## Overview

Nickel can be hard to find, this addon attempts to create a new, but expensive alternative path. Limonite in nature contains small amounts of Nickel which under the right conditions can be extracted, at the cost of the iron in the Limonite. As iron is a primary requirement for end game this is far from an ideal way to get Nickel, however if you just can’t find Nickel, this relieves the bottleneck.

## Process Overview

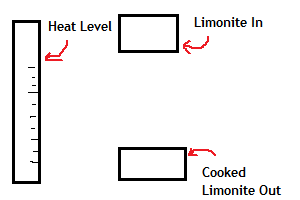
Simply: Cook it, Powder it, Dissolve it and Separate it.

## Recipes

Limonite Cooker (a short crucible)

5 Fireclay ooooo  
 xooox  
 xooox  
 xooox  
 xxxxx

Limonite Cooker UI (base on firepit? When cooked item moves to output)



Cooked Limonite

Limonite (10’s) becomes Cooked Limonite (10’s)

Limonite (15’s) becomes Cooked Limonite (15’s)

Limonite (25’s) becomes Cooked Limonite (25’s)

Limonite (35’s) becomes Cooked Limonite (35’s)

Cooked Limonite Powder

Cooked Limonite (10’s) + Hammer = 1 Cooked Limonite Powder

Cooked Limonite (15’s) + Hammer = 2 Cooked Limonite Powder

Cooked Limonite (25’s) + Hammer = 4 Cooked Limonite Powder

Cooked Limonite (35’s) + Hammer = 6 Cooked Limonite Powder

Nickel Flakes

Nickel Coated Copper Rod + Knife = Copper Rod + Nickel Flakes

## Process

1. Create Limonite Cooker
2. Cook Limonite in Cooker (over Forge) to create Cooked Limonite
3. Create Cooked Limonite Powder
4. Create Carbon Rod.
5. Create Copper Rod mould and fire it.
6. Create Copper Rod.
7. Create Copper Wire.
8. Create Sulfuric Acid.
9. Create Battery.
10. Create Anodising Vessel.
11. Open Anodising Vessel.
    1. Fill with vinegar (or sulfuric acid).
    2. Add the battery.
    3. Add the Carbon Rod.
    4. Add the Copper Rod.
    5. Add Cooked Limonite Powder.
    6. Seal Vessel.
12. If process interrupted, by unsealing, do nothing.
13. After each solute is processed.
    1. Vinegar level is decreased.
    2. Cooked Limonite Powder is destroyed.
    3. Carbon Rod takes damage.
    4. Copper Rod becomes Nickel Coated Copper Rod.
    5. Nickel Coated Copper Rod takes damage.
14. Scrape Nickel Coated Copper Rod with knife to get Nickel flakes (1 flake = 1 unit).
15. Melt Nickel flakes in crucible or small vessel to get Nickel.

## Notes

1. The max stack size of Cooked Limonite Powder is 64, so the max amount of Cooked Limonite Powder in one process is 64 units.
2. For each unit of Cooked Limonite Powder, 3 units of fluid are required. Maximum of 64 units of Cooked Limonite Powder = 192 units of fluid.
3. The maximum amount of vinegar contained within the Anodising Vessel is 5000.
4. Nickel flakes have a stack size of 64 (64 units).
5. Carbon Rods take 1 in 5 chance of damage for each solute processed. Max of 50 damage.
6. Copper Rods take 1 damage for each solute processed. Max of 600 damage.
7. To indicate the progress of the process, the Cooked Limonite Powder is dissolved over time.
8. Must make the player overburdened if they pick it up, full loaded. Not applicable if creative mode.
9. Need to use a language resource file.

## In Game Objects

1. BlockAnodisingVessel – BH:Done
2. TileEntityAnodisingVessel – BH: Done
3. GuiAnodisingVessel – BH: Done
4. ContainerAnodisingVessel – BH: Done
5. RenderAnodisingVessel – BH: Done
6. SlotBattery – BH: Done
7. SlotAnode – BH: Done
8. SlotCathode – BH: Done
9. SlotSolute – BH: Done
10. ItemAnodisingVessel – BH: Done
11. ItemBattery – BH: Done
12. ItemCarbonRod – BH: Done
13. ItemCopperRod – BH: Done
14. ItemCopperRodMould – BH: Done
15. ItemCopperWire – BH :Done
16. ItemSilverFlake – BH: Done
17. PlanCopperRod – BH: Done
18. AnodisingVessel block image – BH: Done
19. AnodisingVessel item image – BH: Done
20. AnodisingVessel GUI image – BH: Done
21. Battery item image – BH: Done
22. CopperRod item image – BH: Done
23. CopperWire item image – BH: Done
24. CarbonRod item image – BH: Done
25. CopperRod plan image – BH: Done
26. BlockOreCooker – BH:Done
27. TileEntityOreCooker – BH:Done
28. GuiOreCooker – BH: Done
29. ContainerOreCooker – BH: Done
30. RenderOreCooker – BH: Done
31. SlotOreCookerInput – BH: Done
32. SlotOreCookerOutput – BH: Done
33. ItemOreCooker – BH: Done
34. ItemCookedLimonite – BH: Done
35. ItemCookedLimonitePowder – BH: Done
36. ItemCopperRodNickelCoated – BH: Done
37. ItemNickelFlake – BH: Done
38. OreCooker block image – BH: Done
39. OreCooker item image – BH: Done
40. OreCooker GUI image – BH: Done
41. ItemCookedLimonite image – BH: Done
42. ItemCookedLimonitePowder image – BH: Done
43. ItemCopperRodNickelCoated image – BH: Done
44. ItemNickelFlake image – BH: Done

## Mod Creation Workflow

1. Create Battery item. BH: Done
2. Create Battery recipe. BH: Done
3. Create Anodising Vessel recipe. BH: Done
4. Create Anodising Vessel item. BH: Done
5. Create Anodising Vessel block. BH: Done
6. Create Carbon Rod recipe. BH: Done
7. Create Carbon Rod item. BH: Done
8. Create Copper Rod mould item. BH: Done
9. Create Copper Rod item. BH: Done
10. Create Copper Rod anvil recipe. BH: Done
11. Create Copper Wire item. BH: Done
12. Create Copper Wire anvil recipe. BH: Done
13. Create Anodising Vessel GUI. BH: Done
14. Create Anodising Process. BH: Done
15. Create Limonite Cooker block
16. Create Limonite Cooker Item
17. Create Limonite Cooker recipe
18. Create Cooked Limonite Item
19. Create Cooked Limonite Powder Item
20. Create Nickel Coated Copper Rod item
21. Create Nickel Flake recipe
22. Allow Nickel flakes to be melted in small vessel and crucible
23. Allow Nickel flakes to be used in alloy mixes in small vessel and crucible