

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

Created 2023-07-18 17:25:53 UTC by Bob Varioa

Updated 2023-07-18 17:28:29 UTC by Bob Varioa