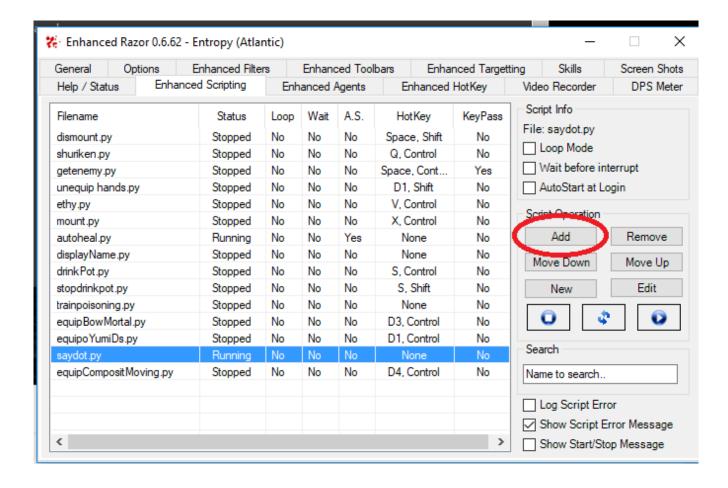
## \* BASIC SETUP

- Sit or stand within reach of forge, soulforge, trashcan, and 2 secured bags.
- 1 bag should be empty, and used for the script to store elemental weapons
- 1 bag should have resources, such as ingots or boards, runic tools, and regular tools. It is used by the script to replenish resources to craft.
- Trashcan is to throw bows that are either not exceptional or not 100% elemental, script tries to burn using imbuing for magical residue before throwing them away.
- Metal weapons that are not exceptional or 100% elemental are instead burn in the forge for ingots.

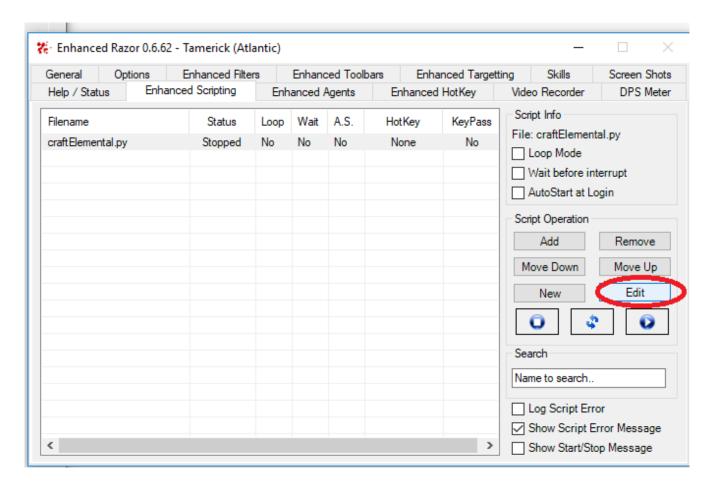


- 1) Add script to your enhanced scripting tab by:
- Copy script to your scripts folder (located in razor install)

- in razor go to enhanced scripting tab and click add
- Navigate and add script



- 2) Setup script for crafting
- Click Edit an a window with the script will pop
- Scroll to the end of the script to edit



- On the screenshot below line 128 to line 141 are only comments, and provide useful ID's
- You should only need to edit the following variables:
  - a) resourceBag : Serial
  - b) shadowToolColor :Color
  - c) toolID: ID
  - d) ingotID:ID
  - e)dAxeID:ID

f) weponsBag: Serial

g) trash: Serial

```
🔚 Open 🔚 Save 🔚 Save As 🧩 New 🔍 Search 🚺 Play 🕡 Stop | 🐞 Debug Mode! 🕡 Next Call 🕡 Next Line 🕡 Next Return 🖔 Next Beakpoint 📸 Add 📸 Removi
128 | #################
129 ###USEFUL ID'S###
130 ################
131 ##Blacksmith tool/color: 0x13E3/0x0966
132 ##Bowsmith tool/color: 0x1022/0x07DA
133 ##ingot ID: 0x1BF2
134 ##Boards ID: 0x1BD7
135 ##dAxeID : 0x0F4B
136 ##Yumi ID : 0x27A5
137 ####################
138 ### MAIN VARIABLES ##
139 ###################
140 ######SETUP##########
141 ##################
142
143 resourceBag = 0x43F69EC3 #SERIAL bag of resources (wood, ingots, tools,etc...)
144 shadowToolColor = 0x07DA #ID magic tool (shadow hammer, oak fletchers, etc...)
145 toolColor = 0x0000 #DO NOT CHANGE
146 toolID = 0x1022 #ID regular tool (smith hammer, fletcher, etc..)
147 ingotID = 0x1BD7 #ID raw materials (wooden boards, ingots, etc...)
148 ingotColor = 0x0000 #DO NOT CHANGE
149 backpack = Player.Backpack.Serial #DO NOT CHANGE
150 dAxeID = 0x27A5 #ID of item to craft (Double axe, bow, etc..)
151 elementals = ['fire damage 100%', 'poison damage 100%', 'chaos damage 100%', 'cold damage 100%', 'cold d
152 weponsBag = 0x43F69F07 #SERIAL bag to store elemental weapons
153 trash = 0x46038FEE #SERIAL trashcan
154 #####################
155
 > IDLE
```

- Most ID's and colors are offered in the comments above, all you need to do is take the ID and replace it.
- To obtain an ID and/or Serial in game: On the script window click on "Inspect Entities" and target the object in game. A window pops up with information containing itemID, Serial, and color. Simply copy the ID and/or serial and/or color and replace with the variable in game.
- ItemID's are general to an item (all items of same type have same ID). Regular tools and runic tools have the same ID's, that's why a color needs to be defined, so that the script can differentiate from both
- Serials are UNIQUE to an item, that's why you need to set up your resource bags and trashcan as serials.
- 3) Click play on script window.