

Weapon Workbench

Overview

A bench with type:

weapon

uses the dedicated weapon crafting interface and validation path.

The workflow can:

- Inspect weapon items in the player's inventory.
- Preview a weapon in a configured 3D location.
- Preview/attach/detach selected components in the interface.
- Validate component recipes assigned to the bench.
- Validate player level.
- Validate ingredients.
- Process multiple selected component recipes as one selection.

The server rejects weapon-component requests sent to a non-weapon bench.

Revision #1

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

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