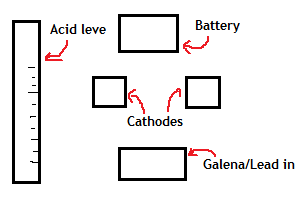
## Sample Anodising Vessel GUI



## Recipes

Carbon Rod

1. Coal + Knife = Carbon Rod

2. Charcoal + Knife = Carbon Rod

Copper Rod Mould

5 clay xxxxx

xxxxx

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xxxxx

xxxxx

Copper Rod

1. Copper Rod Mould + 100 units of Copper = Copper Rod

2. Copper Ingot + Anvil + Anvil Plan = Copper Rod

Copper Wire

1. Copper Ingot + Anvil + Anvil Plan = Copper Wire

Sulfuric Acid

1. Glass Bottle + Coal + 2 x Gunpowder = Bottled Sulfuric Acid

2. Glass Bottle + Coal + 2 x Sulfer Powder = Bottled Sulfuric Acid

Ceramic Battery

1. Small Ceramic Vessel + Bottled Sulfuric Acid + 2 x Copper Wire

Anodising Vessel

1. Large Ceramic Vessel + 2 x Copper Wire = Anodising Vessel

Silver Flakes

1. Silver Coated Copper Rod + Knife = Copper Rod + Silver Flakes

\*\* Note – Silver coated copper rod is a Copper Rod after use in an Anodising Vessel.

## Process

1. Create Carbon Rod.
2. Create Copper Rod mould and fire it.
3. Create Copper Rod.
4. Create Copper Wire.
5. Create Sulfuric Acid.
6. Create Battery.
7. Create Anodising Vessel.
8. Open Anodising Vessel.
   1. Fill with vinegar.
   2. Add the Carbon Rod.
   3. Add the Copper Rod.
   4. Add Galena.
   5. Seal Vessel.
9. If process interrupted, by unsealing, do nothing.
10. After each solute is processed.
    1. Vinegar level is decreased.
    2. Galena is destroyed.
    3. Carbon Rod takes damage.
    4. Copper Rod becomes Silver Coated Copper Rod.
    5. Silver Coated Copper Rod takes damage.
11. Scrape Silver Coated Copper Rod with knife to get silver flakes (1 flake = 1 unit).
12. Melt silver flakes in crucible or small vessel to get silver.

## Notes

1. The max stack size of Galena is 16, the max unit of each Galena is 35, so the max amount of Galena in one process is 560 units.
2. For each unit of Galena, 3 units of fluid are required. Maximum of 560 units of Galena = 1680 units of fluid.
3. The maximum amount of vinegar contained within the Anodising Vessel is 5000.
4. Silver flakes have a stack size of 64 (64 units).
5. Carbon Rods take 1 in 5 chance of damage for each solute processed. Max of 50 damage.
6. Copper Rods take 1 damage for each solute processed. Max of 600 damage.
7. To indicate the progress of the process, the galena is dissolved over time.
8. Must make the player overburdened if they pick it up, full loaded. Not applicable if creative mode.
9. Need to use a language resource file.

## In Game Objects

1. BlockAnodisingVessel – BH:Done
2. TileEntityAnodisingVessel – BH: Done
3. GuiAnodisingVessel – BH: Done
4. ContainerAnodisingVessel – BH: Done
5. RenderAnodisingVessel – BH: Done
6. SlotBattery – BH: Done
7. SlotAnode – BH: Done
8. SlotCathode – BH: Done
9. SlotSolute – BH: Done
10. ItemAnodisingVessel – BH: Done
11. ItemBattery – BH: Done
12. ItemCarbonRod – BH: Done
13. ItemCopperRod – BH: Done
14. ItemCopperRodMould – BH: Done
15. ItemCopperWire – BH :Done
16. ItemSilverFlake – BH: Done
17. PlanCopperRod – BH: Done
18. AnodisingVessel block image – BH: Done
19. AnodisingVessel item image – BH: Done
20. AnodisingVessel GUI image – BH: Done
21. Battery item image – BH: Done
22. CopperRod item image – BH: Done
23. CopperWire item image – BH: Done
24. Silver Coated CopperRod item image – BH: Done
25. CarbonRod item image – BH: Done
26. SilverFlake item image – BH: Done
27. CopperRod plan image – BH: Done

## Mod Creation Workflow

1. Create Battery item. BH: Done
2. Create Battery recipe. BH: Done
3. Create Anodising Vessel recipe. BH: Done
4. Create Anodising Vessel item. BH: Done
5. Create Anodising Vessel block. BH: Done
6. Create Carbon Rod recipe. BH: Done
7. Create Carbon Rod item. BH: Done
8. Create Copper Rod mould item. BH: Done
9. Create Copper Rod item. BH: Done
10. Create Copper Rod anvil recipe. BH: Done
11. Create Copper Wire item. BH: Done
12. Create Copper Wire anvil recipe. BH: Done
13. Create Silver Coated Copper Rod item. BH: Done
14. Create Anodising Vessel GUI. BH: Done
15. Create Anodising Process. BH: Done
16. Create Silver Flake recipe. BH: Done
17. Allow silver flakes to be melted in small vessel and crucible. BH: Done
18. Allow silver flakes to be used in alloy mixes in small vessel and crucible. BH: Done