

Barbados projecte energy condenser setup

How does an energy condenser work?

The Energy Condenser looks like a chest but converts any items put or piped into it into EMC. It will then create an item specified at the top from the stored EMC. Rather than simply trashing the mountains of dirt from your quarry, you might want to pipe them into an Energy Condenser.

Should I get an energy condenser Mk2?

I would suggest an energy condenser MK2 because it accepts items faster. But with an energy condenser, you can left click any item into the slot and make copies of it given you have enough EMC supplied to the chest.

What is the energy condenser added by ProjectE?

This page is about the Energy Condenser added by ProjectE. For other uses, see Energy Condenser. The Energy Condenser is a machine added by ProjectE, based off the Energy Condenser added by Equivalent Exchange 2. The Energy Condenser performs three functions.

How much EMC can an Energy Condenser hold?

An Energy Condenser can hold a maximum of 10 million EMC per Condenser. Energy Condensers themselves can be replicated to make more than one. You'll still have to use a Macerator or furnace for some of the ores but all of the cobblestone/coal/marble/basalt/obsidian/gems/dirt will be converted so you won't run out of space.

How do you put energy collectors on a condenser?

Place an energy Condenser on top of it. Add relays to the left, right and back of the condenser. You should now have something looking like the picture below. Place energy collectors on all open sides, and the tops of the relays. Add a relay to the top of the condenser. Finally, place one more energy collector on the top face of the relay.

Then add an RFtools builder with quarry card set to max size and filter, feed the blocks into a projecte energy condenser mk2 and get EMC for days. Only costs a measly ~100k RF/t to run the dimension. This is pretty much my go to setup. There is even a post on the on the front page with someone running a similar setup with tinker's silky jewel ...

Mob Duplicators, I have a setup of 5 of them in a glass dome on Mars, I think they do a decent job right now, we don't have speed upgrades in them yet, I have a 3x3 xp seed setup that gets converted into bottles of enchanting that get thrown to a thing from mob grinding utils that convert it to liquid xp, then gets converted in a fluid diet ...

The trick I used in FTB Sky Odyssey was a personal EMC link or energy condenser putting out emerald ore

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(16k EMC) in to a pulverizer to get 2x emeralds (2x16k EMC) and that back in to the Personal EMC/MK1. ... Your best bet will likely be collectors from projecte followed by pumping in whatever renewable resource you can automate

The best in projectE alone is just collectors eith relays around an energy condenser with many watch of flowing time around. If you also have Project EX stuff is different as you can import items directly into EMC

????? (Energy Condenser)???????,??????[PE]??????
(ProjectE),????MOD??,??Minecraft(????)MOD(??)?????????? ...

Alright, definitely good to know. From what little I understand about power flowers though, they use EMC that they generate from light sources like glowstone blocks to make whatever item you pick in the energy condenser thing in the middle, but you still have to take those items and enter them manually into a transmutation table to increase the main EMC pool that is used for ...

The Energy Condenser is a very useful object added by the Equivalent Exchange mod. It behaves in a way similar to the Transmutation Tablet, but is able to be made automatic. You put one target item in the spot on the upper left hand corner, and if the Condenser is hooked up to Energy Collectors, whether through Antimatter Relays or just the Energy Collector is next to it, the ...

[ProjectE] What"s a relatively cheap but still decent farm to do for ProjectE for the Energy Condenser? I have 2 Mk2 and 1 Mk3 Energy Collector and it"s extremly slow for my likings yeah, so what I"d like to ask is if there"s any farm that would speed up this process by a lot.

[ATM7 To the sky] Is it worth it to make an energy collector setup with an energy condenser from ProjectE? Title. I"ve seen people only use the condensers so far, but I would like to know if it would be worth to set up an energy collector for some emc, despite there not being a lot of items that are emc-able in this pack.

Energy Collector MK3 is a tier 3 passive EMC generator added by ProjectE, based off the Collector MK3 added by Equivalent Exchange 2. In strong lighting, or if placed in the nether, it will generate a passive 40 EMC per second up to a maximum of 60,000 EMC. When placed adjacent to a Energy Condenser MK1, Energy Condenser MK2, Energy Condenser MK3, Anti-Matter ...

Power flowers generate emc from effectively nothing. The item you"re condensing EMC into is entirely up to you. Diamond blocks, emerald blocks and stuff like that are just convenient because they"re really dense in terms of EMC, so you don"t have to move as many items from the condenser to the table.

I"m having problems with the condenser set up. I have it all set up right (checked with a video and have use project e before) but it still doesn"t seem to produce any item. really just wonder if this is some thing that the modpack does to help level the game out or what?

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But with an energy condenser, you can left click any item into the slot and make copies of it given you have enough EMC supplied to the chest. You may also want to make a transmutation table and tablet which are quite expensive recipes, but once you do make them, you can click things into the table/tablet to learn them (if they have EMC value ...

The Energy Condenser performs three functions. Any items placed in the inventory will be destroyed and converted to EMC which is then stored in the internal buffer. It receives EMC energy from an adjacent Energy Collector or Anti-Matter Relay .

Anti-Matter Relay MK1 is an EMC manipulator added by ProjectE, based off the Anti-Matter Relay added by Equivalent Exchange 2. This machine serves two functions. Firstly, any item placed into its inventory will be converted into EMC. Secondly, it transfers energy from Energy Collectors to Energy Condensers. When transferring, it gives a small, 1 EMC per second bonus. It is also ...

Cartes fleurs A Power Flower is an arrangement of Energy Collectors (of any size) and Antimatter Relays (of any model) that feed into a central Energy Condenser, producing an unlimited amount of EMC to convert into materials. The arrangement of the collectors and relays takes on the shape of a flower, hence the term "Power Flower". On an SMP server, leaving this Power Flower ...

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