

To differentiate the two crafting systems in this asset. “Simple” crafting refers to a crafting system that simply tells you what ingredients you need to craft each recipe, then you’re able to craft automatically with a single click. “Grid” crafting refers to a Minecraft style crafting system where you must place ingredients into a grid in a specific pattern in order to craft the desired item.

## Getting Started

If you want to use the crafting system as-is, then all you have to do is drag the Crafting Table (Grid) prefab (*Prefabs/Blocks...*) into the scene somewhere the player can reach. As long as the player is tagged Player and is within proximity of the Crafting Table, you can press Tab to open up the crafting menu. This works best if you also have the Inventory dragged into the scene.

The crafting table is nothing but a few lines of code that turn on the Crafting Menu (Grid) prefab that’s attached as a child. This is where all the actual crafting happens.

Unlike the Simple crafting system, this one automatically adds each complex recipe so long as they start with “GR\_”. To craft, place items into the correct positions on the grid (right click to place only one item instead of the whole stack).

## Recipes

Recipes are set up as Scriptable Objects, so inside the project tab you’ll be able to create a new recipe by right clicking and selecting Create > EZ Inventory > Recipe Grid.

When looking at a Recipe Grid in the inspector you’ll see a 3x3 grid. Drag items from the project tab into the ingredient slots to make your recipe, and leave slots as “None” if they should remain empty.

At the top you’ll need to specify what item will be crafted with this recipe and how many.

Make sure all the recipes begin with “GR\_” so the crafting menu can find them.

Last thing is a bit of an annoyance, but if you have a small recipe (like a stick in Minecraft) that could be done in multiple positions on the grid, you’ll need to create a separate recipe for each possible position. Look at the various GR\_Cloth recipes as an example.

## Placing Inside Inventory

It’s very likely you might want to have the crafting menu as a permanent inclusion in the Inventory. This is very easy. Just drag the Crafting Menu (Grid) prefab (*Prefabs/UI...*) to be a child of Inventory Canvas > Inventory Main.

## Changing Grid Size

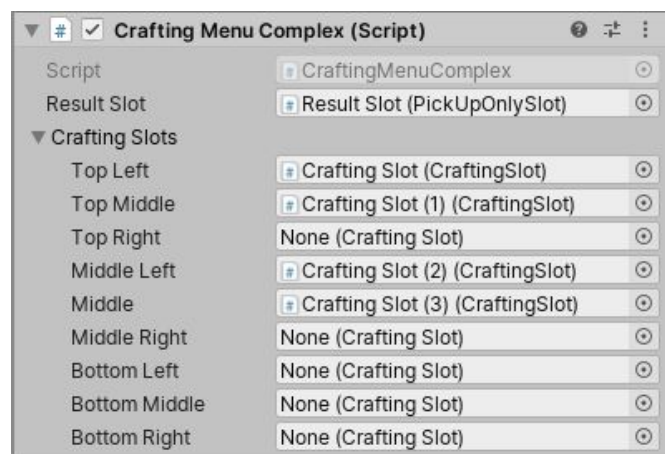
Maybe you want a 2x2 grid just for the inventory and keep 3x3 grids to the crafting tables. Maybe you wanna go completely nuts and make a 5x5 grid. Right now it's all hard coded, so while it's a bit tedious, it's pretty easy to understand how it all works.

### Reducing Size

Starting with reducing the grid to 2x2, you can do this without touching any code. Take the Crafting Menu (Complex) prefab, open up the child "Grid" and delete all but 4 of the crafting slots. This won't take the shape of a 2x2 grid so you'll have to click on "Grid" to change some stuff.

"Grid" has a Grid Layout Group where you can either change the Cell Size to 50x50, or you can change the RectTransform's Width/Height to something smaller, this will change the grid size to force the slots into a 2x2 grid.

Now you'll need to click on Crafting Menu (Complex) and look at the attached component of the same name. This contains a list of Crafting Slots by name. Right now the slots remaining won't quite match up, so drag the remaining slots into Top Left, Top Middle, Middle Left, and Middle respectively. We're basically setting these four remaining slots to work as the top left portion of the usual 3x3 grid.



### Increasing Size

For this example we'll increase the size to 4x4, but the logic is the same for anything bigger. The slots in the grid are all hard coded, so it'll be easy to change it, but tedious.