

# 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
)
})

```

---

Revision #1

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