

*This is not a buying tool!*

# Pirates of the Burning Sea Manufacturing Companion

Manual

# The Main Screen

Save Button, will only Save previously save items. New items will not be saved!

Tax Rate Used In Calculations

Enter name to filter Recipes

The main application window features a top toolbar with icons for Login, Save, and Tax Rate (set to 5%). Below the toolbar are five tabs: Recipe, Market Prices, Production Setup, Projects, and Search. A data table is displayed below the tabs with columns for Product, Price, Units, total Units, hours, and gold. A 'Search Window' is open over the 'Recipe' tab, showing a list of recipes with an 'Enter Name' field and a 'Select Group' dropdown.

|   | Product                | Price | Units | total Units | hours | gold |
|---|------------------------|-------|-------|-------------|-------|------|
| 1 | Ballast                |       |       |             |       |      |
| 1 | Canon, Small           |       |       |             |       |      |
| 1 | Canon, Medium          |       |       |             |       |      |
| 1 | Canon, Large           |       |       |             |       |      |
| 1 | Canon, Swivel Gun      |       |       |             |       |      |
| 1 | Large Fore-and-Aft Rig |       |       |             |       |      |
| 1 | Large Hull             |       |       |             |       |      |
| 1 | Medium Square Rig      |       |       |             |       |      |
| 1 | Ship Provisioning      |       |       |             |       |      |
| 1 | Sulfur                 |       |       |             |       |      |
| 1 | Wood Tar               |       |       |             |       |      |

## How to start

Start off with the login in button and setup and userid, this will allow you to save you items. And very time you login back in your last market price / production setup and project will be opened automatically

To create a new user click on the login button and click on 'add' this will allow you to create a new user.

## How it works

The tools divided into multiple tabs:

1. Recipe, after you select a recipe in the recipe list the recipe details will be shown on the recipe tab, here you can drill down to see what is required and will give you a cost price.
2. Market Prices, is where you maintain the products you are planning to purchase vs. making, that way when you select a recipe it will calculate a validate cost price.
3. Production Setup, if you want to try out different setups for your structures you can try it out before you have to build them
4. Projects, more complex items will require multiple people to build this will help you allocate the different steps and will show the overall capital allocated to the different users, this can be used to divide the profits / goods
5. Search. Allows you to select a product and see which other products require sit as a manufacturing input.

A 'Validation' dialog box with fields for 'UserName' and 'Passcode'. It includes 'Ok', 'Cancel', and 'Add' buttons.

A 'User Creation' dialog box with fields for 'Username', 'Passcode', and 'Email Address'. It includes 'Ok' and 'Cancel' buttons.



# The Market Prices Tab and Item Management Window

This Allows you to manage our market price list, if you are planning to make a product leave the price at '0' if you are planning to purchase it enter the estimated market price. This information is used on the recipe tab to calculate the expected cost of a recipe

Product Filter:

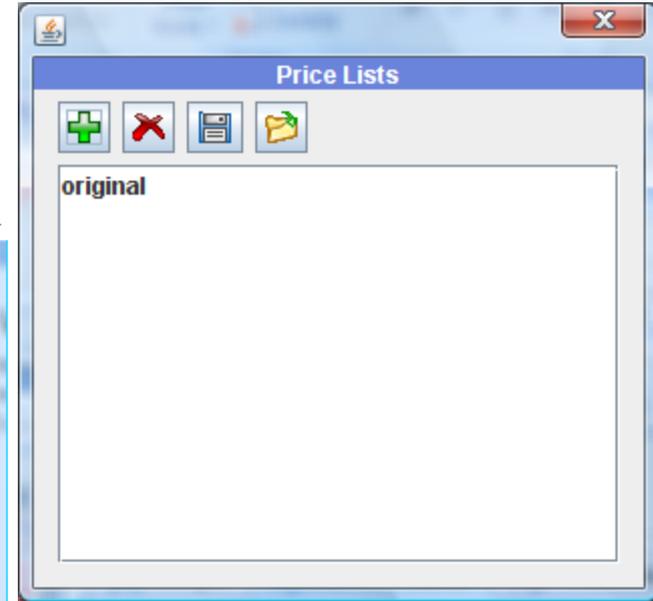
| product                  | price |
|--------------------------|-------|
| Agamemnon Bark           | 0.00  |
| Alexander Fourth Rate    |       |
| Anchor, Large            | 1,10  |
| Anchor, Medium           | 45    |
| Anchor, Small            | 11    |
| Arcadia Xebec            |       |
| Are                      |       |
| s' Cannon Modification 3 | 0.00  |
| s' Cannon Modification 4 | 0.00  |
| Atlas Bark               | 0.00  |
| Ballast                  | 50.00 |
| Bandages                 | 0.00  |
| Bar Shot                 | 0.00  |
| Barrel (oak)             | 0.00  |
| Beam Large               | 0.00  |
| Beam Small               | 0.00  |
| Beef                     | 0.00  |
| Bermuda MC Sloop         | 0.00  |

Current Price List: original

Price = expected market price for items you are planning to buy, for all items you are planning to manufacture leave the price as '0'

Red Colored Cells Can be updated

Appllet started.



When you click on the folder button a window will open where you can manage your different items. (Market Price, Production Setup, Projects)

You have 4 options:

- Save as new +, this allows you to save the current content under a new name
- Delete X, this allows you to delete the current selected item
- Save ,this will save the current item under its existing name
- Open ,this will open the selected item

# The Production Setup Tab

General Admin - Product Admin - Recipe

Item Management 5% Delete a recipe

Add a recipe

Enter Name

Select Group (All)

Agamemnon Bark  
Alexander Fourth Rate  
Anchor, Large

Recipe Market Prices Production Setup Projects

Name: no idea

| Structure            | Recipe            | Struc Alloc % | Hours | Units | Total/Day | Raw Mat.       | Input Qty | Buy/Make | Input Alloc % | Max Units | Purchase Price |
|----------------------|-------------------|---------------|-------|-------|-----------|----------------|-----------|----------|---------------|-----------|----------------|
| Plantation (General) | Wheat             | 120.00        | 4.00  | 10.00 | 72.00     |                | 0.00      | Make     | 0.00          | 72.00     | 0.00           |
| Plantation (General) | Maize             | 20.00         | 4.00  | 10.00 | 12.00     |                | 0.00      | Make     | 0.00          | 12.00     | 0.00           |
| Plantation (Cotton)  | Cotton Fiber      | 100.00        | 4.00  | 10.00 | 60.00     |                | 0.00      | Make     | 0.00          | 60.00     | 0.00           |
| Curing Shed          | Fish, Cured       | 2.50          | 4.00  | 20.00 | 3.00      | Fish, Fresh    | 20.00     | Buy      | 100.00        | 3.00      | 50.00          |
| Grain Mill           | Wheat Flour       | 100.00        | 4.00  | 10.00 | 36.00     | Wheat          | 20.00     | Make     | 100.00        | 36.00     | 50.00          |
| Textile Mill         | Cotton, Spun      | 100.00        | 1.00  | 10.00 | 60.00     | Cotton Fiber   | 10.00     | Make     | 100.00        | 60.00     | 0.00           |
| Provisioner          | Cheese, Common    | 10.00         | 4.00  | 4.00  | 4.80      | Maize          | 10.00     | Make     | 100.00        | 4.80      | 50.00          |
| Provisioner          | Hardtack          | 10.00         | 4.00  | 10.00 | 12.06     | Wheat Flour    | 20.00     | Make     | 67.00         | 12.06     | 0.00           |
| Curing Shed          | Meat, Cured       | 5.00          | 1.00  | 4.00  | 4.80      | Game Animals   | 2.00      | Buy      | 100.00        | 4.80      | 60.00          |
| Provisioner          | Ship Provisioning | 100.00        | 4.00  | 1.00  | 2.33      | Cheese, Common | 1.00      | Make     | 100.00        | 4.80      | 0.00           |
|                      |                   |               |       |       |           | Fish, Cured    | 1.00      | Make     | 100.00        | 3.00      | 0.00           |
|                      |                   |               |       |       |           | Hardtack       | 5.00      | Make     | 100.00        | 2.41      | 0.00           |
|                      |                   |               |       |       |           | Meat, Cured    | 2.00      | Make     | 100.00        | 2.40      | 0.00           |
|                      |                   |               |       |       |           | Rum            | 4.00      | Buy      | 100.00        | 6.00      | 100.00         |
|                      |                   |               |       |       |           | Sack of Beans  | 2.00      | Buy      | 100.00        | 6.00      | 50.00          |
|                      |                   |               |       |       |           | Sugar, Refined | 1.00      | Buy      | 100.00        | 6.00      | 50.00          |
|                      |                   |               |       |       |           | Wheat Flour    | 5.00      | Make     | 33.00         | 2.38      | 0.00           |
|                      |                   |               |       |       |           | Wine, Common   | 6.00      | Make     | 100.00        | 2.33      | 118.00         |
| Custom               | Wine, Common      | 100.00        | 0.00  | 14.00 | 14.00     | Cotton, Spun   | 60.00     | Make     | 100.00        | 14.00     | 0.00           |

Applet started.

Structure and recipe selection

Inputs required for the selected recipe

Red Colored Cells Can be updated

## How it works

1. Add / Select a structure, if you are planning to make multiple recipes at a structure add the structure multiple times.
2. Select a recipe, this will update the table and will show you which inputs the recipe requires.
3. Allocate the % of the Structure the recipe if you are planning more than one of a structure you can go above 100% (as shown in the example)
4. Validate the input allocation, you can not allocate more than a 100% of a specific input. (Example if you are planning to make nails and anchors you will have to allocate the amount of Iron Ingot you want to use for each recipe). If more than a 100% is allocated the cell will be highlighted in red.

## The Columns:

**Struc Alloc %** Allocated time to a specific recipe, this will translate into how many structures you will require

**Hours / Units** shown the selected recipes characteristics

**Total/Day** shows how many items can be produced, this takes into account the raw material you require and how much you are producing, if all items are purchased the maximum units the recipe can make will be shown. This is set to the lowest number of units based upon the inputs. as shown in the example the wine, common is the bottleneck for driving the production rate of the provisions.

**Input Qty** the quantity of a specific product the recipe requires for one run

**Input Alloc %** here you update the amount of the product you want to allocate to this recipe

**Max Units** this shows you the amount of products runs you can do with the current allocation

**Purchase Price**, here you can enter/update the pricing you expect to buy the product for, this is required to be filled in for all items you are planning to buy.

# The Production Setup Tab (Continued)

Recipe Market Prices Production Setup Projects

Name: no idea

| Structure            | Recipe            | Struc Alloc % | Hours | Units | Total/Day | Raw Mat.       | Input Qty | Buy/Make | Input Alloc % | Max Units | Purchase Price |
|----------------------|-------------------|---------------|-------|-------|-----------|----------------|-----------|----------|---------------|-----------|----------------|
| Plantation (General) | Wheat             | 120.00        | 4.00  | 10.00 | 72.00     |                | 0.00      | Make     | 0.00          | 72.00     | 0.00           |
| Plantation (General) | Maize             | 20.00         | 4.00  | 10.00 | 12.00     |                | 0.00      | Make     | 0.00          | 12.00     | 0.00           |
| Plantation (Cotton)  | Cotton Fiber      | 100.00        | 4.00  | 10.00 | 60.00     |                | 0.00      | Make     | 0.00          | 60.00     | 0.00           |
| Curing Shed          | Fish, Cured       | 2.50          | 4.00  | 20.00 | 3.00      | Fish, Fresh    | 20.00     | Buy      | 100.00        | 3.00      | 50.00          |
| Grain Mill           | Wheat Flour       | 100.00        | 4.00  | 10.00 | 36.00     | Wheat          | 20.00     | Make     | 100.00        | 36.00     | 50.00          |
| Textile Mill         | Cotton, Spun      | 100.00        | 1.00  | 10.00 | 60.00     | Cotton Fiber   | 10.00     | Make     | 100.00        | 60.00     | 0.00           |
| Provisioner          | Cheese, Common    | 10.00         | 4.00  | 4.00  | 4.80      | Maize          | 10.00     | Make     | 100.00        | 4.80      | 50.00          |
| Provisioner          | Hardtack          | 10.00         | 4.00  | 10.00 | 12.06     | Wheat Flour    | 20.00     | Make     | 67.00         | 12.06     | 0.00           |
| Curing Shed          | Meat, Cured       | 5.00          | 1.00  | 4.00  | 4.80      | Game Animals   | 2.00      | Buy      | 100.00        | 4.80      | 60.00          |
| Provisioner          | Ship Provisioning | 100.00        | 4.00  | 1.00  | 2.33      | Cheese, Common | 1.00      | Make     | 100.00        | 4.80      | 0.00           |
|                      |                   |               |       |       |           | Fish, Cured    | 1.00      | Make     | 100.00        | 3.00      | 0.00           |
|                      |                   |               |       |       |           | Hardtack       | 5.00      | Make     | 100.00        | 2.41      | 0.00           |
|                      |                   |               |       |       |           | Meat, Cured    | 2.00      | Make     | 100.00        | 2.40      | 0.00           |
|                      |                   |               |       |       |           | Rum            | 4.00      | Buy      | 100.00        | 6.00      | 100.00         |
|                      |                   |               |       |       |           | Sack of Beans  | 2.00      | Buy      | 100.00        | 6.00      | 50.00          |
|                      |                   |               |       |       |           | Sugar, Refined | 1.00      | Buy      | 100.00        | 6.00      | 50.00          |
|                      |                   |               |       |       |           | Wheat Flour    | 5.00      | Make     | 33.00         | 2.38      | 0.00           |
|                      |                   |               |       |       |           | Wine, Common   | 6.00      | Make     | 100.00        | 2.33      | 119.00         |
| Custom               | Wine, Common      | 100.00        | 0.00  | 14.00 | 14.00     | Cotton, Spun   | 60.00     | Make     | 100.00        |           |                |

### Required Structures

| Name                    | Total Usage | # Required Structures |
|-------------------------|-------------|-----------------------|
| Plantation (General)    | 140.00      | 2.00                  |
| Plantation (Cotton)     | 100.00      | 1.00                  |
| Curing Shed             | 7.50        | 1.00                  |
| Grain Mill              | 100.00      | 1.00                  |
| Textile Mill            | 100.00      | 1.00                  |
| Provisioner             | 120.00      | 2.00                  |
| Custom                  | 100.00      |                       |
| <b>Total Structures</b> |             | <b>8.00</b>           |

This report shows you which structures you have used, and how much time you have allocated, which then calculated into how many structures you require.

### 7 Day Production Results/Costs

| Product                     | Required | Made   | Bought | Remaining | Purchased Cost   | Make Cost        | Price Per Unit |
|-----------------------------|----------|--------|--------|-----------|------------------|------------------|----------------|
| Wheat Flour                 | 235.00   | 250.00 |        | 15.00     |                  | 7,875.00         | 31.50          |
| Cotton, Spun                | 420.00   | 420.00 |        |           |                  | 5,292.00         | 12.60          |
| Cheese, Common              | 15.00    | 32.00  |        | 17.00     |                  | 1,008.00         | 31.50          |
| Hardtack                    | 75.00    | 80.00  |        | 5.00      |                  | 2,520.00         | 31.50          |
| Game Animals                | 16.00    |        | 16.00  |           | 960.00           |                  | 60.00          |
| Meat, Cured                 | 30.00    | 32.00  |        | 2.00      |                  | 1,008.00         | 31.50          |
| Ship Provisioning           |          | 15.00  |        | 15.00     |                  | 472.50           | 31.50          |
| Rum                         | 60.00    |        | 60.00  |           | 6,000.00         |                  | 100.00         |
| Sack of Beans               | 30.00    |        | 30.00  |           | 1,500.00         |                  | 50.00          |
| Sugar, Refined              | 15.00    |        | 15.00  |           | 750.00           |                  | 50.00          |
| Wine, Common                | 90.00    | 91.00  |        | 1.00      |                  |                  |                |
| <b>Total Purchase Costs</b> |          |        |        |           | <b>10,210.00</b> | <b>25,420.50</b> |                |

## The Custom Structure

Included in the structure list is a structure called custom.

This structure can be used to setup for example a planned trade with a European trader as part of your overall production plan.

How it works.

1. you start of selected which product is going to make (Recipe column), as in the example wine, and you enter how many units it is going to generate (units column)
2. You select what you are going to trade (Raw Mat column) and you enter how many units it will require (Input Qty column)

This report shows you a 1 or 7 day view of the products you are manufacturing /buying and using, you can use this report to tweak your allocations to maximize your profit

Required Number of units required for the expected production runs

Made number of units produced

Bought number of units bought to run at the allocated time

Remaining units that are remaining at the end of the production runs

Purchased Cost total cost off all the items purchased

Make Cost total cost off all the items manufactured

Price per unit total cost per unit which is either based on market or manufacturing price/cost

# The Projects Tab

Item Management



Recipe Market Prices Production Setup Projects Search

Name: Brig

| Tree | Product                   | Structure      | Runs | Input | Total Units | Recipe Runs | marketprice | unit cost | Total Cost | Owner |
|------|---------------------------|----------------|------|-------|-------------|-------------|-------------|-----------|------------|-------|
| 2    | Nails                     | Forge          | 1.00 | 3.00  | 3.00        | 0.60        | 177.00      | 177.00    | 531.00     | D     |
| 2    | Planks (oak)              | Lumber Mill    | 1.00 | 30.00 | 30.00       | 3.00        | 0.00        | 15.72     | 471.75     | J     |
| 2    | Ship Stem                 | Lumber Mill    | 1.00 | 1.00  | 1.00        | 0.50        | 0.00        | 69.20     | 69.20      | J     |
| 2    | Strakes (Oak)             | Lumber Mill    | 1.00 | 12.00 | 12.00       | 1.20        | 0.00        | 17.93     | 215.16     | J     |
| 2    | Transom, Small            | Lumber Mill    | 1.00 | 3.00  | 3.00        | 0.60        | 0.00        | 29.98     | 89.94      | J     |
| 1    | Medium Square Rig         | ShipYard       | 1.00 | 1.00  | 1.00        | 1.00        | 0.00        | 4,387.70  | 4,387.70   | J     |
| 2    | Mast Hoops                | Forge          | 1.00 | 14.00 | 14.00       | 2.80        | 180.00      | 180.00    | 2,520.00   | D     |
| 2    | Mast Section, Medium      | Lumber Mill    | 1.00 |       |             |             |             |           |            |       |
| 2    | Mast Section, Small       | Lumber Mill    | 1.00 |       |             |             |             |           |            |       |
| 2    | Rigging                   | Textile Mill   | 1.00 |       |             |             |             |           |            |       |
| 2    | Sail, Medium              | Lumber Mill    | 1.00 |       |             |             |             |           |            |       |
| 2    | Sail, Small               | Lumber Mill    | 1.00 |       |             |             |             |           |            |       |
| 2    | Spar, Medium              | Lumber Mill    | 1.00 |       |             |             |             |           |            |       |
| 2    | Spar, Small               | Lumber Mill    | 1.00 |       |             |             |             |           |            |       |
| 1    | Ship Provisioning         | Provisioner    | 1.00 |       |             |             |             |           |            |       |
| 1    | Sulfur                    | Mine (sulfur)  | 1.00 |       |             |             |             |           |            |       |
| 1    | Wood Tar                  | Tar Distillery | 1.00 |       |             |             |             |           |            |       |
| 0    | Medium accuracy Gun Rig 2 | Weaponsmith    | 3.00 |       |             |             |             |           |            |       |
| 1    | Hemp Rope                 | Textile Mill   | 3.00 |       |             |             |             |           |            |       |
| 1    | Oak Blocks                | Carpenter      | 3.00 |       |             |             |             |           |            |       |
| 0    | Medium Speed Rig 3        | Textile Mill   | 3.00 |       |             |             |             |           |            |       |
| 1    | Lignum Vitea Blocks       | Carpenter      | 3.00 |       |             |             |             |           |            |       |
| 1    | Rigging                   | Textile Mill   | 3.00 |       |             |             |             |           |            |       |
| 1    | Sail, Medium              | Textile Mill   | 3.00 |       |             |             |             |           |            |       |
| 0    | Medium Wadding 3          | Weaponsmith    | 3.00 |       |             |             |             |           |            |       |
| 1    | Cotton, Spun              | Textile Mill   | 3.00 |       |             |             |             |           |            |       |
| 1    | Hemp Canvas               | Textile Mill   | 3.00 |       |             |             |             |           |            |       |

Applet started.

Red Colored Cells Can be updated

| Owner        | Product              | units | Make dbls | Expected dbls | Unit Price |
|--------------|----------------------|-------|-----------|---------------|------------|
| D            | Anchor, Small        | 2.00  | 151.20    | 220.00        | 110.00     |
| D            | Cannon, Small        | 18.00 | 4,921.56  | 5,400.00      | 300.00     |
| D            | Cannon, Swivel Gun   | 6.00  | 453.60    | 576.00        | 96.00      |
| D            | Iron Ship Fittings   | 3.00  | 735.21    | 978.00        | 326.00     |
| D            | Mast Hoops           | 14.00 | 1,755.18  | 2,520.00      | 180.00     |
| D            | Nails                | 3.00  | 378.00    | 531.00        | 177.00     |
| Total        |                      |       | 8,394.75  | 10,225.00     |            |
| J            | Ballast              | 4.00  | 35.28     | 200.00        | 50.00      |
| J            | Beam Small           | 12.00 | 282.24    | 364.80        | 30.40      |
| J            | Filling-Frame, Small | 4.00  | 245.70    | 314.50        | 78.62      |
| J            | Frame Timber, Small  | 4.00  | 712.32    | 822.40        | 205.60     |
| J            | Keel, Medium         | 1.00  | 233.10    | 267.50        | 267.50     |
| J            | Keel, Small          | 1.00  | 139.23    | 166.75        | 166.75     |
| J            | Lexington Brig       | 3.00  | 2,520.00  | 2,520.00      | 840.00     |
| J            | Mast Section, Medium | 1.00  | 165.90    | 191.50        | 191.50     |
| J            | Mast Section, Small  | 10.00 | 493.50    | 557.50        | 55.75      |
| J            | Medium Hull          | 1.00  | 236.25    | 236.25        | 236.25     |
| J            | Medium Square Rig    | 1.00  | 126.00    | 126.00        | 126.00     |
| J            | Planks (oak)         | 30.00 | 368.55    | 471.75        | 15.72      |
| J            | Rigging              | 5.00  | 247.90    | 282.30        | 56.46      |
| J            | Sail, Medium         | 1.00  | 107.10    | 107.10        | 107.10     |
| J            | Sail, Small          | 10.00 | 267.75    | 267.75        | 26.78      |
| J            | Ship Provisioning    | 1.00  | 894.00    | 2,500.00      | 2,500.00   |
| J            | Ship Stem            | 1.00  | 55.44     | 69.20         | 69.20      |
| J            | Spar, Medium         | 1.00  | 49.35     | 55.75         | 55.75      |
| J            | Spar, Small          | 10.00 | 247.80    | 279.80        | 27.98      |
| J            | Strakes (Oak)        | 12.00 | 173.88    | 215.16        | 17.93      |
| J            | Sulfur               | 1.00  | 7.98      | 100.00        | 100.00     |
| J            | Transom, Small       | 3.00  | 69.30     | 89.94         | 29.98      |
| J            | Wood Tar             | 2.00  | 12.60     | 300.00        | 150.00     |
| Total        |                      |       | 7,691.17  | 10,505.95     |            |
| unallocated  |                      |       |           |               |            |
| Recipe Total |                      |       | 16,085.92 | 20,730.95     |            |

## How it works

1. Select the recipe you want and click on the button in the recipe tab to setup your project
2. You can add additional recipes to project by clicking the + button. Start of new recipes will have 0 in the tree column
3. Enter in the Runs Column the number of times you would like to run the recipe.
4. In the projects tab drill down in the recipe to the level you want to allocate, you can do this by right clicking and using collapse/expand or by left clicking in the tree column.
5. For all the items you are planning to purchase validate and update the market price column.
6. Enter an owner name/code in to the owner column
7. Run the report to validate the outcome.

This report shows all the allocated items group by code/owner. And shows a total at the bottom, make sure the unallocated row is empty as this would mean that not all items required for this recipe are allocated

Units number of units required

Make dbls cost of making these items if you make all underlying items as well

Expected dbls the cost it is expected to cost, this includes lower level items where you are planning to buy materials vs. make (example if you make cannons but buy your iron ingot)

Unit Price cost per unit

# The Search Tab

This allows you to help determine what you can do with an product. It highlight all the products that require it as an input. For example a medium anchor is used in a number of ships this will help you determine which one without having to dig through the recipes.

The screenshot shows a software interface with a top navigation bar containing tabs for 'Recipe', 'Market Prices', 'Production Setup', 'Projects', and 'Search'. The 'Search' tab is active. Below the navigation bar, there are two main panels. The left panel, titled 'Input Search', contains an 'Enter Name:' text box, a 'Select Group' dropdown menu currently set to '(All)', and a list of recipe names. The right panel, titled 'Input is used in the following products', contains a list of product names. Blue arrows point from external text labels to specific elements in the interface: 'Enter name to filter Recipes' points to the 'Enter Name:' box; 'Select Groups to filter Recipe types' points to the 'Select Group' dropdown; 'Recipe List, click on one to select it' points to the recipe list; and 'Shows the search results by click on the result it will open recipe in the recipe tab' points to the product list.

| Input Search                     | Input is used in the following products |
|----------------------------------|---|
| Enter Name: <input type="text"/> | Agamemnon Bark                          |
| Select Group: (All) ▼            | Alexander Fourth Rate                   |
| Agamemnon Bark                   | Arcadia Xebec                           |
| Alexander Fourth Rate            | Capricieux Courier Frigate              |
| Anchor, Large                    | Capricieux Frigate                      |
| <b>Anchor, Medium</b>            | Cerberus Courier Frigate                |
| Anchor, Small                    | Cerberus Frigate                        |
| Arcadia Xebec                    | Chaleur Schooner                        |
| Ares' Cannon Modification 1      | Conquistador Frigate                    |
| Ares' Cannon Modification 2      | Curieuse Snow                           |
| Ares' Cannon Modification 3      | Curieuse Trader's Snow                  |
| Ares' Cannon Modification 4      | Defiant Frigate                         |
| Artemis' Cannon Modification 1   | Deliverance Frigate                     |
| Artemis' Cannon Modification 2   | Destroyer Frigate                       |
| Artemis' Cannon Modification 3   | Dolphyn Ketch                           |
|                                  | Dromedary Indiaman                      |

Applet started.

Shows the search results by click on the result it will open recipe in the recipe tab

# Questions/Comments

## Known Issues/comments:

### •Recipes creating multi output :

- Lead + Copper, Refined Sugar / Molasses are handled by dividing the cost price based over all produced units.
- Gravel as a by-product is ignored.
- Currently we can only have one recipe per product (example Cured Meat can be made with beef or game animals)

If you have any questions or comments just send an email to [potbs@exchangeguild.com](mailto:potbs@exchangeguild.com)