Crafting Menu Idea

Buttons change/update based on selected category (aka click category and buttons change text and possibly position based on the category selected).

Lock symbol or such to indicate that you can’t craft yet (research).

Have red text for stuff you don’t have resources for.

Have category text stored in arrays so can loop through and change buttons (any button not changed can be disabled temperately).

Have it so crafting object will craft required items (like in empyrion).

Crafting Table t1

* Food
  + ?
* Electronics
  + Wiring – metal x2
* Materials
  + Planks- wood x1