MAX GAME Guide
Using Crafting in GameGuru MAX

HELP GUIDE

Crafting capability is used in many and varied game types, in GameGuru Max a crafted item is made from resource items and a recipe (schematic) referencing a entity to be crafted. *Recipes* contain the details of the item to be crafted and its requirements. To craft an item requires also a Crafting Table or Crafting Kit.

In the Crafting Table you setup the displayed Hud Screen, Craft Container used and some other basic options. The Crafting Class designates this Crafting Table to craft only recipes/schematics that have the class name shown here .

If left blank then it becomes a standard Crafting Table that can only use a standard crafting recipe with *"recipe"*.

For example if your Crafting Table Class is set to *"potion"* then only recipes with *"recipe=potion"* as the item style will be able to be made.

You could have a few different types of crafting stations/tables for uses.

In all cases in the collectable settings of the Recipe, the Item Syle is *"recipe"* for generic uses or *"recipe=classname"* if using crafting classes (eg: *recipe=potion or whatever class name you decide to use)*

The Hud screen for crafting allows for players to craft items from *crafting recipes* collected in the game. *Recipes* contain the details of the item to be crafted and its requirements.

All required items are entered into the collectable screen in the *Item Ingredients* field eg: "Desert Plant
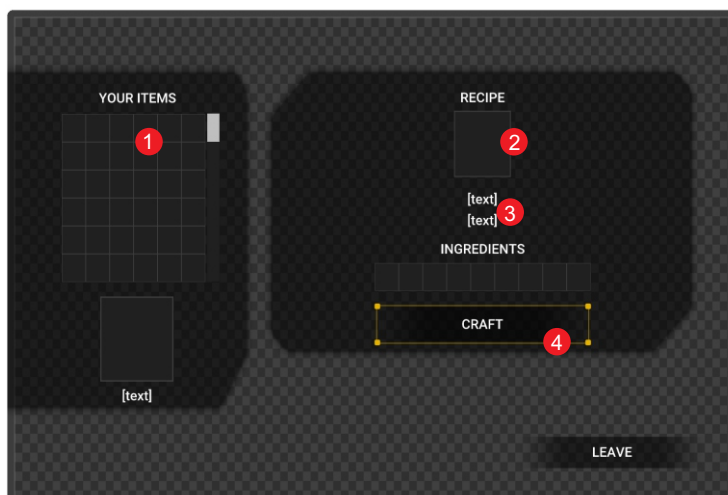
1, Desert Plant 2" with a comma separating each one. *(One entity item that is to be crafted once or multiple times has to exist in the world somewhere.)*

Usually a couple of *resource* items may be needed for the craft. An object that is going to be used in crafting an item such as a plant or object is needs to be flagged as collectable and *resource* and has the *resource* behavior attached.

To craft an item, placing the *crafting recipe* item in the crafting area (2) from your inventory (1) - if the Recipe Item Style matches the Crafting Class on the Crafting Table then and it will accept the crafting recipe and show the required item resources (3) to craft the item(2). Provided you have the required items for the recipe then pressing the Craft Button (4) the item is created and placed in the inventory for use.

Once crafted the recipe can be placed back into the inventory for later use again.