // output fluid
    )

    event.recipes.industrialforegoing.stonework_generate(
        "minecraft:tnt",
        100, // water needed
        100, // lava needed
        50, // water consumed
        50 // lava consumed
    )
    event.recipes.industrialforegoing.crusher( // the pickaxe action in the stonework factory
        "minecraft:tnt", // input item
        "minecraft:sand" // output item
    )

    event.recipes.industrialforegoing.laser_drill_ore(
        "minecraft:tnt", // output
        "minecraft:sand",  // catalyst
```

```
    [ //rarity, see below for more details
        {
            "blacklist": {
                "type": "minecraft:worldgen/biome",
                "values": [
                    "minecraft:the_end",
                    "minecraft:the_void",
                    "minecraft:small_end_islands",
                    "minecraft:end_barrens",
                    "minecraft:end_highlands",
                    "minecraft:end_midlands"
                ]
            },
            "depth_max": 16,
            "depth_min": 5,
            "weight": 4,
            "whitelist": {}
        },
        {
            "blacklist": {
                "type": "minecraft:worldgen/biome",
                "values": [
                    "minecraft:the_end",
                    "minecraft:the_void",
                    "minecraft:small_end_islands",
                    "minecraft:end_barrens",
                    "minecraft:end_highlands",
                    "minecraft:end_midlands"
                ]
            },
            "depth_max": 255,
            "depth_min": 0,
            "weight": 1,
            "whitelist": {}
        }
    ]
)

event.recipes.industrialforegoing.laser_drill_fluid(
    "minecraft:water", // output
```

```
        "minecraft:sand", // catalyst
        [ // rarity, see wiki for more details
            {
                "blacklist": {
                    "type": "minecraft:worldgen/biome",
                    "values": [
                        "minecraft:the_end",
                        "minecraft:the_void",
                        "minecraft:small_end_islands",
                        "minecraft:end_barrens",
                        "minecraft:end_highlands",
                        "minecraft:end_midlands"
                    ]
                },
                "depth_max": 16,
                "depth_min": 5,
                "weight": 4,
                "whitelist": {}
            },
            {
                "blacklist": {
                    "type": "minecraft:worldgen/biome",
                    "values": [
                        "minecraft:the_end",
                        "minecraft:the_void",
                        "minecraft:small_end_islands",
                        "minecraft:end_barrens",
                        "minecraft:end_highlands",
                        "minecraft:end_midlands"
                    ]
                },
                "depth_max": 255,
                "depth_min": 0,
                "weight": 1,
                "whitelist": {}
            }
        ],
        "minecraft:zombie" // entity required below
    )
})
```

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