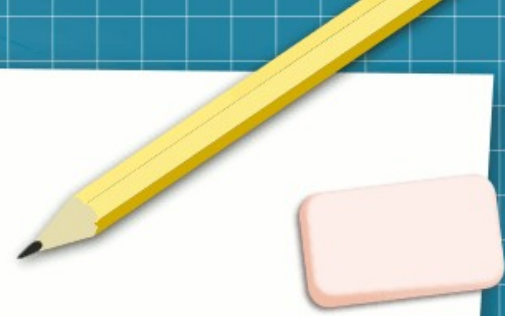




# Recipes and Loot tables

Einführung von Rezepten

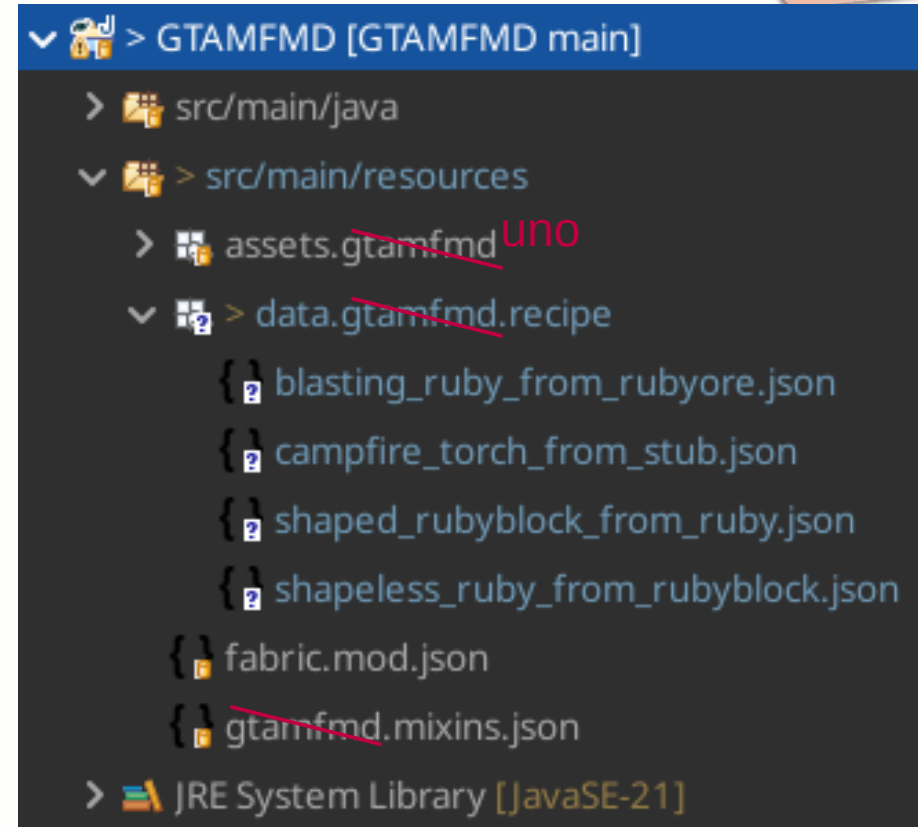
# Wozu Rezepte?



- Regeln, die Elemente im Spiel verändern
  - Folgen definierten Vorschriften (Spezifikation)
  - Stellen Zusammenhänge zwischen Blöcken und Items her
  - Können das Spiel stark verändern (Mächtigkeit)
- Technisch
  - JSON-Dateien
  - Technische Hilfswerkzeuge: <https://crafting.thedestruc7i0n.ca/>

# Rezepte am Beispiel

- Rezepte für verschiedene Geräte
  - Lagerfeuer
  - Werkbank
  - Ofen
  - Block drop
  - Loot Tables
- Im Ordner src/main/resources/ → data/MOD-ID/recipe



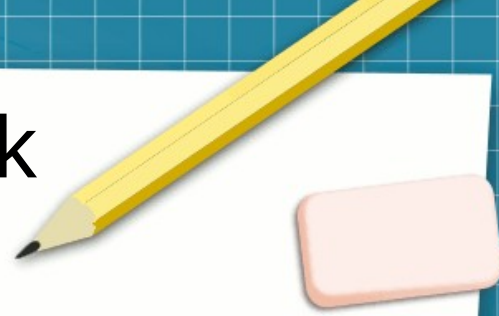
# Fackeln vom Stummel am Lagerfeuer



- In src/main/resources/**data/uno/recipe/**  
campfire\_torch\_from\_stub.json

```
{  
  "type": "minecraft:campfire_cooking",  
  "ingredient": "gtamfmd:stub",  
  "result": {  
    "id": "minecraft:torch"  
  },  
  "experience": 0.1,  
  "cookingtime": 20  
}
```

# Werkbank: ruby ↔ ruby block



```
{
  "type": "minecraft:crafting_shaped",
  "pattern": [
    "###",
    "###",
    "###"
  ],
  "key": {
    "#": "gtamfmd:ruby"
  },
  "result": {
    "id": "gtamfmd:ruby_block",
    "count": 1
  }
}
```

← shaped\_rubyblock\_from\_ruby.json

```
{
  "type": "minecraft:crafting_shapeless",
  "ingredients": [
    "gtamfmd:ruby_block"
  ],
  "result": {
    "id": "gtamfmd:ruby",
    "count": 9
  }
}
```

↑ shapeless\_ruby\_from\_rubyblock.json

# Schmelzofen: ruby aus ruby\_ore

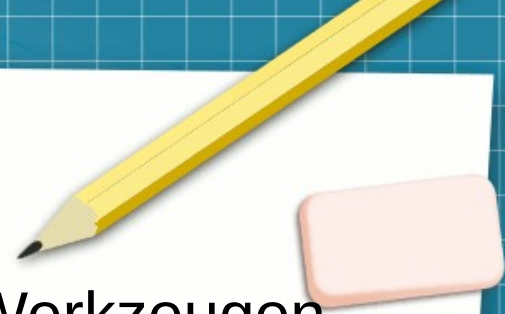
blasting\_ruby\_from\_rubyore.json

```
{
  "type": "minecraft:blasting",
  "ingredient": "gtamfmd:ruby_ore",
  "result": {
    "id": "gtamfmd:ruby"
  },
  "experience": 0.1,
  "cookingtime": 200
}
```



# Loottables

- Registrieren von Blöcken, die nur mit speziellen Werkzeugen abgebaut werden sollen
- Werkzeugauswahl festlegen
- Drop von bestimmtem Block festlegen

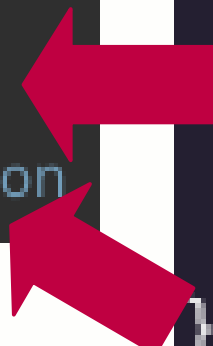


# Blockabbau auf Werkzeuge einschränken



```
▼ > src/main/resources
  > assets.gtamfmd
  ▼ > data
    > gtamfmd.recipe
  ▼ > minecraft.tags.block
    ▼ > mineable
      { } pickaxe.json
      { } need_iron_tool.json
```

```
{
  "replace": false,
  "values": [
    "gtamfmd:ruby_block",
    "gtamfmd:ruby_ore"
  ]
}
```





# ruby ore soll rubyball droppen

```
▼ [?] > data
  ▼ [?] > gtamfmd
    ▼ [?] > loot_table.blocks
      { [?] } ruby_ore.json
```

<https://misode.github.io/loot-table/>

```
{
  "type": "minecraft:block",
  "pools": [
    {
      "bonus_rolls": 0.0,
      "conditions": [
        {
          "condition": "minecraft:survives_explosion"
        }
      ],
      "entries": [
        {
          "type": "minecraft:item",
          "name": "gtamfmd:ruby"
        }
      ],
      "rolls": 1.0
    }
  ]
}
```



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