



Projecte energy condenser setup Tonga

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.

What is the energy condenser?

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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.

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.

How does a redpower2 condenser work?

RedPower2 blocks such as Transposers or Filters can automatically extract from the Energy Collector (although not from the top). The condenser also produces light, though the light is smaller than a glowstone block or a torch, but larger than a redstone torch.

Projecte energy condenser is a portable, rechargeable electric power tool that uses electricity to condense water to a low-power stream. Projecte energy condenser has two main functions. It is a portable and rechargeable energy tool for condensing water. It is also a water purifier. It is portable. It only takes a few minutes to set up and it ...

????MK2 (Energy Condenser MK2)????????,???????[PE]???????

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(ProjectE),???MOD??,??Minecraft(???)MOD(??)???????????MOD???

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.

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 ...

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[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.

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?

The optimal design depends on exactly how much EMC you have available for building the structure, but usually the best configurations just involve making two diamond-shaped checkerboards that are offset by a block (so each relay has 5 collectors and each collector apart from the ones on the edges is helping 5 relays, so the middle of the structure is about as good ...

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 ...

The basic idea behind a Power Flower is to use Energy Collectors (which turn light into EMC) to produce Diamonds (or another suitable-value EMC item) in an Energy Condenser. A Power Flower is a complex arrangement of these devices (Collectors, Relays, and Condensers) that is both expandable and will produce diamonds at optimal or close-to ...

AFAIK the most efficient design is an energy condenser surrounded by relays which are in turn completely covered by collectors. ... Controversial. Old. Q& A. acun1994 o Power Flowers are the best in terms of footprint and ease of setup. It's also fully passive, so that's a bonus. There are slightly faster ways of generating EMC, for example ...

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Here is something crazy. I don't know what you are condensing but lets say that you are trying to make uranium. You set your condenser surrounded by relays and collectors but leave two sides open; bottom and front. Then you set up a bunch of other condenser/relay/collector bundles and leave only one side open.

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 ...

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 ...

The MK1 has one buffer for all items. Meaning the items you input and the items it outputs goes into the same inventory. This could be bad because it can clog the system up if you take high emc items to make low emc items.

The Orb Power Flower is a configuration of the Power Flower principle that is suited for smaller scale, "working" environments (e.g. your lab) where easy access to a Power Flower is needed without the need for EMC generation of the scale of a Petaled Power Flower . It favors easy access, ease of production (condenser target) change and lower space requirements over the ...

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