

```

namespace Eco.Mods.TechTree
{
    using System;
    using System.Collections.Generic;
    using System.ComponentModel;
    using Eco.Gameplay.Blocks;
    using Eco.Gameplay.Components;
    using Eco.Gameplay.DynamicValues;
    using Eco.Gameplay.Items;
    using Eco.Gameplay.Objects;
    using Eco.Gameplay.Players;
    using Eco.Gameplay.Skills;
    using Eco.Gameplay.Systems;
    using Eco.Gameplay.Systems.TextLinks;
    using Eco.Shared.Localization;
    using Eco.Shared.Serialization;
    using Eco.Shared.Utils;
    using Eco.World;
    using Eco.World.Blocks;
    using Eco.Gameplay.Pipes;

    [RequiresSkill(typeof(LoggingSkill), 1)]
    public partial class WoodPelletRecipe : Recipe
    {
        public WoodPelletRecipe()
        {
            this.Products = new CraftingElement[]
            {
                new CraftingElement<WoodPelletItem>(2),
            };
            this.Ingredients = new CraftingElement[]
            {
                new CraftingElement<WoodPulpItem>(typeof(LoggingEfficiencySkill), 3,
LoggingEfficiencySkill.MultiplicativeStrategy),
            };
            this.CraftMinutes = CreateCraftTimeValue(typeof(BoardRecipe),
Item.Get<WoodPelletItem>().UILink(), 0.5f, typeof(LoggingDamageSkill));
            this.Initialize("Wood Pellets", typeof(WoodPelletRecipe));

            CraftingComponent.AddRecipe(typeof(CarpentryTableObject), this);
        }
    }
}

```

```
[Serialized]
[Weight(1)]
[Fuel(500)][Tag("Fuel")]
[Currency]
public partial class WoodPelletItem :
    Item
{
    public override string FriendlyName { get { return "Wood Pellets"; } }
    public override string Description { get { return "Can be used as solid fuel."; } }
}

}
```