

Algae Farm

Introduction

The Algae Farm is a GT++ multiblock used to produce up to five different types of Algae Biomass items. The machine requires no power, no maintenance, and produces no pollution. It creates the items for free over time. However, to obtain some types of Algae Biomass, multiple expensive machine casings may be required.

Construction

At minimum, the block requires its main machine block, 64 sterile farm casings, 77 machine casings, and an input bus, output bus, and input hatch of the same tier as the casings. The bottom layer consists of the machine block in the front center of the structure, with the remaining blocks being machine casings, input buses, output buses, or input hatches. The next two layers are filled with sterile farm casings, forming the "walls" of the farm. You can provide water to the input hatch to fill the first layer of air above the machine casings, or you can do this manually. It does not need to be filled to the top. The machine casings can range from ULV to UEV. Technically the multi supports up to MAX casings, however as there are no output buses for tiers above UEV the farm will not form.

Algae Farm



Mod	GT++
Size	9x3x9
Energy:	
Energy usage	0

Usage

The table below summarizes the performance of each tier over time. Each tier of casings not only increases the speed of processing but also affects the chances of obtaining different types of algae biomass. Several random factors influence both the time and output.

The processing time shown is the most likely duration for each tier. The Algae Farm may double or triple it's processing time for any given cycle, depending on a randomization algorithm. Each tier includes the output of the previous tier along with its own output, including potential random variations.

In the table, a number in [brackets] indicates a 10% chance of receiving that bonus. The (+x) number represents the increase compared to the previous tier. For tiers LuV and above, a constant multiplier is applied. LuV also receives a regular tier bonus. The calculation for the multiplier is the tier number (starting at 1 for LuV) multiplied by an algae type bonus (8 for green, 6 for brown, 4 for golden brown, and 2 for red). This results in a consistent increase in output for tiers 7DM and above, and this pattern

Algae Biomass Production/Recipe Time

Machine Casings	Item Estimates (no added bonus)	Recipe Time	Algae	Green Algae	Brown Algae	Golden-Brown Algae	Red Algae
ULV	12	50s	12	[4]	0	0	0
LV	24	45s	20 (+8)	4 (+4) [8]	0	0	0
MV	34	40s	20	14 (+10) [16]	0	0	0
HV	44	35s	20	22 (+8)	2 (+2) [8]	0	0
EV	54	30s	20	22	12 (+10)	0 [8]	0
IV	66	25s	20	22	20 (+8)	4 (+4)	0 [8]
LuV	98	12.8s	20	30 (+8)	26 (+6)	16 (+12)	6 (+6) [16]
ZPM	138	6.4s	20	46 (+16)	38 (+12)	24 (+ 8)	10 (+4)
UV	198	3.2s	20	70 (+24)	56 (+18)	36 (+12)	16 (+6)
UHV	278	1.6s	20	102 (+32)	80 (+24)	52 (+16)	24 (+8)
UEV	298	1.6s	20	122 (+20)	80	52	24

Each production cycle, the Algae Farm will apply a 1x, 2x, or 3x multiplier to it's processing time according to the probabilities shown below. When calculating the expected rates from a farm, the processing time of each tier will average out to be 1.04633666 times higher than shown in the table above.

Processing Time Multiplier

Random Multiplier	Probability
x1	96.237624%
x2	2.891086%
x3	0.87129%

GT++

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Blocks

[\[Collapse\]](#)**Blocks/Casings** [Botmium Machine Casing](#) • [Laurenium Machine Casing](#)**Machines** [Cold Trap](#) • [Computer Cube](#) • [Reactor Processing Unit](#)

Multiblocks [Amazon Warehousing Depot](#) • [Boldarnator](#) • [Cryogenic Freezer](#) • [Cutting Factory](#) • [Dangote Distillus](#) • [Density^2](#) • [FusionTech Mk IV](#) • [High Current Industrial Arc Furnace](#) • [Industrial 3D Copying Machine](#) • [Industrial Centrifuge](#) • [Industrial Coke Oven](#) • [Industrial Electrolyzer](#) • [Industrial Extrusion Machine](#) • [Industrial Material Press](#) • [Industrial Mixing Machine](#) • [Industrial Sledgehammer](#) • [Large Processing Factory](#) • [Large Scale Auto-assembler](#) • [Large Sifter](#) • [Large Thermal Refinery](#) •

GT Processing

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	GT++ Processing	Alloy Blast Smelter • Compact Cyclotron • ExxonMobil Chemical Plant • IsaMill Grinding Machine • Reactor Fuel Processing Plant • Sparge Tower • Thermal Boiler
	Resource Prod.	Algae Farm • Tree Growth Simulator • Zhuhai Fishing Port
	Powergen	Large Advanced Gas Turbine • Large Generator Array • Large Semifluid Burner • Rocketdyne F-1A Engine • Solar Tower • Thorium Reactor (LFTR) • XL Turbo Gas Turbine • XL Turbo Plasma Turbine • XL Turbo HP Steam Turbine • XL Turbo Steam Turbine
	Other	Matter Fabrication CPU • Molecular Transformer • Power Sub-station
		Items [Collapse]
Tools	Portable Scanner	

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