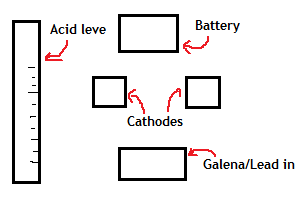
## Sample Anodising Vessel GUI



## Recipes

Carbon Rod

1. Coal + Knife

2. Charcoal + Knife

Copper Rod Mould

5 clay xxxxx

xxxxx

00000

xxxxx

xxxxx

Copper Rod

1. Copper Rod Mould + 100 units of Copper

2. Copper Ingot + Anvil + Anvil Plan

Copper Wire

1. Copper Ingot + Anvil + Anvil Plan

Bottled Sulfuric Acid

1. Bottled Water + Coal + 1 x Gunpowder

2. Bottled Water + Coal + 1 x Sulfer Powder

Ceramic Battery (12U or 12000mU)

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

Anodising Vessel

1. Large Ceramic Vessel + 2 x Copper Wire

Bottled Nitric Acid

1. 250mB Fresh Water + 2 x Saltpeter Powder

Nitric Acid (Anodising Vessel)

1. 200mB Fresh Water + Saltpeter Power

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 Battery.
6. Create Anodising Vessel.
7. Open Anodising Vessel.
   1. Fill with fluid.
   2. Add the battery.
   3. Add the Carbon Rod.
   4. Add the Copper Rod.
   5. Add Galena.
   6. Seal Vessel.
8. If process interrupted, by unsealing, do nothing.
9. After each solute is processed.
   1. Galena is destroyed.
   2. Fluid level is decreased.
   3. Battery charge is reduced.
   4. Carbon Rod takes damage.
   5. Copper Rod becomes Silver Coated Copper Rod.
   6. Silver Coated Copper Rod takes damage.
10. Scrape Silver Coated Copper Rod with knife to get silver flakes (1 flake = 1 unit).
11. 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 that can be processed is 560 units.
2. For each unit of Galena, 3 units of fluid are required. Maximum of 560 units of Galena = 1680 fluid units.
3. For each unit of Galena, 7 units of battery are required. Maximum of 560 units of Galena = 3920 battery units.
4. The maximum amount of fluid contained within the Anodising Vessel is 5000.
5. Each copper rod can hold a maximum of 4000 sub-units of silver flake.
6. Carbon Rods have a max of 50 damage.
7. Copper Rods have a max of 600 damage.
8. To indicate the progress of the process, each solute is destroyed after processing.
9. Silver flakes have a stack size of 64 (64 units).
10. Must make the player overburdened if they pick it up, full loaded. Not applicable if creative mode.
11. Need to use a language resource file.
12. Need to be able to pick up nitric acid with blue and red buckets.
13. Silver flakes will have max of 10 units. When scraped, create stacks of 10 and 1 with the remainder.
14. Add melt temp for silver flake.

## Process Details

Process Rates

1. Ticks per Solute Unit Rate (time it takes to dissolve 1 unit of solute)

Vinegar = 7;

Nitric Acid = 5;

1. Silver Result Base Rate (1 – 5)

Vinegar = 1;

Nitric Acid = 3;

1. Silver Flake Ratio

10:1

Processing Calculations

1. Cathode item damage (carbon rod).

Random number between 0 and 1

If Result = 0 then no damage

else

Random number between 0 and Metal Unit Amount.

If Result > (Silver Result Base Rate \* (Metal Unit Amount / 5))

then damage = Silver Result Base Rate.

1. Anode item damage (copper rod).

((Metal Unit Amount / 5) \* Silver Result Base Rate) / 2;

1. Silver Flake result.

10 + Silver Result Base Rate + random between 0 and 2.

(float)Metal Unit Amount \* (Result / 100).

Result / 10 = Silver Flake Units (when scraped)

## 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