

Weapon Component Recipes

Component recipes use the same database/config recipe model but are classified as component recipes.

The weapon callback validates:

- Bench type is `weapon`.
- Recipe is assigned to that bench.
- Recipe exists.
- Recipe type resolves to `component`.
- Player meets required level.
- Player has required ingredients.

For multi-selection, ingredient totals are combined before removal so the full selected set must be affordable.

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