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## Forest crafting list

In The Forest, you'll find a vast array of craftables, and making them is relatively straightforward. Simply combine the required materials in your inventory's center, and if done correctly, a gear icon should appear. For clarity, we've compiled a comprehensive crafting guide that outlines all recipes and necessary components. Check out our list to know what materials you need.
**Crafted Axe:** A basic tool for cutting trees or as a last resort during combat. It requires 1 Stick, 1 Rock, and 1 Rope. The Crafted Club is handy for dealing with opponents but comes at a slower pace compared to other options. You'll need 1 Stick and 1 Skull to craft it. For ranged attacks against cannibals from a safe distance, the **Crafted Bow** is a good choice, requiring 1 Stick, 1 Cloth, and 1 Rope. The **Upgraded Stick** offers improved damage capabilities by adding 1 Cloth, while the **Upgraded Rock** provides additional power by combining 1 Rock with 1 Cloth. For enhanced combat against cannibals when they're alone, consider crafting the **Upgraded Spear** using 1 Weak Spear, 3 Bones, and 2 Cloth. The **Repair Tool** is incredibly useful for repairing structures without needing stamina. Craft it with 2 Sticks, 1 Rock, 2 Cloth, and 10 Sap. A crucial tool in emergencies, a **Rope** can be crafted from 7 Cloth pieces. For basic activities like fishing or fighting, the **Weak Spear** is a simple yet effective tool, requiring just 2 Sticks to craft. The **Slingshot** is versatile for both hunting and self-defense, made with 1 Stick, 1 Cloth, and 1 Electrical Tape. Use it with small rocks for optimal results. Arrows are basic projectiles that can be crafted from 1 Stick and 5 Feathers, providing a standard means of attack. **Bone Arrows** offer superior performance to regular arrows, crafted with 5 Bones, 1 Stick, and 5 Feathers. **Fire Arrows** ignite your enemies on fire, made from 5 Arrows, 1 Cloth, and 1 Booze. **Poison Arrows** temporarily stun enemies for a few seconds, reducing their attack speed. You can craft them using one of four options: **Twinberries** and **Arrows**, **Snowberries** and **Arrows**, **Jack Mushroom** and **Arrows**, or **Amanita Mushroom** and **Arrows**. The **Explosives** section includes the **Molotov Cocktail** (1 Cloth + 1 Booze), a simple fire-based projectile, and the **Bomb** (1 Booze + 1 Coin + 1 Circuit Board + 1 Wristwatch + 1 Electrical Tape), which deals significant damage. The **Sticky Bomb** is made by combining Sap with a **Bomb** for additional targeting flexibility. Finally, the **Incendiary Spear** sets targets on fire when crafted from an **Upgraded Spear**, **Cloth**, and **Booze**. **Flare Gun Ammo** and **Armor in The Forest** In **The Forest**, you can craft various items to enhance your character's abilities. **Flare Gun Ammo** is the most abundant resource, with a maximum storage capacity of 10,000 units. **Armor Options:**
- **Stealth Armor:** Made from 1 Lizard Skin and 15 Leaves, it provides extra stealth for camouflage. Up to 6 pieces can be worn.
- **Bone Armor:** Composed of 6 Bones and 3 Cloth, it offers more protection than the Lizard Skin Armor. A total of 6 pieces can be worn.
- **Lizard Skin Armor:** Easily crafted from Lizard skin obtained by killing lizards, up to 6 pieces can be worn.
- **Snowshoes:** Crafted from 5 Sticks and 2 Rope, they grant a speed advantage on snow.
- **Rabbit Fur Boots:** Made from 3 Rabbit Fur and 2 Rope, these boots provide additional stealth and protection against cold. Note that they cannot be worn with Snowshoes.
**Warming Suits:**
- **Warmsuit:** Requires 1 Raccoon Skin, 4 Boar Skin, 6 Deer Skin, 1 Rabbit Fur, 2 Cloth, and 2 Rope to craft. It serves as an armor piece and helps combat cold temperatures.
**Crafting Containers:**
- **Water Skin:** Created from 1 Rope and 2 Deer Skin, it allows your character to carry water for later use.
- **Pouch:** Composed of 2 Rabbit Fur, it enables the storage of items like mushrooms or berries. Without a Pouch, consumed items are lost upon discovery.
- **Stick Bag:** Crafted from 2 Ropes, 1 Rabbit Fur, and 3 Cloth, it increases the character's stick capacity to 20.
- **Rock Bag:** Made from 1 Boar Skin, 1 Cloth, and 3 Rope, it allows for more stone carrying, up to 10 per item.
- **Small Rock Bag:** Requires 1 Rabbit Fur and 1 Rope, granting a total of 25 Throwable Rocks with the **Thrower's Rock Bag** upgrade.
- **Spear Bag:** Composed of 2 Boar Skin, 2 Deer Skin, 2 Cloth, and 3 Rope, it enables the carrying of up to 5 spears instead of one.
- **Quiver:** Crafted from 3 Rabbit Fur and 1 Rope, it increases arrow capacity by an additional 20.
**Upgrades:**
- **Herbal Medicine:** Created from Aloe, Marigold, and Chicory, this herbal remedy restores health. Enhanced versions can provide complete health restoration or energy recovery.
- **Energy Mix:** Made from Chicory, Coneflower, and Aloe, this mix boosts energy levels slightly. The enhanced version fully restores character energy.
- **Speed Upgrade:** Requires Feather, Sap, and a Weapon to increase attack speed by 0.1 points and decrease damage by 0.05.
- **Damage Upgrade:** Utilizes Tooth, Sap, and a Weapon to boost weapon damage by 0.1 points and slightly decrease attack speed.
- **Poison Upgrade:** Comprises Twinberries, Snowberries, Jack Mushroom, Amanita Mushroom, and a Weapon to enhance poison damage and stunning effects on enemies.
- **Flashlight Upgrade:** Made from various components including Flashlight, Electrical Tape, Chainsaw, Modern Bow, Crafted Bow, and more, it upgrades the weapon with improved light sources. Electrical tape is combined with a flintlock pistol, allowing players to attach a flashlight, which enhances visibility. 1 cloth + 1 weapon upgrade grants fire-setting capabilities. The upgraded version of this requires 1 cloth + 1 booze + weapon, offering additional crafting items for cosmetic purposes only.
**Players can craft paints using blueberries and sap (blue paint) or marigolds and sap (orange paint), then use these to customize the appearance of certain items like plane axes, rocks, and sticks.** Most of the time, you can find some ammo in caches when you blow up these objects to access gun parts. When picked up, you will receive 1-5 ammo. You can carry an unlimited amount of old gun ammo. The ammo re-spawns every time the player re-enters a cave for crafting you need: 1x Gun Part 1 1x Gun Part 2 1x Gun Part 3 1x Gun Part 3 1x Gun Part 3 1x Gun Part 4 1x Gun Part 5 1x Gun Part 6 1x Gun Part 7 1x Gun Part 8 Every tip mentioned in this guide has been practically tested by our team to ensure you receive reliable and accurate information. This guide collects and illustrates all crafting and upgrade recipes in **The Forest**
**Axe**
**Slingshot**
**Bow**
**Club**
**Spear**
**Better spear**
**Sprear**
**+ 2 clothes**
**+ 3 bones**
**Fire spear**
**Better spear**
**+ cloth**
**+ booze**
**Flintlock**
**You need to find all 8 parts to craft this**
**More damage**
**The damage is increased by combining the weapon with tree sap and teeth/booze, while the speed of the weapon decreases. More speed**
**The speed is increased by combining weapons with tree sap and feathers, but this reduces its damage.**
**Poison**
**Combine weapons with poisonous berries or mushrooms on the crafting table.**
**Fire**
**Combine weapons with cloth and set it on fire with a lighter.**
**Arrows**
**Bone arrows**
**Stick**
**+ 5 feathers**
**+ 5 bones**
**Fire arrows**
**Poisoned arrows**
**5 arrows**
**+ poisoned berries/mushrooms**
**Molotov**
**Bomb**
**Booze**
**+ circuit board**
**+ 5 coins**
**+ wrist watch**
**+ tape**
**Headbomb**
**Sticky bomb**
**Lizard skin**
**armour**
**No need to craft it, just use it in the inventory**
**Stealth**
**armour**
**Bone**
**armour**
**Creepy**
**armour**
**No need to craft it, as a lizard skin**
**armour**
**Warmsuit**
**Raccoon skins**
**+ 4 boar skins**
**+ 6 deer skins**
**+ rabbit skins**
**+ 2 clothes**
**+ 2 ropes**
**Rabbit fur**
**boots**
**Snowshoes**
**Waterskin**
**Rabbit pouch**
**2 rabbit skins.**
**Allows to bring**
**berries**
**and mushrooms**
**with you**
**Quiver**
**Spear**
**bag**
**2 boar skins**
**+ 2 deer skins**
**+ 3 ropes**
**+ 2 clothes**
**Stick**
**Rabbit**
**skin**
**+ 2 ropes**
**+ 3 clothes**
**Rock**
**bag**
**Boar**
**skin**
**+ 3 ropes**
**+ clothes**
**Small**
**rock**
**bag**
**Repair**
**tool**
**2 sticks**
**+ rock**
**+ 2 clothes**
**+ 10 tree**
**sap.**
**Allows to fix**
**buildings**
**Rope**
**Herbal**
**medicine**
**Better**
**herbal**
**medicine**
**Aloe**
**+ marigold**
**+ coneflower**
**Energy**
**mix**
**Better**
**energy**
**mix**
**Chicory**
**+ coneflower**
**+ aloe.**
**The**
**crafting**
**gear.**
**The**
**result**
**of**
**right-clicking**
**the**
**crafting**
**gear.**
**The**
**crafting**
**mat.**
**Crafting**
**is**
**a**
**gameplay**
**feature**
**where**
**new**
**items**
**can**
**be**
**created**
**by**
**combining**
**crafting**
**materials.**
**To**
**craft**
**an**
**item,**
**place**
**the**
**item's**
**necessary**
**components**
**in**
**the**
**middle**
**of**
**the**
**inventory**
**by**
**right-clicking**
**each**
**item**
**individually.**
**When**
**done**
**with**
**the**
**right**
**items,**
**a**
**gear**
**will**
**appear**
**below**
**the**
**items**
**in**
**the**
**inventory.**
**Right-clicking**
**this**
**gear**
**will**
**create**
**the**
**desired**
**item,**
**which**
**can**
**be**
**put**
**into**
**the**
**inventory**
**by**
**right-clicking**
**it**
**again.**
**For**
**example,**
**to**
**craft**
**a**
**Molotov,**
**place**
**cloth**
**and**
**booze**
**in**
**the**
**center**
**of**
**the**
**inventory.**
**When**
**the**
**gear**
**appears**
**(it**
**will**
**appear**
**instantly**
**if**
**done**
**correctly),**
**right-click**
**it,**
**and**
**then**
**right-click**
**the**
**Molotov**
**that**
**appears**
**in**
**place**
**of**
**the**
**Cloth**
**and**
**Booze.**
**A**
**full**
**list**
**of**
**all**
**the**
**available**
**crafting**
**materials**
**that**
**are**
**in**
**the**
**game**
**so**
**far**
**can**
**be**
**found**
**here.**
**CraftedAxe**
**Rope**
**and**
**crafted**
**axes**
**can**
**be**
**used**
**to**
**hunt**
**animals**
**or**
**cannibals.**
**The**
**axe's**
**area**
**of**
**effect**
**makes**
**it**
**excellent**
**for**
**hunting**
**rabbits,**
**lizards,**
**fish,**
**etc.**
**Slingshot**
**Sticks**
**on**
**the**
**forest**
**floor**
**and**
**from**
**cutting**
**down**
**small**
**trees**
**can**
**be**
**used**
**to**
**craft**
**a**
**slingshot.**
**Cloth**
**found**
**in**
**suitcases,**
**around**
**the**
**beach,**
**and**
**at**
**cannibal**
**villages**
**can**
**also**
**be**
**used.**
**Ammunition**
**can**
**be**
**increased**
**by**
**crafting**
**a**
**Throwable**
**Rock**
**Bag.**
**CraftedBow**
**Sticks**
**on**
**the**
**forest**
**floor**
**and**
**from**
**small**
**trees**
**can**
**be**
**used**
**to**
**craft**
**a**
**bow.**
**Cloth**
**can**
**be**
**obtained**
**from**
**suitcases**
**or**
**crafting**
**rope**
**with**
**seven**
**cloth**
**pieces.**
**CraftedClub**
**A**
**skull**
**can**
**be**
**made**
**by**
**cooking**
**a**
**cannibal's**
**head**
**over**
**a**
**fire,**
**found**
**scattered**
**around**
**in**
**caves**
**and**
**the**
**Peninsula,**
**or**
**using**
**skulls**
**found**
**in**
**caves**
**and**
**the**
**Peninsula.**
**A**
**stick**
**is**
**also**
**needed.**
**UpgradedStick**
**Sticks**
**on**
**the**
**forest**
**floor**
**and**
**from**
**small**
**trees**
**can**
**be**
**used**
**to**
**craft**
**an**
**upgraded**
**stick,**
**which**
**may**
**be**
**painted**
**or**
**used**
**as**
**a**
**weapon.**
**UpgradedRock**
**An**
**upgraded**
**rock**
**can**
**be**
**crafted**
**but**
**cannot**
**replace**
**regular**
**rocks**
**in**
**crafting.**
**WeakSpear**
**A**
**weak**
**spear**
**can**
**be**
**used**
**both**
**as**
**a**
**held**
**weapon**
**and**
**a**
**projectile.**
**UpgradedSpear**
**Sticks**
**on**
**the**
**forest**
**floor**
**and**
**from**
**small**
**trees,**
**along**
**with**
**cloth**
**and**
**bones,**
**can**
**be**
**used**
**to**
**craft**
**an**
**upgraded**
**spear,**
**which**
**can**
**be**
**used**
**both**
**as**
**a**
**held**
**weapon**
**and**
**projectile.**
**IncendiarySpear**
**An**
**incendiary**
**spear**
**can**
**also**
**be**
**crafted,**
**erving**
**the**
**same**
**purposes**
**as**
**an**
**upgraded**
**spear.**
**Booze**
**Flintlock**
**Pistol**
**A**
**flintlock**
**pistol**
**requires**
**old**
**gun**
**ammo,**
**found**
**throughout**
**cannibal**
**villages.**
**All**
**parts**
**must**
**be**
**gathered**
**before**
**it**
**can**
**be**
**crafted.**
**Feathers**
**Feathers**
**from**
**birds,**
**either**
**in**
**the**
**forest**
**or**
**on**
**the**
**beach,**
**can**
**be**
**used**
**to**
**craft**
**arrows**
**for**
**the**
**bow**
**or**
**modern**
**bow.**
**Arrows**
**Stick**
**and**
**feathers**
**needed.**
**BoneArrows**
**A**
**more**
**expensive**
**option,**
**bone**
**arrows**
**do**
**40%**
**more**
**damage**
**than**
**regular**
**ones.**
**Fire**
**Arrows**
**Fire**
**arrows**
**need**
**to**
**be**
**lit**
**first**
**before**
**they**
**set**
**enemies**
**and**
**animals**
**on**
**fire,**
**causing**
**more**
**damage.**
**Poison**
**Arrows**
**These**
**apply**
**a**
**poison**
**effect**
**that**
**causes**
**damage**
**over**
**time.**
**They**
**also**
**slow**
**down**
**enemies' movement**
**speed**
**and**
**attack**
**speed.**
**Molotov**
**Booze**
**and**
**cloth**
**are**
**found**
**in**
**suitcases,**
**around**
**the**
**beach,**
**and**
**at**
**cannibal**
**villages**
**to**
**craft**
**Molotovs.**
**\***
**Explosive**
**devices**
**(coins)**
**often**
**found**
**near**
**planes,**
**in**
**suitcases,**
**and**
**inside**
**cannibal**
**camp/caves,**
**especially**
**on**
**beaches**
**where**
**they**
**can**
**be**
**easily**
**uncovered**
**using**
**sticks**
**or**
**rocks.**
**\***
**Circuit**
**boards**
**relatively**
**common,**
**found**
**near**
**planes,**
**in**
**boxes**
**at**
**the**
**beach,**
**caves,**
**villages,**
**and**
**campsites,**
**with**
**a**
**short**
**respawn**
**time**
**after**
**being**
**disturbed.**
**\***
**Booze**
**(alcohol)**
**discovered**
**in**
**planes,**
**on**
**beaches,**
**suitcases,**
**caves,**
**and**
**villages.**
**\***
**The**
**Head**
**Bomb**
**can**
**be**
**thrown**
**and**
**is**
**effective**
**against**
**multiple**
**enemies**
**close**
**together;**
**it's**
**heavier**
**than**
**the**
**regular**
**bomb**
**but**
**has**
**a**
**shorter**
**range.**
**\***
**Sticky**
**Bombs**
**stick**
**to**
**surfaces**
**after**
**throwing**
**and**
**can**
**help**
**take**
**down**
**trees**
**or**
**enemy**
**groups.**
**\***
**Clothing**
**&**
**Armor**
**items**
**for**
**character**
**protection,**
**including:**
**+**
**Lizard**
**Skin**
**Armor**
**(basic**
**armor,**
**no**
**stealth)**
**+**
**Stealth**
**Armor**
**(enhanced**
**stealth,**
**requires**
**lizard**
**skin**
**and**
**leaves)**
**+**
**Bone**
**Armor**
**(twice**
**the**
**protection**
**of**
**lizard**
**skin**
**armor,**
**but**
**no**
**stealth)**
**+**
**Snowshoes**
**(increases**
**speed**
**in**
**snow)**
**+**
**Rabbit**
**Fur**
**Boots**
**(adds**
**20%**
**cold**
**resistance**
**and**
**stealth)**
**+**
**Warmsuit**
**(provides**
**100**
**Cold**
**Armor)**
**\***
**Storage**
**items:**
**+**
**Water**
**Skin**
**+**
**Pouch**
**(for**
**gathering**
**berries/mushrooms)**
**+**
**Stick**
**Bag**
**(increases**
**stick**
**carrying**
**capacity)**
**+**
**Rock**
**Bag**
**(increases**
**rock**
**carrying**
**capacity)**
**+**
**Small**
**Rock**
**Bag**
**(increases**
**small**
**rock**
**carrying**
**capacity)**
**+**
**Quiver**
**(increases**
**arrow**
**carrying**
**capacity)**
**+**
**Spear**
**Bag**
**(increases**
**weak**
**spear**
**carrying**
**capacity)**
**\***
**Repair**
**Tool**
**(allows**
**fixing**
**damaged**
**structures,**
**knocking**
**down**
**trees,**
**and**
**farming**
**leaves)**
**Medicine:**
**Fully**
**restores**
**health,**
**can**
**be**
**crafted**
**using**
**Aloe**
**Vera,**
**Marigold,**
**and**
**Coneflower**
**(up**
**to**
**five**
**storage).**
**Herbal**
**Medicine:**
**Restores**
**energy**
**when**
**low,**
**works**
**as**
**a**
**natural**
**soda**
**alternative.**
**Energy**
**Mix:**
**Chicory,**
**Coneflower,**
**and**
**Aloe**
**Vera**
**restore**
**energy,**
**up**
**to**
**five**
**storage.**
**Toy:**
**Unique**
**item**
**for**
**crafting**
**and**
**story**
**purposes.**
**Upgrades:**
**Permanent**
**and**
**temporary**
**upgrades**
**for**
**weapons,**
**including**
**Speed,**
**Damage,**
**and**
**Poison.**
**Speed**
**Upgrade:**
**Increases**
**weapon**
**speed**
**at**
**the**
**cost**
**of**
**damage.**
**Damage**
**Upgrade:**
**Boosts**
**weapon**
**damage**
**while**
**reducing**
**speed.**
**Damage**
**+**
**Upgrade:**
**Enhances**
**damage**
**more**
**than**
**teeth,**
**with**
**a**
**greater**
**reduction**
**in**
**speed.**
**Booze**
**Sap:**
**Temporary**
**poison**
**upgrade**
**that**
**wears**
**off**
**after**
**hits.**
**Fire**
**Upgrade:**
**Temporary**
**fire**
**upgrade**
**that**
**ends**
**after**
**strikes**
**or**
**burning**
**for**
**a**
**short**
**time.**
**Flashlight**
**Upgrade:**
**Attaches**
**a**
**flashlight**
**to**
**the**
**Chainsaw,**
**Crafted**
**Bow,**
**Modern**
**Bow,**
**and**
**Flintlock**
**Pistol,**
**recharging**
**with**
**additional**
**batteries.**
**Electrical**
**Tape:**
**Allows**
**painting**
**plane**
**axe,**
**stick,**
**and**
**rock**
**blue.**
**Blue**
**Paint:**
**Paints**
**weapon**
**blue,**
**cosmetic**
**only**
**(Plane**
**Axe,**
**Upgraded**
**Rock,**
**and**
**Upgraded**
**Stick).**
**Orange**
**Paint:**
**Paints**
**weapon**
**orange,**
**cosmetic**
**only**
**(Plane**
**Axe,**
**Upgraded**
**Rock,**
**and**
**Upgraded**
**Stick).**
**Update**
**History:**
**v1.0:**
**\***
**Removed**
**paints,**
**flintlock,**
**and**
**toy**
**from**
**crafting**
**achievement**
**\***
**Replaced**
**with**
**other**
**craftable**
**items**
**\***
**Fixed**
**placing**
**a**
**flare**
**on**
**mat**
**showing**
**prompt**
**for**
**"Flare**
**Gun**
**Ammo"**
**\***
**Implemented**
**quick**
**select**
**by**
**pressing**
**the**
**matching**
**number**
**After**
**combining**
**a**
**backpack**
**with**
**an**
**item**
**on**
**the**
**crafting**
**mat,**
**new**
**features**
**have**
**been**
**added**
**to**
**improve**
**the**
**overall**
**crafting**
**experience.**
**Some**
**notable**
**changes**
**include**
**the**
**addition**
**of**
**a**
**multiview**
**feature**
**that**
**allows**
**players**
**to**
**view**
**multiple**
**crafting**
**options**
**at**
**once.**
**The**
**selection**
**outline**
**has**
**also**
**been**
**retained**
**to**
**make**
**it**
**easier**
**to**
**select**
**and**
**combine**
**items.**
**A**
**new**
**crafting**
**cog**
**art**
**icon**
**has**
**been**
**introduced,**
**along**
**with**
**a**
**revised**
**design**
**for**
**the**
**crafting**
**mat**
**action**
**icons.**
**Additionally,**
**cases**
**where**
**upgrade**
**ingredients**
**on**
**the**
**crafting**
**mat**
**were**
**not**
**showing**
**correctly**
**have**
**been**
**fixed.**
**When**
**adding**
**ingredients**
**to**
**the**
**crafting**
**mat,**
**players**
**can**
**now**
**see**
**a**
**list**
**of**
**all**
**possible**
**items**
**they**
**can**
**craft**
**using**
**that**
**ingredient.**
**This**
**feature**
**was**
**previously**
**missing.**
**Crafting**
**recipes**
**are**
**now**
**more**
**complex**
**and**
**flexible,**
**allowing**
**players**
**to**
**complete**
**recipes**
**with**
**fewer**
**ingredients**
**by**
**having**
**less**
**of**
**those**
**specific**
**ingredients**
**on**
**the**
**crafting**
**mat.**
**The**
**system**
**also**
**checks**
**for**
**overlapping**
**ingredients**
**and**
**different**
**costs,**
**ensuring**
**that**
**only**
**valid**
**recipes**
**are**
**used.**
**Players**
**can**
**now**
**have**
**more**
**items**
**than**
**what**
**a**
**recipe**
**requires**
**to**
**complete,**
**leaving**
**unused**
**ingredients**
**on**
**the**
**crafting**
**mat**
**along**
**with**
**the**
**created**
**item.**
**This**
**feature**
**was**
**added**
**in**
**version**
**0.70.**
**The**
**UI**
**has**
**been**
**improved,**
**displaying**
**that**
**players**
**can**
**press**
**the**
**"Drop"**
**button**
**to**
**clear**
**out**
**everything**
**on**
**the**
**crafting**
**mat.**
**The**
**list**
**of**
**possible**
**recipes**
**displayed**
**while**
**combining**
**ingredients**
**now**
**shows**
**only**
**distinct**
**entries.**
**Other**
**notable**
**changes**
**include**
**fixes**
**for**
**a**
**race**
**condition**
**in**
**inventory**
**and**
**crafting**
**logic,**
**as**
**well**
**as**
**issues**
**with**
**missing**
**combine**
**prompts,**
**batched**
**items**
**not**
**working**
**correctly,**
**and**
**audio**
**problems**
**with**
**the**
**crafting**
**sound.**
**v0.71b**
**Fixed**
**issues**
**with**
**recipe**
**matching**
**and**
**ingredient**
**amounts,**
**improving**
**upgrade**
**functionality.**
**Updated**
**arrow**
**limits**
**on**
**the**
**crafting**
**mat**
**and**
**changed**
**behavior**
**for**
**adding**
**and**
**removing**
**arrows.**
**Improved**
**multiview**
**positioning**
**for**
**flat**
**items,**
**fixing**
**rotation**
**issues.**
**Enhanced**
**crafting**
**experience**
**with**
**features**
**like**
**recipe**
**previews,**
**display**
**of**
**upgrade**
**bonuses,**
**and**
**improved**
**batching**
**mechanics.**
**Note:**
**The**
**rewritten**
**text**
**maintains**
**the**
**original**
**meaning**
**and**
**content**
**of**
**the**
**provided**
**article,**
**but**
**presents**
**it**
**in**
**a**
**more**
**concise**
**and**
**paraphrased**
**manner.**