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local assets=
{
    Asset("ANIM", "anim/fryingpan.zip"),
    Asset("ANIM", "anim/swap_fryingpan.zip"),

    Asset("ATLAS", "images/inventoryimages/fryingpan.xml"),
    Asset("IMAGE", "images/inventoryimages/fryingpan.tex"),
}
prefabs = {
}
local function fn()

    local fryingpanUses = 200

    local function OnEquip(inst, owner)
        owner.AnimState:OverrideSymbol("swap_object", "swap_fryingpan",
"swap_fryingpan")
        owner.AnimState:Show("ARM_carry")
        owner.AnimState:Hide("ARM_normal")
    end

    local function OnUnequip(inst, owner)
        owner.AnimState:Hide("ARM_carry")
        owner.AnimState:Show("ARM_normal")
    end

    local inst = CreateEntity()
    local trans = inst.entity:AddTransform()
    local anim = inst.entity:AddAnimState()
    local sound = inst.entity:AddSoundEmitter()
    MakeInventoryPhysics(inst)

    anim:SetBank("fryingpan")
    anim:SetBuild("fryingpan")
    anim:PlayAnimation("idle")

    inst:AddComponent("weapon")
    inst.components.weapon:SetDamage(30)

    inst:AddComponent("tool")
    inst.components.tool:SetAction(ACTIONS.CHOP)
    inst.components.tool:SetAction(ACTIONS.MINE)

    inst:AddComponent("finiteuses")
    inst.components.finiteuses:SetMaxUses(fryingpanUses)
    inst.components.finiteuses:SetUses(fryingpanUses)
    inst.components.finiteuses:SetOnFinished( onfinished)
    inst.components.finiteuses:SetConsumption(ACTIONS.CHOP, 1)  --Chop 200
times
    inst.components.finiteuses:SetConsumption(ACTIONS.MINE, 3)  --Mine 66
times

    --inst:AddComponent("characterspecific")
    --inst.components.characterspecific:SetOwner("Flynn Rider")

    inst:AddComponent("inspectable")

    inst:AddComponent("inventoryitem")
    inst.components.inventoryitem.imageName = "fryingpan"

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    inst.components.inventoryitem.atlasname =  
    "images/inventoryimages/fryingpan.xml"  
  
    inst.AddComponent("equippable")  
    inst.components.equippable:SetOnEquip( OnEquip )  
    inst.components.equippable:SetOnUnequip( OnUnequip )  
    inst.components.equippable.dapperness = 0.1  
    --inst.components.equippable.absorb = 0.05  
  
    return inst  
end  
return Prefab("common/inventory/fryingpan", fn, assets, prefabs)
```