

Recipes · Config + Database

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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:

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

Common fields

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

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