

First, you need a router with a fluid module in it, as well as needing to have a bucket within those routers to connect them to pipes. If you are doing both pulling and extracting on the same time, you need to first have the module in hand and set one to transfer into the router and the other to transfer out of the router.

when I had this issue, it was because I didn't have enough speed upgrades or energy upgrades on the modular router providing the energy. The speed upgrades was super important Reply reply Top 3% Rank by size . More posts you may like r/esp32. r/esp32. ESP32 is a series of low cost, low power system on a chip microcontrollers with integrated Wi ...

If you dislike having cables everywhere and want a lot of machines in one area to be charged wirelessly, you could look into Modular Routers. You can designate up to 8 machines per Energy Distributor Module, and each router can hold 9 Energy Distributor modules, allowing for one router to charge 72 machines within 40 blocks.

???? (Distributor Module)?????,????????????? (Modular Routers),???MOD??,??Minecraft(???)MOD(??)????????????MOD???

This Router has to output to 8 other routers, which each places one ore. The setup now is one Modular Router with four distributor modules (DM) that get items from chests, and one that distributes these items randomly to one of 8 other modular routers. The distributor modules that get items from chests, are set on nearest first.

Tried using modular router with an activator module, but for some reason, it doesn't work? Have tried with many different items in the buffer slot to use, but for whatever reason none have worked- have watched multiple guides on how to use them, followed their instructions and setting for the module, but it has not performed a single right click with the item in the buffer slot...

A flexible mod for moving items, fluids, and energy around the world. 14.0k. 13. ... Fixed Distributor Modules not working on dedicated server with more recent NeoForge builds; Patchouli integration has been updated Note that Patchouli doesn't have an official release yet for 1.21; Files. modular-routers-13.0.3+mc1.21.jar (1.14 MiB) Primary ...

modular-routers-1.16.5-7.5.1-69. Describe your problem, including steps to reproduce it. When changing out the target of a Sender Mk 2 or Distributor (breaking the target block and replacing it), sometimes the router ...

As the title suggests, I need help with what to do with augments for modular routers. I'm specifically talking about "Range Up Augment", but I can't seem to figure out how to add this to my item router. I see

a spot for modules and one for upgrades, but they don't seem to want to go there, any suggestions would be nice <3

Modular Routers 1.14.2-5.0.0-1 (Forge) 0.67MB 5 years ago. Share to ... Clear Energy Distributor Module (or any of them) jdbhkf opened this issue 2 years ago · 1 comments. jdbhkf commented 2 years ago. Describe the feature. It would be nice to have a key or something to be done that would clear all settings on a module. Wrench or really anything.

Modular routers I'm trying to make the router i'm looking at only transfer items when it can deliver one to every, so one doesn't end up having more than the others, which would break my contraption. ... Game isn't running right now, so I can't look for myself, but does either the Distributor module, (or whatever you're using to get items INTO ...

As of Modular Routers 12.0.2, the mod is built with Neoforge. While Modular Routers is likely to remain compatible with Forge for now, future compatibility is not guaranteed in any way; Player Module and Sender Module Mk3 now respect a dimension blacklist, dimensions which those modules cannot send items to or from

Is there any way to wirelessly put energy into a machine like the laser thing from draconic evolution. I know there is flux networks but that still takes a side from the machine. ... Edit: nevermind found out you can use modular routers energy distribution module to do exactly this. With some energy upgrades and speed upgrades, it becomes ...

It's easy to pipe energy into a router via pretty much any mod which handles energy. Will consider a direction toggle for the distributor. Guess it makes sense, given the item distributor can do it. ... With an energy distributor set to pull mode it would pull the power from all 8 generators and could then output that power into a flux plug ...

Minecraft 1.16.5 Forge 36.1.3 modular-routers-1.16.5-7.4.0-55 Sender, Distributor, and Puller modules all respect sidedness and appear to only use NSEW. With MK1 modules this can be solved by placing the router adjacent to the desired si...

modular-routers-1.16.5-7.5.1-69. Describe your problem, including steps to reproduce it. When changing out the target of a Sender Mk 2 or Distributor (breaking the target block and replacing it), sometimes the router "remembers" the old one and continues to send it ...

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