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## Recipes Table

The Recipes Table contains every single crafting recipe in the game. In this table, you can set up what machines to be used in a recipe, the crafting costs of the recipe and so forth.

Note that this primer does not deal with making crafting machines - for a guide on that topic, please follow this link:

<https://www.dropbox.com/s/ji12evw9jesad2y/Creating%20a%20Crafting%20Machine.pdf?dl=0>

## Row Name

The row for each entry in the RecipesTable is a unique ID. This ID is used for most methods of identifying the recipe and is called a "Template ID" in functions used in the event-graph. This ID is used whenever a recipe is accessed through the crafting system.

**Note:** You will find that many recipe ID's have the same ID as their corresponding resulting item. The lists are, however, completely separate and this is not a requirement in any way.

## Recipes/

**Recipe Name** - The display name of the recipe

**Short Desc** - The description shown in the crafting window.

**Recipe Type** - Primarily a sorting method used internally

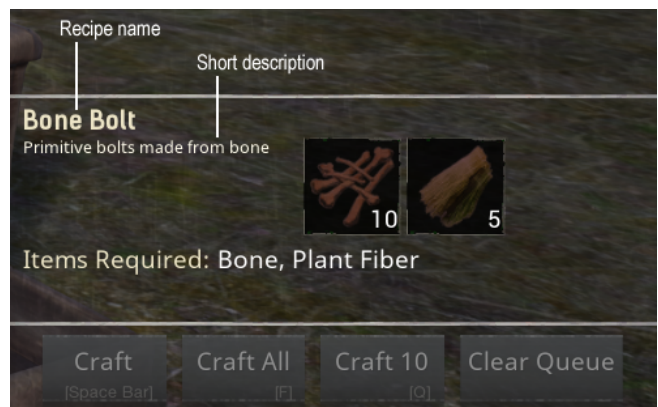
**Time to Craft** - The time it takes, measured in seconds, to craft the item

**Tier** - Not in use

**Craft XP** - The amount of XP given to the player when the item is crafted

**Crafting Stations** - This links to the Crafting Station ID for the machine. This ID needs to match the Crafting Group set up in the crafting station blueprint.

**Required Fuel** - If the recipe requires a specific fuel to be crafted, this is the Item Template ID for that specific fuel item.



**Icon** - The icon displayed in the recipe window for the recipe

**Building Module** - If your recipe is an upgradeable building piece or placeable, the blueprint should be linked here. This is not a requirement, but if the crafted result here matches with the blueprint set on a stations "Upgrade Target", the crafting station will be replaced with the crafted resulting station/placeable.

**Destroy Station on Complete** - If this is checked, it destroys the station when completed. This is only really used for special recipes such as the summoning of an Avatar.

**Catalyst ID** - This template ID is used for items that are part of recipes but not consumed when the recipe is actually crafted

**Ingredient 1 ID** - The Template ID for the first item required to craft the recipe.

**Ingredient 1 Quantity** - The amount of item 1's required to craft the recipe.

**Ingredient 2 ID** - The Template ID for the second item required to craft the recipe.

**Ingredient 2 Quantity** - The amount of item 2's required to craft the recipe.

**Ingredient 3 ID** - The Template ID for the third item required to craft the recipe.

**Ingredient 3 Quantity** - The amount of item 3's required to craft the recipe.

**Ingredient 4 ID** - The Template ID for the fourth item required to craft the recipe.

**Ingredient 4 Quantity** - The amount of item 4's required to craft the recipe.

**Result 1 ID** - This is the Item Template ID of the item crafted.

**Result 1 Quantity** - This is the amount of Items crafted when the recipe is finished.

**Result 1 Weight** - If left at 0, this result is always crafted - if it has any other value, it works as a weighted system (please refer to the guide "Primer - What are Weighted tables" for more information)

**Result 2 ID** - Some recipes may have byproducts, or craft more than one distinct item. This entry allows a second Item Template ID to be crafted

**Result 2 Quantity** - This is the amount of secondary items crafted when the recipe is finished.

**Result 2 Weight** - If left at 0, this result is always crafted - if it has any other value, it works as a weighted system (please refer to the guide "Primer - What are Weighted tables" for more information)

**Result 3 ID** - Some recipes may have byproducts, or craft more than one distinct item. This entry allows a third Item Template ID to be crafted

**Result 3 Quantity** - This is the amount of secondary items crafted when the recipe is finished.

**Result 3 Weight** - If left at 0, this result is always crafted - if it has any other value, it works as a weighted system (please refer to the guide "Primer - What are Weighted tables" for more information)

**Result 4 ID** - Some recipes may have byproducts, or craft more than one distinct item. This entry allows a fourth Item Template ID to be crafted

**Result 4 Quantity** - This is the amount of fourth items crafted when the recipe is finished.

**Result 4 Weight** - If left at 0, this result is always crafted - if it has any other value, it works as a weighted system (please refer to the guide "Primer - What are Weighted tables" for more information)

**Thrall Recipe Feat Requirement** - If the recipe is given from the ProfessionTable (thralls), this allows you to set up if crafting the recipe also requires recipes to be known by the player. As an example - crafting a Flawless Star Metal Sword requires the player to know the Star Metal Sword recipe.

*Note: The use of this is changed after Conan Exiles launches: It's important to know that despite the name of this entry being "Thrall Recipe FEAT requirement", it is actually the Recipe that is taken into consideration here.*

**Is Thrall Machine Recipe** - Not in use

**Is Recipe Enabled** - If you want to disable a recipe for some reason, this needs to be unchecked.

**Map Marker Icon** - When the recipe is being crafted, this icon is displayed on the map. Currently not used but the intention was to show where avatars were created.

**Exiles Journey Trigger** - When completed, certain recipes grants completion of Journey steps. This is where those are set up.