

Projecte energy condenser setup Vatican City

How do energy condensers work?

The energy condensers turn items into other items, set the target item in the too right slot and pump items in to convert them into the target item. Project EX has something for that, but it might be a bit overkill. Heyo, I have been looking around and trying to pull EMC from my system into a condenser, without going through a new EMC generator.

Can I use energy condensers to convert items into other items?

You don't really. The energy condensers turn items into other items, set the target item in the too right slot and pump items in to convert them into the target item. Project EX has something for that, but it might be a bit overkill.

What is an energy condenser?

The Energy Condenser has a large inventory for produced items. This is the same as an Alchemical Chest in all respects (power items, pipes, etc.). The Energy Condenser accepts outside sources of EMC to operate.

How many EMC can a energy condenser store?

The Energy Condenser can only store 10 million EMC making it impossible to condense a Klein Star Omega, Alchemical Tome, or any other item with an EMC value greater than 10 million. Using an Advanced Wooden Transport Pipe set to suck the same type as the target will suck the target.

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.

Can energy condenser be reverted to alchemical chest?

The Energy Condenser cannot be reverted to Alchemical Chest by crafting, but it does perform all the Alchemical Chest's functions and has no danger of losing any rings, gems or "Power Items" since they don't have an EMC value. The Energy Condenser will be removed in EE3, a suitable replacement with better mechanics will be added in the future.

Energy Condenser Setup . I have just started trying to make an automated rainbow generator to get balanced clay, but I can't figure out the best way to set up the energy condensers to create the items. I used a tutorial in the comments of this post, but there is nothing that states how to set up the energy condensers. Can somebody help me? ...

Automating ProjectE Transmutation Table? ... I've just made a setup where I have a

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collector-->relay-->condenser while I manually output the items to the table, this is the best way, correct? ... Get a energy condenser mk2 and feed things to it while it turns it into the most expensive thing you have it will cap out but mine caps in billions of ...

You should also strive towards making the Energy Condenser, which, the recipe could be different in Stoneblock 2 because I played Stoneblock 1, you can make with an alchemical chest and the draconic fusion injector. I would suggest an energy condenser MK2 because it ...

Energy Collector MK1 is a tier 1 passive EMC generator added by ProjectE, based off the Energy Collector added by Equivalent Exchange 2. It passively generates 4 EMC every 1 second up to a maximum of 10,000 EMC depending on the highest light level. When placed adjacent to an Energy Condenser MK1, Energy Condenser MK2, Anti-Matter Relay MK1, Anti-Matter Relay ...

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 ...

[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.

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 just gives end game setups. The Energy Condenser is a Duper that doesn't feel like a complete cheat unlike Parabox. ... This setup fills up a maxed out Relay in around 20 minutes. I would need an item with 10m EMC left in there for at least 13 hours to ...

The main hassle for it is the matter and the quarts singularities, but once you get EMC it won't be quite as bad. After the wand is done, either make a second condenser to duplicate or go for the transmutation table. Just remember to duplicate your philosopher stone in the condenser first since the table consumes it in the recipe.

This is a community-written guide. It was written to help players to get accustomed to ProjectE. ProjectE is a remake of Equivalent Exchange 2 and is a magic mod that allows players to convert almost any item into energy, and convert that energy into almost any other item. At its core is the concept of Energy-Matter Covalence, or EMC. Almost every vanilla item, and many modded ...

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The Energy Condenser has a maximum speed at which it can burn items, so keep that in mind if you're piping in cobblestone. If I remember the SkyOdyssey pack correctly, it had an add-on mod for ProjectE that added new blocks, including one that uses your EMC directly to generate items the way an Energy Condenser does.

project e energy condenser problem I'm having problems with the condenser set up. I have it all set up right (checked with a video and have used 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?

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

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 ...

If a pack is designed around projectE, then players that don't like projectE should just not play that pack. If projectE is just included in a kitchensink type pack, a player can choose to remove it or simply never use it. The way some people ...

The Energy Condenser duplicates items with EMC values using other items with EMC values. The top-left slot is where the item to be duplicated is placed. Then, any item put in its other 91 Inventory slots will be converted into the target item, should there be enough EMC. Condensers can also use EMC created from adjacent Antimatter Relays and Energy Collectors. If there are ...

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