Recipes · Config + Database

Recipes can come from two sources.

Default recipes

Defined in:

```
config/config_recipes.lua
```

Example:

```
lockpick = {
    label = 'Lockpick',
    item = 'lockpick',
    amount = 1,
    time = 6000,
    use_blueprint = 0,
    blueprint_type = '',
    ingredients = {
        iron = 10,
        plastic = 5
    }
}
```

Custom recipes

Custom Admin Studio recipes are stored in:

```
nord_crafting_recipes
```

Custom recipes can be created, updated, deleted and imported from the Admin Studio.

Common fields

Field	Purpose
`id` / recipe key	Stable recipe identifier
`label`	Display name
`item`	Output item
`amount`	Output quantity
`time`	Craft time in milliseconds
`ingredients`	Item → required amount map
`recipe_type`	General/weapon/component classification
`use_blueprint`	Require blueprint
`blueprint_type`	Required blueprint ID
`use_level`	Enable level gate
`min_level`	Minimum crafting level

Revision #1
Created 2026-09-03 18:18:53 UTC by Riguita
Updated 2026-09-03 18:18:53 UTC by Riguita