

Blueprint Metadata & Uses

A generated blueprint contains metadata similar to:

```
{
  label = 'Pistol Blueprint (85%)',
  description = 'Projeto técnico avançado\nUtilizações: 3/3',
  blueprint = true,
  blueprint_id = 'pistol',
  quality = 85,
  uses = 3,
  max_uses = 3,
  ingredients = { ... },
  createdAt = os.time()
}
```

An optional local image is stored as `metadata.image`; HTTP/HTTPS images are stored as `metadata.imageurl`.

Use consumption

When a blueprint-required recipe succeeds:

- `uses` decreases by 1.
- The description is updated.
- When uses reach zero, the blueprint item is removed.

If the inventory cannot update metadata directly, Crafting can fall back to removing/re-adding the item with updated metadata where the bridge allows it.

Revision #1

Created 2026-09-03 18:18:54 UTC by Riguita

Updated 2026-09-03 18:18:54 UTC by Riguita