

Contributor Credits

- ❖ CaptainOats
 - laid the groundwork for the colored wax/candles update (1.0.4)
 - created JSONs for colored bunch'o'candles and candles, candle textures,
 - updated the EN lang JSON
 - collaborated on dyeing the waxblocks, soyblocks, and hardened lard
- ❖ I33tmaan
 - collaborated on creating hardened lard as a recipe for Expanded Foods (1.0.2)
 - stellar assistance with discussing potential bugs, ironing out kinks, and patch writing
- ❖ SpearAndFang (Spang)
 - collaborated with the additions of my candles to his wood lanterns
 - assisted with the bunch'o'candles coding within the wax and soy candle itemtypes
 - helped to patch waxed cheese recipe and identified issue with height and width for new recipe
 - added compatibility with vanilla chandeliers
 - added chandelier compatibility with colored candles
 - identified error with waxblock blocktype

Translator Credits

- ❖ Ukrainian (1.1.3)
 - [Olexandr Nesterenko \(burunduk\)](#)
 - [CakesTwix](#)

Special Thanks

- ❖ Anego Studios
 - candle asset (modicon)
- ❖ Khurasan
 - [Milky Honey](#) font for thumbnail and banners
- ❖ LOVEINJECTION
 - dropping the suggestion to add animal fat candles, which inspired collaboration with I33tmaan
- ❖ Purbsi (hubby)
 - assisted with texture asset coding for the waxblock and waxpile
 - compiled code for beeswax and soywax nutrition values

- provided colors for waxblocks, soyblocks, hardened lard, and subsequent candles
- ❖ Ruyeeex
 - dropping the suggestion to add colored waxes, which led the way to colored lard and colored candles
- ❖ Tels
 - assisted with trader buying/selling list JSONs
- ❖ VinterNacht
 - testing the wax and soy bunch'o'candles attributes and placements

Changelog

❖ 1.2.2 - Quick Fix 3

Corrected bony soil patch

- Corrected error in bony soil patch JSON (thank you, corny!)

❖ 1.2.1 - Bug Fixes and Content Tweaks 3

Added candle drops to bony soil, corrected grid error with waxed cheese, patched candle recipe in Expanded Foods

- Added plain beeswax and soywax candles to bony soil drops
- Corrected a grid error with the waxed cheese (thank you, Aura Dacella and Lamia Azza!)
- Updated *Crafting Mechanic: Cheesemaking* to reflect waxed cheese correction
- Patched Expanded Foods oil candle grid recipe to produce beeswax candles instead of lard candles

❖ 1.2.0 - Bug Fixes and Content Tweaks 2

Added compatibility with lighting fixtures, corrected small errors, added new lang file

- Added further compatibility with wood lanterns [Primitive Survival, Wildcraft Trees] and fixed compatibility with Bricklayers
- Modified location of the wood lantern JSON to reduce errors when mod is not active (thank you, NiclAss!)
- Removed plain lard variant to correct errors in the lard candle chandelier file; asset already exists as vanilla candle. :>
- Corrected errors with asset names in trader patch files
- Added Ukrainian (UK) lang file

❖ 1.1.3 - Quick Fix 2

Corrected wax output quantities and oil lamp recipe

- Changed dried wax output from 0.01 to 0.05; once liquid wax has been dried, it should give 50% of the yield instead of 10% (thank you, thranos!)

- Replaced oil lamp recipe; lamps can now be created with a bowl of liquid beeswax, soywax, or lard and a torch.

❖ 1.1.2 - Quick Fix

Corrected error with removed candle recipes

- Corrected error with removed candle recipes (thank you, vapidincarnate!)

❖ 1.1.1 - Bug Fixes and Content Tweaks

Removed dyed wax and lard assets due to issues, added ability to dye candles into colored candles, updated handbook guides, corrected small errors

- Removed dyed wax and lard blocks due to issues/crashes with the blocks and disappearing assets; can now achieve colored candles by dyeing the candle directly
- Updated *More Candles: Your Candles and You!* with a warning regarding the transference of dried assets from the container that it was dried in
- Updated *More Candles: Candle Chromaturgy* to reflect the change from colored lard/wax
- Corrected a grid error with the wooden lanterns from Primitive Survival
- Corrected a translation string for the plain lard candle chandelier (thank you, burunduk!)

❖ 1.1.0 - Colored Wax and Candles Update

Added ability to dye wax and lard to create colored candles, compatibility with lighting fixtures, and a new handbook guide [More Candles: Candle Chromaturgy]

- Added dyed beeswax, soywax, and hardened lard, which is sealed in a barrel for four hours and comes out in its respective colors
- Added colored candle compatibility with vanilla chandeliers (thank you again, Spang!)
- Changed lard and wax capacity metrics from litres to blocks; changed hard and wax quantities for candles from 0.4L of each material to 2 blocks of each material
- Added cauldron usage to *More Candles: Your Candles and You!*
- Updated the modicon

❖ 1.0.3 - Lighting Update

Added compatibility with lighting fixtures, oil lamps, and traders; changed candle recipe quantities

- Added compatibility with vanilla chandeliers (thank you, Spang!); the mod type has been changed from Content to Code to accommodate the addition
- Removed and replaced oil lamp recipe
- Added compatibility with wood lanterns [Primitive Survival]
- Changed lard and wax quantities for candles from 1L of each material to 0.4L of each material
- Added dried beeswax, dried soywax, beeswax candles, and soywax candles to the Agriculture, Artisan, Commodities, and Treasure Hunter trading lists

❖ 1.0.2 - Culinary Liquid Update

Added new liquid/dried beeswax and liquid/dried soywax assets, candle recipes, and a handbook guide [More Candles: Your Candles and You!]

- Added liquid beeswax and liquid soywax, which is created in saucepan (A Culinary Artillery) and dries into dried beeswax and dried soywax; added nutrition values to liquid variants
- Removed and replaced beeswax candle recipe
- Added soywax candle recipe
- Added beeswax and soywax bunch'o'candles models
- Added beeswax and soywax compatibility with lanterns
- Patched the vanilla candle and bunch'o'candle asset names
- Removed and replaced waxed cheese recipe; patched the Crafting Mechanic: Cheesemaking guide

❖ 1.0.1 - Compatibility Update

Added compatibility with A Culinary Artillery and Expanded Foods

- Replaced beeswax candle recipe to add flax fibers as a wick
- Removed fat candle recipe, which conflicted with ACA and EF
- Added lard candle recipe to add hardened lard as a candle ingredient instead of fat; added flax fibers as a wick
- Patched original beeswax recipe out

❖ 1.0.0 - Grid Update

Added fat candle recipe in conjunction to the beeswax candle recipe