Chemdustry Documentary

# Creator’s Note: Oh no, v6 is here, it means more content and more stuff to do. I need some people who is good at scripting. Just dm me on discord.

# Introduction:

Chemdustry is a Mindustry mod that applies chemistry. Explore the resources in rigged caves, and go nuts at hard mode. Discover tons of materials and new tech on a new mod, It is available on github and now on beta. It will be fully working and a worth a while on January 15, 2021.

**Units**

Ant

Mines and transfer items for you.

Gaia

Heals blocks entirely (hardmode)

Hestia

Heals blocks rapidly

Bee

Flies to retrieve items and mine (hardmode)

Hephaestus

Builder drone that builds efficiently.

Ares

A medium sized tank with high health

Athena

Interceptor that teleports (Haredmode)

Artemis

Basic unit

Eris

2nd lvl basic unit

Paladin

Ultimate boss, High HP and Attack

Note: I will add more units because there are a lot of contents in my notebook.

Blocks of Marathon

Led light

“oh, how pretty yet so small” gives a small light.

Neon light

“older brother of florescent light” only uses neon.

Scrap Refiner

Refines scrap without melting it.

Tungsten wall (small)

A hard wall that is immune to burning debuff

Large tungsten Wall (large)

“buffed tungsten”

Railgun

You can shoot everything!

Lithium Ion battery

“its in your phone”

Solid state battery

A battery that uses solid stuff than using liquids.

Wires

“isn’t this a new generation of relay on bytelogic?”

Drayad’s wrath

Better version of tsunami (hardmode)

Pvc Synthesizer

Produces Plastic.

Warehouse

Stores 10k of items

Repair tower

“do you feel the nostalgia?”, It shoots a rapid laser beam to heal (ofc its more powerful than than the repair point.)

Gas collector

Collects gases on the atmosphere.

Haber bosch processing plant

Uses nitrogen and hydrogen to make ammonia.

Mammoth

Anti-tank turret

Fuel cell

Turns oxygen, hydrogen, and power to water.

Reverse fuel cell

Turns water and electricity to hydrogen and oxygen. (hardmode)

Heavy drill

Mines everything (hardmode)

Modified Core drill

A type of core drill that mines big chunks of material but it has flaws

Ore furnace

Refines basic ores to materials. (hardmode)

Universal Ore Furnace

Refines all ores to materials. (hardmode)

Hydrogen engine

Turns hydrogen to power.

Resource containment facility

Features like a tank and a vault and 3x more capacity.

Uranium split

Makes power by nuclear fission.

Plasma-power Generator

Plaspow gen for short. Uses liquid nitrogen and hydrogen to produce a ton of power. (hardmode)

Scrap refining facility

Refines a lot of scrap to different variety of metals and resources. (hardmode)

Plastanium production facility

Due to the high mastery of chemistry and material science, the machine is more optimized and has the production rate of 3 plastanium compressors.

Glass Kiln

Produces glass.

Rapid launch pad

Launches a medium sized resource rapidly.

Aluminum wall

Large aluminum wall

Improved repair point

Has more concentration of healing power than the repair point.

Dragon’s breath

Utilizes flammable gasses to scorch enemies (tbd)

Materials (with author’s description)

Iron

Basic metal.

Lithium

Common battery material.

Gold

“why is it so expensive?”

Platinum

“silver gold”

Uranium

“radioactive material.”

Plastic

Pvc type.

Steel

“Reprocessed iron.”

Aluminum

“Cooler than iron yet weaker than iron.”

Iridium

Second densest material on earth.

Liquids

Nitric acid

Corrosive liquid.

Hydrocloric acid

“is this supposed to be in cleaning toilets”

Aqua regia

Mix nitric acid and hydrochloric acid.

Gasses

Note: Soon will be added because zestylemonade’s gas lib is needed to run chemsdustry and have a discussion about it.

Here are the gases that will be added on chemdustry.

* Carbon
* Oxygen
* Hydrogen
* Ammonia
* Nitrogen
* Chlorine