Creating Assembler Recipes

In this article we will look into how to make recipes for the Assembler using json based datapacks. The folder location for your recipes would be in `data/NAMESPACE_HERE/envirocore/assembler/` the NAMESPACE_HERE can be replaced with your datapack/mods id.

Lets make a recipe.

This is the base recipe structure for an Assembler recipe. `"top"`, `"bottom"`, `"left"`, `"right"` and `"center"` are all input slots and `"output"` is obviously the output slot for the recipe. The `"duration"` is how long the recipe takes to craft in ticks. Keep in mind that this is the base recipe time and can be faster if Frequency Modifiers are used inside the Assemblers modifier slots.

```
{
  "duration": {
    "raw:int": 100
  },
  "top": {

  },
  "bottom": {

  },
  "left": {

  },
  "right": {

  },
  "center": {

  },
  "output": {

  }
}
```

Each input can accept a variety of types including Items, Items with NBT, and Item Tags. You can find all possible input types in this article: Recipe Item Types

Merging Center Slot NBT

In assembler recipes the `"center"` slot can have its nbt merged with the output Item. To do that you will need to have the following in the base recipe itself (not in any of the slots)

```
"merge_center_nbt": true
```

Overriding Recipes

If you want to disable or replace any of the recipes for the Assembler you can follow This Tutorial

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Revision #8
Created 2021-07-16 18:36:41 UTC by ValkyrieofNight
Updated 2021-08-04 17:03:19 UTC by ValkyrieofNight