

LSC User Guide

For LSC Public Beta v1.0

(This guide can also be found within LSC.

Hit Escape, and click “Click here to look at the guide” at the top of the screen)

Welcome to Hesterry's Wonderful Life Skill Calculator! This tool was designed from the ground up to make calculating the profitability of various life skills incredibly fast and easy. While LSC can be a little bit daunting at first, it's actually quite easy to use, and very straightforward overall. To help you get started, this guide will take you through just about every feature it has to offer.

Before we dive in, keep in mind that any time a “database” is mentioned, it is referring to the “Item Database.csv” file in the LSC sub-folder, unless explicitly noted otherwise.

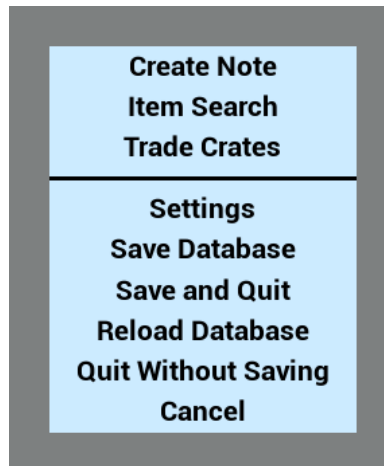
Lastly, while this tool does provide links to the bdocodex website, I am not associated with them in any way. This simply seemed like a convenient feature, and will be removed should the owner(s) of the website request it.

Table of Contents

- 0 – The Main Menu
- 1 – Item Search
- 2 – The Item Inspector
 - 2.1 – Material List
 - 2.2 – Additional Settings
- 3 – Use Tree and Material Groups
- 4 – Trade Crates
- 5 – Settings

Section 0 – The Main Menu

First, lets take a look at the Main Menu. Either click anywhere in the background of the splash screen, or press escape. You should see something like this:



Lets briefly go over what these buttons do, then we'll go over each part in detail.

“Create Note” creates a simple text note that you can edit. However, at this time, these are not saved between sessions.

“Item Search” allows you to search through items stored in the database file.

“Trade Crates” brings up a crate profitability calculator, much like what you've probably seen on various sites on the internet.

“Processing Chart” shows a variety of processed items, and what kinds of profits you're looking at when processing them.

“Settings” allows you to adjust various settings for this tool.

“Save Database” saves any changes you've made to items and their various records to the “Item Database.csv” file in the “LSC” folder. Remember, changes to the database are not automatically saved, unless you set up autosave in the settings!

“Save and Quit” saves any changes to the database, then quits the application.

“Reload Database” will reload all item information from the item database, overwriting any changes you've made since your last save.

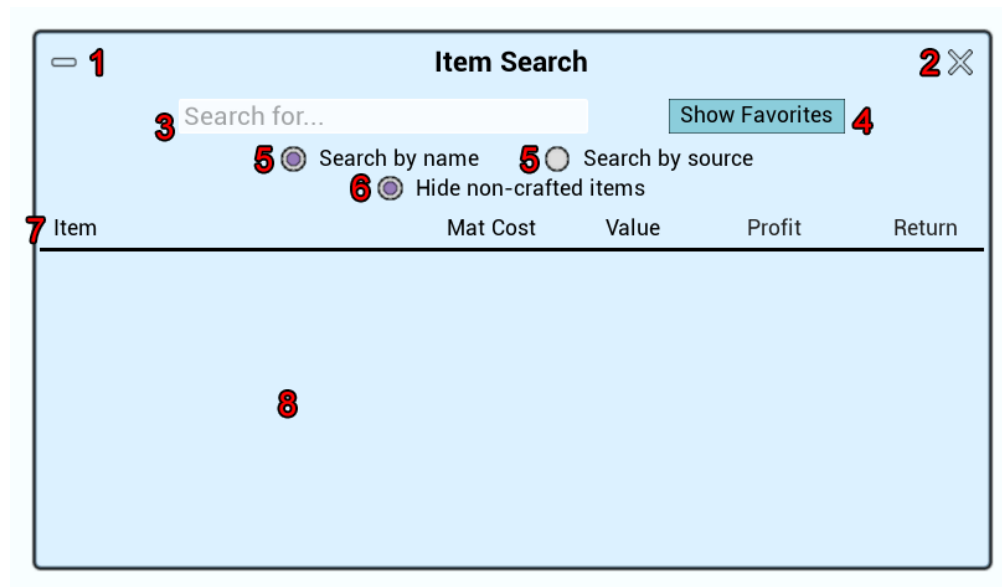
“Quit Without Saving” will simply close LSC without saving the database.

“Cancel” simply closes the menu.

Whew! Now lets get things going by taking a look at the Item Search tool...

Section 1 – Item Search

Click the “Item Search” button in the Main Menu, and you should see something like this pop up:

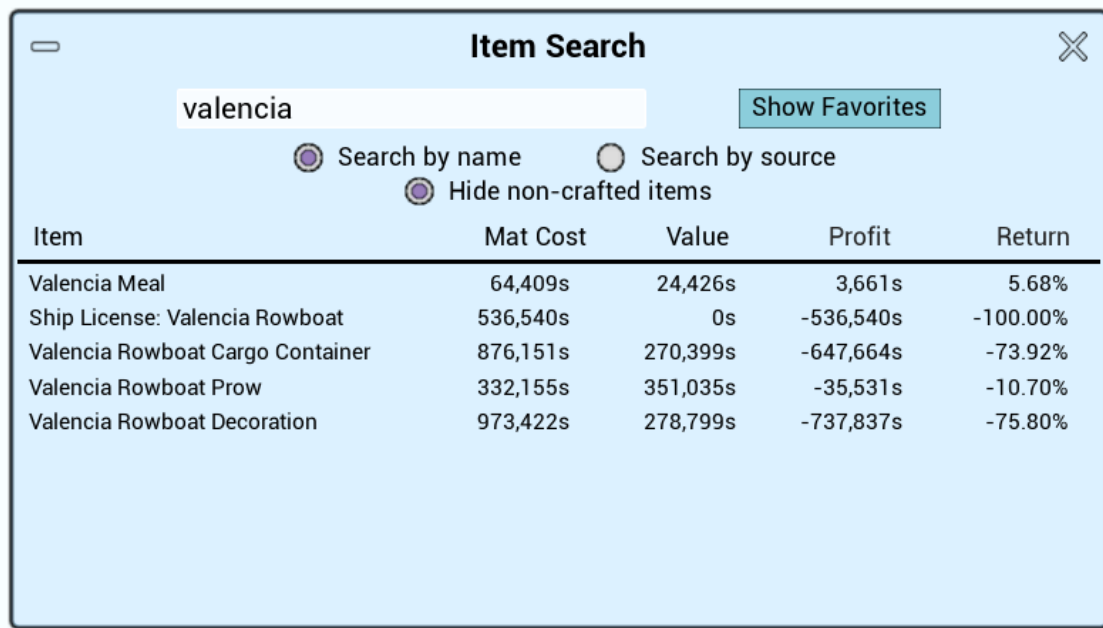


Pretty straightforward, but lets look at what each part does...

- 1) This minimizes the window. Every tool has this button.
- 2) This will close the window. Every tool also has this.
- 3) This is the text entry box for searching.
- 4) This will bring up a favorites menu, letting you save search settings for later use.
- 5) These two buttons determine how the database is searched – either by item name, or by the item's source, such as processing or gathering.
- 6) This toggles whether non-crafted items, like blood or timber, will be displayed in the search panel.
- 7) These labels note what the various numbers of a found item mean. Mat cost is the total material cost of the item, based on the current prices in the item database file. Value is the currently set market value of the item. Profit is calculated using a formula which accounts for the item's value, production multiplier, the value of any crits, tax, and material costs (we'll be going over specifics of this formula in the next section). Return is simply what percentage of the material cost is gained as profit.
- 8) This area will populate with a list of items that fit your search criteria.

Lets start by searching for an item... How about a Valencia Meal? Type in “Valencia” into the search box, and make sure that “Search by name” is checked.

You should see something like this:



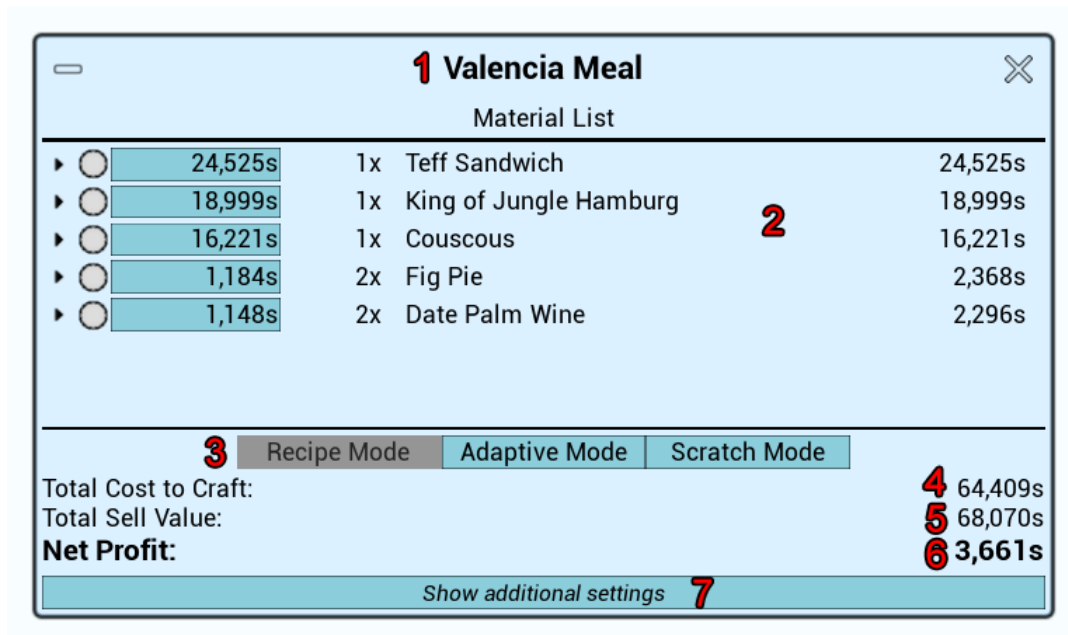
Item	Mat Cost	Value	Profit	Return
Valencia Meal	64,409s	24,426s	3,661s	5.68%
Ship License: Valencia Rowboat	536,540s	0s	-536,540s	-100.00%
Valencia Rowboat Cargo Container	876,151s	270,399s	-647,664s	-73.92%
Valencia Rowboat Prow	332,155s	351,035s	-35,531s	-10.70%
Valencia Rowboat Decoration	973,422s	278,799s	-737,837s	-75.80%

Now, right-click the name “Valencia Meal”, and you should see a little menu pop up. We'll go over what all of these do later, but lets start by clicking “Open in Inspector”.

Tip: Nearly every item name you see can be right-clicked to bring up this menu. Try right-clicking other item names you come across throughout LSC to see what you can interact with. Alternatively, double-clicking an item name is a shortcut to bringing it up in the inspector (or, in the case of materials, the “Use Tree” – but more on that later).

Section 2 – The Item Inspector

Lets minimize the search tool by clicking the button in the top-left corner, and set it aside. Now you should see something like this:



This is the Item Inspector – it's likely the tool you're going to make use of the most. It's exceptionally powerful, but definitely takes some explaining.

- 1) The item's name – clearly I needed to tell you that.
- 2) This is the material list. It has a number of display modes we'll go over in a moment, but simply put it shows a list of the various materials for crafting the item.
- 3) These three buttons switch between the three material list modes that the inspector can display – we'll go over them in the next section.
- 4) This is the total cost to craft the item, calculated by tallying up the cost of the item's materials above.
- 5) This is the total sale value of the item, which is calculated by multiplying the item's value by it's production multiplier, plus the value of any critical crafts by crit chance. This is then multiplied by tax rate.
- 6) This is the net profit of the item, calculated by subtracting the total cost from the total sell value. Note that this is also how the search tool calculates profits.
- 7) This toggles the display of additional settings for the inspector tool. We'll go over that in a bit.

Lets take a deeper look at the material list now.

Section 2.1 – Material List

First, lets look at a single material – the Teff Sandwich.

1	2	3	4	5	6
▶	○	24,525s	1x	Teff Sandwich	24,525s

- 1) This arrow allows you to expand recipes to view their materials. We'll go over this in a moment.
- 2) This little button is an “Override” toggle. Normally, the price (labeled #3) is based on the current market value of the item according to the database. However, you can temporarily override this value and set a new one, without messing with an item's value history (more on value history in a moment), or without messing with how item profitability is calculated in the search tool. Override values are saved, but separately from its actual prices. Check the tooltip for more details.
- 3) The current market value for the item according to the database. You can click here to set it, but note that (unlike override mode), this will update that item's current and historical values.
- 4) The quantity of the material required for a single craft.
- 5) The material's name.
- 6) The total cost of the material, calculated by multiplying its value by its quantity.

Tip: You can right-click a material's name, and tag it as a bottleneck. This tag is saved in the database, and will cause the item to be highlighted in red in the material list.

That's pretty much it! Lets take a look at the modes for the material list next...

As you can see, there are three modes in the Item Inspector: recipe, adaptive and scratch. The “Recipe Mode” is default, and offers the simplest view of the item's various recipes. Notice these materials here have a little arrow next to them. If you click this arrow, the recipe for that item will be displayed. Try clicking the arrow next to “Teff Sandwich”.

▼	○	24,525s	1x	Teff Sandwich	24,525s
▶	○	462s	1x	Teff Bread	462s
▶	○	10,778s	1x	Grilled Scorpion	10,778s
▶	○	10,710s	1x	Freekeh Snake Stew	10,710s
▶	○	1,181s	3x	Red Sauce	3,543s

Notice this gives us the exact recipe for Teff Sandwich, and has no effect on how Valencia Meal's profit is calculated. This is very useful if you quickly want to see how a particular sub-item is made – and notice you can keep expanding recipes, as long as there is a recipe to view. Lets move on to the next mode...

The second, and possibly most useful mode, is the “Adaptive Mode”. Click this button now to switch modes. Notice the recipe looks the same. Well, it should... for the moment. Try expanding the Teff Sandwich recipe again.

Valencia Meal

Material List

24,525s

1x Teff Sandwich

10,196s

462s

0.4x Teff Bread

184s

10,778s

0.4x Grilled Scorpion

4,311s

10,710s

0.4x Freekeh Snake Stew

4,284s

1,181s

1.2x Red Sauce

1,417s

18,999s

1x King of Jungle Hamburg

18,999s

16,221s

1x Couscous

16,221s

Recipe Mode

Adaptive Mode

Scratch Mode

Total Cost to Craft:

50,080s

Total Sell Value:

68,070s

Net Profit:

17,990s

Show additional settings

Notice how the recipe shows 0.4 Teff Bread, Scorpion, Snake Stew, and Red Sauce. Also, the price of the Teff Sandwich has dropped from 24,525s to 10,196s. Additionally, the total cost and net profit for the Valencia Meal has updated to reflect this change in cost!

Unlike recipe mode, adaptive mode accounts for the production multiplier of an item when determining the ingredients required. Since most cooking produces 2.5 products, it divided each material amount by 2.5 to give you an approximation of how many materials you'd need for a single sandwich.

Additionally, adaptive mode recalculates the cost of the item being expanded (in this case, Teff Sandwich), based on its actual material cost, and then updates the cost and net profit of the item we're inspecting (the Valencia Meal).

This makes it incredibly easy to see exactly what amounts of materials you need to craft an item, as well as adjust for which items you wish to craft vs which you wish to simply purchase.

However, note that adaptive mode does NOT account for critical crafts on the materials. In reality, you would potentially need even less materials, but since critical crafts wildly vary in value, it seemed best just to ignore them for this particular aspect of the tool.

Last is the “Scratch Mode”. Click the button now, and lets take a look...

Valencia Meal

Material List

287s

1.92x

Teff

551s

30s

5.76x

Mineral Water

172s

20s

1.73x

Salt

34s

20s

5.95x

Leavening Agent

119s

1,983s

0.48x

Scorpion Meat

951s

1,944s

0.05x

Milk

99s

20s

4.72x

Sugar

94s

Recipe Mode

Adaptive Mode

Scratch Mode

Total Cost to Craft:

22,527s

Total Sell Value:

68,070s

Net Profit:

45,543s

Show additional settings

Scratch mode simply breaks down the item into its most basic materials, similar to adaptive mode, and adds them all up into a simple list. This lets you see just how many items you need to make a single craft of the item in question. Additionally, the total cost and net profit for the item is adjusted accordingly.

You may notice that standard flour and dough is not broken down into its base material – cereal. This may change in the future, but for now, I found it far more useful to know specifically what amounts of cereal, flour, and dough I need to craft something – as they require a fair bit of time to craft in large quantities - rather than just seeing a chunk of cereal every time.

Lets go back to the recipe mode, and take a look at the additional settings the inspector has to offer.

Section 2.2 – Additional Settings

Okay, click the “Show Additional Settings” button, and lets have a look.

A little daunting at first, but I assure you, it's pretty simple.

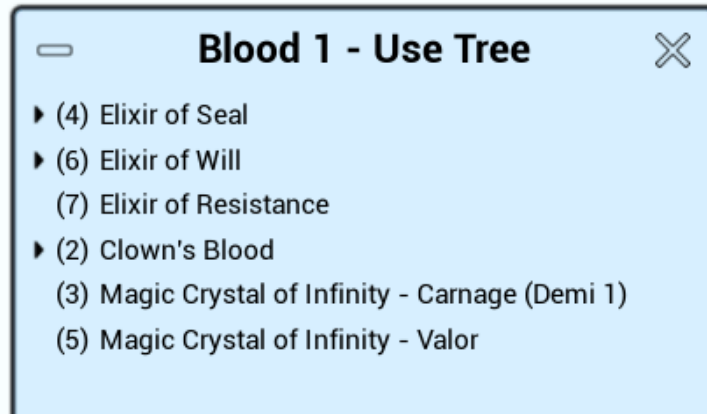
- 1) These three sections determine whether profit calculations are performed using the item's low, current, or high value. Simply put, as you adjust an item's current value, the database will record the highest and lowest values it's seen (as well as the date they were last seen on!).
- 2) Just below that, you can see the item's low, current, and high values. By clicking the current value, you can adjust the item's market value. This will update the item's value in the database, as well as noting if it goes above or below the historical values. Clicking the record low or record high values will let you reset them and their “last seen” date to the current value of the item.
- 3) This is a simple, temporary craft multiplier, used for calculating batch crafting.
- 4) This is the production multiplier for the item – the average number of items produced per craft – and is used to calculate the “Total Sell Value” of the item. Updating this value will update the database as well.
- 5) This check box determines whether critical crafts (such as the Special Valencia Meal) are included in the sell value of the item. This is another temporary setting.
- 6) Crit chance determines the overall chance of getting a critical craft. In this case, the crit chance is 0.2, so if we did 100 crafting runs of the Valencia Meal, we would get 20 Special Valencia Meals.
- 7) This is the market value of the critical craft. Just like the current value of the base item, this can be updated, and doing so will update the database (and thus the sell value of this item).
- 8) This makes it possible to forcefully disable all tax on the item. This is another temporary setting. It's mostly used for seeing how much money you'd save crafting things you use yourself, such as beer.

- 9) This last setting is yet one more temporary setting. It allows you to override the use of the value pack, independently for both the base item (Valencia Meal) and crit item (Special Valencia Meal). This is mostly used by people who don't consistently have a value pack, and choose to stockpile their critical crafts for selling during the times they do.

Well, there you have it! Everything the inspector has to offer... For now :)
Lets close this, and go back to the search tool.

Section 3 – Use Tree and Material Groups

The Item Inspector is great for calculating things involving a crafted item – but what about basic materials? Well, LSC can do that too! In the Item Search tool, keep “Search by name” checked, but disable “Hide non-craft items”. Now, search for “Wolf Blood” and double click the result.



This is the use tree. It functions a lot like the material list of the Item Inspector, but in reverse. As you can see, a single craft of the Elixir of Seal uses four Wolf Blood, and Elixir of Will uses six. Not only that, but if we click the arrow for Elixir of Seal, we can see that the Skilled Alchemist's Elixir of Seal Alchemy Box uses ten Elixir of Seal. We can also right-click any of these items to bring up a menu, letting us open them up in the inspector!

However, we know that there are other bloods that can make these things... Lets take a look at those, shall we? Right-click Wolf Blood at the top, and click Material Group.

A screenshot of a window titled "Blood 1". The window has a light blue background and a dark border. It contains a list of blood types with their quantities, each preceded by a right-pointing arrow. The items are: Wolf Blood (1,529s), Flamingo Blood (2,702s), Rhino Blood (3,269s), and Cheetah Dragon Blood (2,380s).

Blood Type	Quantity
Wolf Blood	1,529s
Flamingo Blood	2,702s
Rhino Blood	3,269s
Cheetah Dragon Blood	2,380s

Easy!

Caution: Note that many “off-brand” bloods require MORE than the standard recipe suggests to function. LSC doesn't account for this in the Use Trees, so be careful!

Section 4 – Trade Crates

Feel free to close out the other windows. Lets take a look at trade crates! Bring up the main menu again by hitting escape, or clicking on the background, then click “Trade Crates”.

This tool functions much like other crate tools out there, except it's integrated with the same database that the item inspector uses. Lets take a look...

Click the “Crate Type” drop-down, and select “Mediah Timber Crate”. As you can see, the material list populated similarly to the inspector. However, instead of showing recipes, it shows the cost of manufacturing the crate based on tiers of materials. In this case, the T1 material cost is for buying timber, T2 is for buying planks, and T3 is for buying plywood outright.

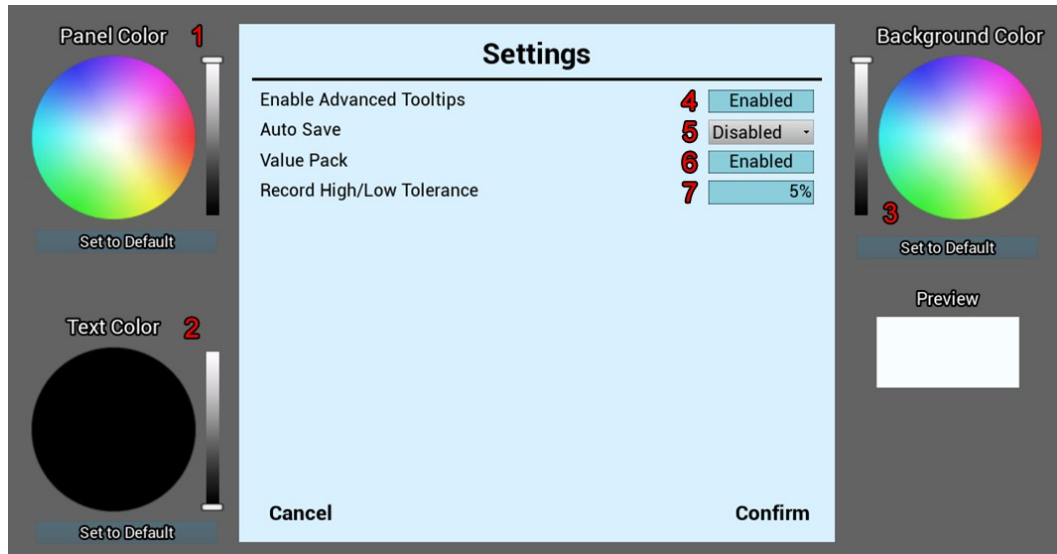
Trade Crates				
Crate Type:		Mediah Timber Crate		
Transport Path:		Treant to Valencia (99)		
Trade Skill:		Master 2		
<input checked="" type="radio"/> Desert Buff				
Qty.	Material	T1 Cost	T2 Cost	T3 Cost
5	White Cedar Plywood	34,560s	49,460s	63,000s
5	Acacia Plywood	36,400s	72,720s	95,000s
1	Black Stone Powder	2,719s	---	---
Total Cost to Craft:		73,679s	124,899s	160,719s
Total Profit:		77,630s	26,410s	-9,409s

Below the material list, we can see the total cost to craft as well as profitability – and of course, this accounts for our transport path, trade skill, and whether or not we have the desert buff.

Section 5 – Settings

Note: Before we dive into this, first thing's first... If you irreparably mess up your settings, go to “C:\Users*YourUsername*\AppData\Local\LSC\Saved\SaveGames”, and delete the “UserSettings.sav” file. This WILL NOT affect the item database – just the settings you see below...

Bring up the main menu, and click “Settings”.



- 1) This allows you to set the background color for the various panels. Note that the setting panel acts as a preview.
- 2) This allows you to adjust the text color. The setting panel will also act as a preview for this.
- 3) This adjusts the color for the background of the app. A little “Preview” box is provided.
- 4) Enables or disables informative tooltips - things that explain functionality of LSC. This won't disable things that provide additional information and stats. Default: Enabled
- 5) Adjusts the auto-save period for the database. If this is disabled, you MUST save the database manually from the main menu, otherwise changes you make to item values will not be recorded. Default: Disabled
- 6) Determines whether the value pack is used when calculating taxes. Default: Enabled
- 7) Record High/Low Tolerance determines how close the current price needs to get to the record high/low before it updates the “Last Seen” date. In other words, if this is set to 5%, and the record low for an item were 10,000s, the current price would have to dip to 10,500s for LSC to update the last seen date. Default: 5%.

And that's it! That's everything LSC has to offer at this time. Please check out the discord at <https://discord.gg/KMWHaGC> to see what's coming and when new updates are released. Enjoy!