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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.
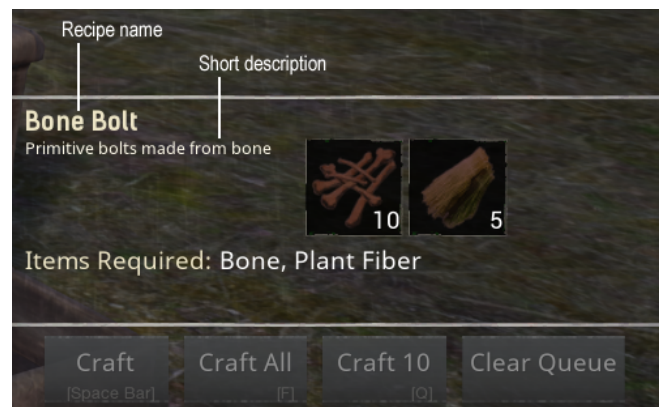
Recipes/

Feat Name - The display name of the feat.

Recipe Name - The display name of the recipe

Short Desc - The description shown in the crafting window.

Long Desc - Not in use. The reason you see this filled in for all the Conan Exiles recipes is due to the way we export the tables; it is not required or shown.

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 a building piece or placeable, the blueprint should be linked here.

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.

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 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.

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.