

KubeJS Powah

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Allows you to create Energizing Orb recipes from the [Powah](#) mod.

Example:

```
ServerEvents.recipes(event => {  
    // .energizing([inputs, ...], output, energy)  
    event.recipes.powah.energizing(["minecraft:cobblestone", "minecraft:tnt", 1000)  
})  
  
PowahEvents.registerCoolants(event => {  
    // .addFluid(fluid, coolness)  
    event.addFluid("minecraft:lava", 10);  
  
    // .addSolid(fluid, coolness)  
    event.addSolid("minecraft:cobblestone", 10);  
})  
  
PowahEvents.registerHeatSource(event => {  
    // .add(block, hotness)  
    event.add("minecraft:cobblestone", 10);  
})  
  
PowahEvents.registerMagmaticFluid(event => {  
    // .add(fluid, hotness)  
    event.add("minecraft:water", 10);  
})
```

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