

Bdolytics Recipe Setup

By  Summer



Heya, in this guide, I will guide you through a process to set up the [bdolytics](https://bdolytics.com) recipe page. Goals of the setup:

1. **Customize the calculation to your setup**, e.g. which items you use, how you get them and what you do with the products
2. **Optimize the cooking profit**

Video version: <https://youtu.be/edmjiM7EjD0>

If you have questions or suggestions, please dm or @ me in the lifeskill Discord ([summer_rains](#)).

1. Settings

1.1 Region

1.2 Tax

1.3 Weight

1.4 Speed Cooking Mastery+Cook Time (speed cooking = with silver embroidered clothes)

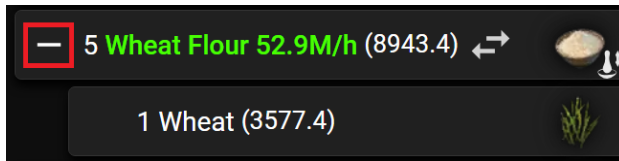
- Mastery: Look up in-game
- Cook time: Calculate cook time on sheet + add server lag (varies from player to player. If you wanna get your personal cook time including lag, time a utensil. For example, 18 mins to use up a 900-dura utensil -> 1.2 cook time)

1.5 Slow Cooking Mastery+Cook Time (slow cooking = with mastery clothes)

1.6 Byproducts:

- Milk: Witch's delicacy exchanged for milk (market value)
- Cheese/Cream/Butter: exchanged for milk and processed (value after processing)
- Witch's Delicacy: turned in for CP (not valued)

2. Collapse processing recipes



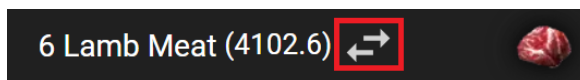
Collapse all processing sub-recipes (click the '-' button)

This includes, for example, *dough*, *flour*, *cheese*, *cream* and *butter*

We do this so that the processing profit doesn't get mixed up with the cooking profit.

Please do this regardless of whether you process these materials or buy them.

3. Material substitutes



Bdolytics will offer substitutes for some recipes.

Examples:

- Meat -> Select the one you buy or hunt/gather
- Dough, flour -> select the one you process or buy
- Dried fish -> If you're buying, pick one that can realistically be bought/pre-ordered on the market, i.e. has high sales volume

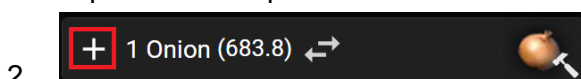
4. Farming products

Four crops (**onion**, **garlic**, **pepper** and **hot pepper**) can be exchanged at **seed vendors**:

1 **Special** -> 2 **HQ** / 4 **white**

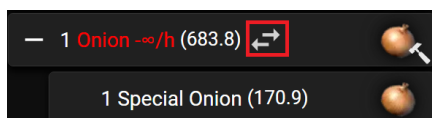
To use the crop exchange in bdolytics:

1. Expand the component



2. Select which crops you want to cook with:

- a. Recipe takes 1 crop (e.g. grilled sausage) -> use white
- b. Recipe takes 2 crops (e.g. stir-fried veggies) -> use HQ
- c. Recipes takes 3 crops (e.g. oatmeal) -> use HQ



Some materials can't be exchanged (delotia, sunflower etc.). For those, use whichever one you farm/can buy off the market.

5. Taxing self-sourced mats

What to do:

Click the 'tax' button on items that either you or your workers collected. This includes:

- **Gathering/hunting materials**, for example meat
- **Farming products**, for example hot pepper
- **Processing products**, for example flour, dough

Name	Custom Price	Tax
		?
Base Sauce	40	☐
Deer Meat	14,100	☒

What taxing does:

Taxing subtracts the market tax from the materials, which makes them slightly cheaper.

When selling the materials to the market, we would have to pay the market tax. But since we're cooking them, we get to save the market tax.

Why we tax materials:

We do this to see the profit of cooking these materials compared to selling them to the market (selling is always an option!).

- **Do tax**: self-sourced materials
- **Don't tax**: materials you bought off the market

Why not value materials at 0 silver?

This would discredit the time and resources spent gathering these materials. The materials we gather have value, no matter if we choose to cook or sell them. Not valuing them properly would result in a profit/H figure that doesn't hold any useful information.

If you are interested in the gathering+cooking profit, you can tax the material and go to the 'Analytics' tab to see the combined gathering+cooking profit.

Items you aquired yourself should be taxed to reflect the value you could sell it for.
Items bought from the marketplace should not be taxed. Tax the gatherable item and go to the analytics tab to calculate gathering + cooking profits

6. Custom prices

By default, bdolytics uses the 'white' market price.

This price is slightly inaccurate (~7.5%) for items close to the total min. or max price.

You'll want to enter a custom price to reflect the actual sale price for those items.

 current	15,000	Orders: 94308
price	14,900	Orders: 1000
	14,800	Orders: 2000
	14,700	
	14,600	
	14,500	
	14,400	Orders: 5000
	14,300	
	14,200	Orders: 2000
	14,100	Orders: 1000
white price	14,000	Orders: 1000



Indicators for total max. and min. price

Keep in mind that a custom price will override the auto-updating market prices of bdolytics so it will become inaccurate once/if the market price changes. So it only makes sense to enter custom prices for materials that are not expected to fluctuate in price.

7. 'Keep' button

Toggle the 'keep' button depending on what you want to do with the products:

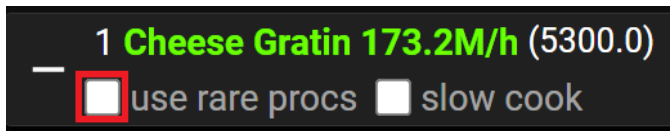
- **'Keep'**: items you want to keep for yourself, e.g. for imperials, or if you're interested in the profit compared to buying the product
- **Not 'Keep'**: products sold to the market

The 'Keep' button removes the market tax from the product.

Name	Custom Price	Keep
Balenos Meal	23,500	☒
Chewy Cheese Gratin	47,700	☐

8. Use/Sell rare procs

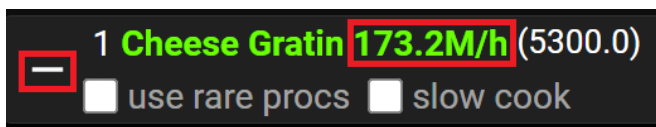
Decide if using or selling rare procs in cooking is more profitable. Evaluate each sub-recipe by toggling the 'use rare procs' button and pick the highest profit-per-hour option.



9. Buy/cook sub-meals

Decide if buying or crafting a sub-meal yourself is cheaper. (sub-meal = sub-recipe = sub-component, whatever you wanna call it)

Hint: Sub-recipes are colored based on the crafting profit. This gives some indication as to whether buying or crafting is more profitable. You can change the rules by which profit will be colored in the settings:



Minimum Profit Range ?

Maximum Profit Range ?

To mark a sub-component as bought off the market, collapse the recipe ('-' button). Similar to the last step (8.), choose the option that results in the highest profit/H.

Sweaty min-max option:

Just because a sub-recipe will not increase the profit/H compared to buying it does not mean it's not worthwhile to cook. This can occur for high-profit recipes, e.g. King of Jungle hamburgs. To be 100% exact, you would want to

- 1) Find the value of your cook time, e.g. by using a filler recipe like vinegar*
- 2) Go to the sub-recipe page and click the 'keep' button*
- 3) Check if cooking the sub-recipe is more profitable than the filler recipe*

10. Slow cooking

Decide if using silver embroidered clothes ('fast cooking') or mastery clothes ('slow cooking') is more profitable. You can do this by toggling the 'slow cook' button on the recipe and observing the profit. In the settings, you can specify separate cooking mastery and cook time for fast and slow cooking which will be used in the calculation.

— 1 **Cheese Gratin 173.2M/h** (5300.0)
☐ use rare procs ☒ slow cook

Sweaty min-max option: Just do what I wrote above, it's fine

Sweatiest of sweaty min-max options: use [this sheet](#)



Bonus panda