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Curiosity Guild Wars 2 goods manufacturing system? It with a look. In the latest Guild Wars 2 media test items of the manufacturing system the game is finally complete show in front of the player. This time, take a look at games pre-production systems at the end how to use.

Personal computing times of refreshing collection of independent

Goods manufacturing, the need for key materials ready. There are two simple ways to obtain material: the collection and recycling. Which collected in the MMO is not a new concept, but in the world of the Guild Wars 2 is a new thing, it collection and also has its own unique. Anyone can collect material from the collection point itself, and will not compete with each other, because the refresh time of each special collection points is calculated independently. In addition, the collection of matter, nor the requirements of skill level, so everyone passing can be adopted. However, the equipment is still in accordance with the variety of segments in the different levels of regional high-grade material can be found in high-quality region. But at least this way the design of an advantage is that you no longer need to collect tin-interest first save at least 500 copper.

Recycle extractives hoarding equipment

Recycling is another material in the test, however, the recovery from the Guild Wars 2 to undermine a lot of recycling can not be recycled equipment improved (at least in the low-grade), the only player to use recovery tools to remove the spoils, as the fall of the armor, weapons, or garbage. Items for recycling can be disassembled into parts, converted into materials for making iron or tissue of these if you do not care about the money lost from store, then the demolition equipment will be very convenient material hoarding.

Encourage players to build their own equipment

After completion of skills can attend the workshop began manufacturing, manufacturing equipment will be displayed in the menu of manufacturing skills, very convenient. Skip to the recipe list to show the whole recipe can be made, such as copper block casting copper ingots. 60 copper ingots produced after the order of the game in the manufacturing process, click the all manufacturing in the video only took about 10 seconds. The system rewards a little experience, the first piece of copper ingots to 150 experience, the last piece of the reward experience 81 points. It can be seen, Guild Wars 2 will not only encourage players own hands to build the equipment, are encouraged to try new things or a combination.

Can continue to explore new revenue

Exploring the Interface manufacturing systems do not have to worry about the experience of the same formula, because the system does not use the same material experience. Manufacture of new components directly in the manufacture of the interface, can also learn a new formula, which is very convenient. With the growth of manufacturing experience, the new foundation formula is automatically unlocked, but the need to achieve a particular level to begin the forge, so that players have at least a rough idea and objectives, but also stimulate your continuous experimentation and production to mitigate open other unknown surprises.

These are the Guild Wars 2 manufacturing system, a first look, you can see, the manufacturing system of play is not complicated, there are many user-friendly design, if you simultaneously

improve manufacturing skills and the emphasis level of the process, I think I can help you upgrade the road.

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[Mr.lennon](#) - About Author:

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