Installation instructions.

- Move the “Kactet\_WorkBench” folder to the server profile folder.

- Move the key file (from “Keys” folder) to Your server key folder

Cofiguration:

All crafting recepies are registered in the Settings.json file found in “Kactet\_WorkBench” folder.

              Settings.json File structure

* line PathToMainBackgroundImg - responsible for the path to edds picture file that is put in the background.

Example: " PathToMainBackgroundImg ": " BP\_Workbench / scripts / 4\_World / layout / repair.edds ", where BP\_Workbench is the name of .pbo file.

* line PathToRepairImg - responsible for the path to edds picture file, which is used in craft of “ repair ” type.
* line PathToPaintImg - responsible for the path to edds picture file, which is used in the craft with the " paint " type.
* PathToCraftImg line - responsible for the path to edds picture file, which is used in craft with the " craft " type.

(All of these 4 lines are optional.)

WorkbenchesClassnames - is an array that contains classnames of potential workbenches. It can be applied to any object being child of ItemBase class.

CraftItems is an array containing class members that describe a specific recipe.



" Result " - an item that will appear upon successful crafting (enter class name)

" ResultCount " - the number of items specified in the "Result".

“ CraftType ” - is responsible for the picture, which is located on the button with the recipe. There are 3 types in total

* Repair



* Paint



* Craft



" RecipeName " - is responsible for the name of the recipe.

" CraftComponents " - an array that contains all the elements that are included in the crafting recipe.

« Classname » - class name of an ingredient.

“ Amount ” - quantity, for items with a “filled volume bar” the quantity is indicated in arbitrary units. Example: a bottle of water has 1000 conventional units (ml.).

« Destroy » - variable of bool type (0 or 1 ) , is responsible for, deletion (1) of the number of components (specified in “amount”) in a workbench or keeping the item in unchanged state (0) .

“ Changehealth ” is a variable of type float , the number of hp units that it changes . example: “ Changehealth ”: -50,

AttachmentsNeed - an array of class names of workbench attachments. Enter class names here if you want a thing to craft only when this attachment is installed on a workbench.

Attachment List :

* BPGrinder
* BPCutting\_saw
* BPDrill

If you are not sure if you filled out the file correctly, use the online json file validators.