

Register a food item

register item as node

Example

```
-- Barley Soup
local barley_soup_def = {
    description = S('Barley Soup – Swiss traditional') .. '\n' .. S('Compost chance') .. ':
100%\n'
        .. core.colorize(xn_farming.colors.brown, S('Hunger') .. ': 6'),
    short_description = S('Barley Soup'),
    drawtype = 'mesh',
    mesh = 'xn_farming_beetroot_soup.obj',
    tiles = { 'xn_farming_barley_soup_mesh.png' },
    use_texture_alpha = 'clip',
    inventory_image = 'xn_farming_barley_soup.png',
    wield_image = 'xn_farming_barley_soup.png',
    paramtype = 'light',
    paramtype2 = 'facedir',
    is_ground_content = false,
    walkable = true,
    selection_box = {
        type = 'fixed',
        fixed = { -0.5, -0.5, -0.5, 0.5, 0.1, 0.5 }
    },
    collision_box = {
        type = 'fixed',
        fixed = { -0.5, -0.5, -0.5, 0.5, -0.1, 0.5 }
    },
    groups = {
        -- MTG
        vessel = 1,
        dig_immediate = 3,
        attached_node = 1,
        -- X Farming
```

```

        compost = 100,
        -- MCL
        food = 3,
        eatable = 6,
        compostability = 100,
        handy = 1,
        deco_block = 1,
        fire_encouragement = 60,
        fire_flammability = 100,
        dig_by_water = 1,
        destroy_by_lava_flow = 1,
    },
    sounds = xn_farming.node_sound_wood_defaults(),
    sunlight_propagates = true,
    on_use = core.item_eat(6, 'mcl_core:bowl'),
    -- MCL
    _mcl_saturation = 0.6,
    _mcl_blast_resistance = 0,
    _mcl_hardness = 0,
}
if core.get_modpath('mcl_farming') then
    barley_soup_def.on_secondary_use = core.item_eat(6, 'mcl_core:bowl')
end

core.register_node('xn_farming:barley_soup', barley_soup_def)

```

Register craft for this item

```

-- barley soup, a typical swiss recipe :-)
core.register_craft({
    output = 'xn_farming:barley_soup',
    recipe = {
        { 'mcl_farming:carrot_item', 'xn_farming:salt',
'xn_farming:barley', 'mcl_potions:water', 'mcl_core:bowl' },
    }
})

```