

# Furnace Recipes

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After crafting recipes come furnace recipes. Unfortunately, these aren't JSON files (yet), but only require a few lines of code. For organization purposes, we're going to make a package named `recipes` in `com.cubicoder.tutorial`, and in it goes a class named `ModRecipes`. This will hold all our recipes, as well as custom recipe systems if we get that advanced.

In `ModRecipes`, make a `public static void` method called `initSmelting()`.

```
package com.cubicoder.tutorial.recipes;

public class ModRecipes {

    public static void initSmelting() {

    }

}
```

In `initSmelting()`, we add this line:

```
GameRegistry.addSmelting(Items.DIAMOND, new ItemStack(ModItems.FIRST_ITEM
```

The `addSmelting()` method takes in three parameters: the input ( `Item`, `Block`, or `ItemStack` ), the output ( `ItemStack` ), and the experience gained ( `float` ) (in points, not levels).

Finally, just call `ModRecipes.initSmelting()` in your main class's `init()` method, and that's it!



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