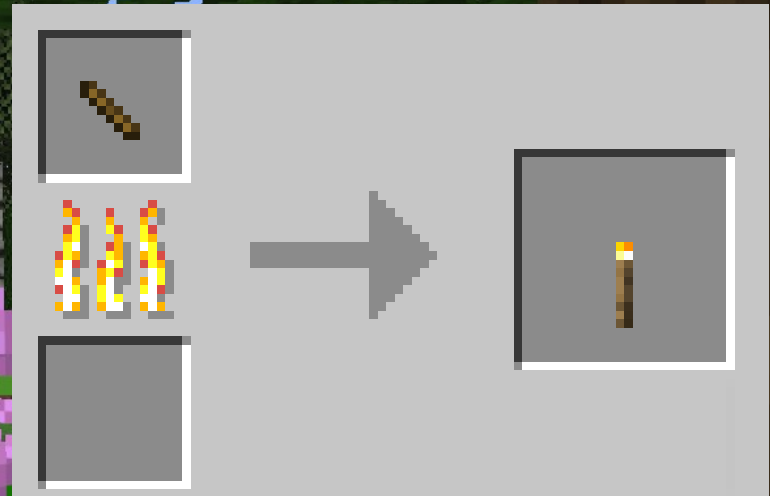


# Recipes for Items



# Als JSON definiert

- Unter `src/main/resources/data/mfmd2627/recipe`
- Pro Rezept eine eigene Datei
- Erzeugen mit <https://crafting.thedestruc7i0n.ca/>
- von Hand anpassen an eigene Items

# Recipe types

- Shapeless crafting
- Shaped crafting
- Smelting (auch blasting, campfire und smoking)
- Stonecutting
- Smithing

# Shapeless recipe

```
{  
  "type": "minecraft:crafting_shapeless",  
  "ingredients": [  
    "minecraft:tropical_fish",  
    "minecraft:short_grass"  
  ],  
  "result": {  
    "id": "mfmd2627:cat_food"  
  }  
}
```



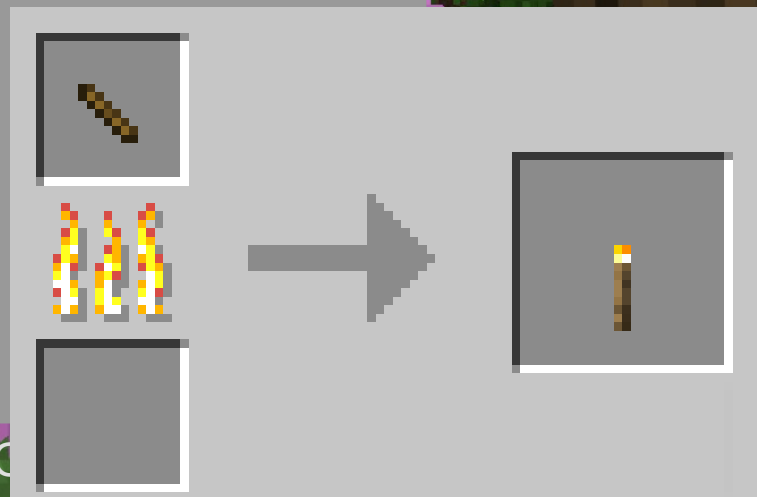
# Shaped recipe

```
{  
  "type": "minecraft:crafting_shaped",  
  "pattern": [  
    ")",  
    "#",  
    "#"  
  ],  
  "key": {  
    ")": "minecraft:bowl",  
    "#": "minecraft:stick"  
  },  
  "result": {  
    "id": "minecraft:wooden_shovel"  
  }  
}
```



# Smelting recipe

```
{  
  "type": "minecraft:campfire_cooking",  
  "experience": 0,  
  "cookingtime": 100,  
  "ingredient": "mfmd2627:stub",  
  "result": {  
    "id": "minecraft:torch"  
  }  
}
```



# Stonecutting recipe

```
{  
  "type": "minecraft:stonecutting",  
  "ingredient": "mfmd2627:tin_ingot",  
  "result": {  
    "id": "mfmd2627:tin_dust"  
  }  
}
```



# Items und Tags

- Definition von Tags an Items
  - Vermeidung von sehr vielen Rezepten
- Statt item einfach tag angeben
  - Mit vorangestelltem #-Zeichen

# Tag-based stonecutting recipe

```
{  
  "type": "minecraft:stonecutting",  
  "ingredient": "#minecraft:stone_crafting_materials",  
  "result": {  
    "id": "minecraft:stone_pressure_plate"  
  }  
}
```

