

Bench Types

The runtime normalizes benches into four main modes:

Type	Purpose
craft	Standard item crafting
blueprint	Blueprint drafting/creation
stash	Storage-focused bench
weapon	Weapon preview/component workflow

Older labels such as `general`, `illegal` or `military` can still be used as recipe organization concepts, but the current bench runtime normalizes the operational mode to the types above.

The bench type controls which interface and server validation path is used.