

# Volcanus

## Introduction

The **Volcanus** is a faster and more efficient EBF. Compared to a normal EBF, the Volcanus has eight times the parallels, is 120% faster, and consumes 90% of the energy. Furthermore, unlike a regular EBF, I/O is not limited to the bottom layer and so Volcanus' have a greater capacity to be wallshared. However, a Volcanus needs a pyrotheum heating vent and a supply of 10L/S Blazing Pyrotheum to operate. If the Volcanus runs out of blazing pyrotheum, it will automatically fail and cause maintenance issues.

Volcanus	
Mod	GT++
Relevant Quest	Hephaestus' EBF
Tier	IV
Size	3x4x3

## Construction

- 1 Volcanus (controller, bottom center)
- 8-13 Volcanus casings (bottom and top layers)
- 16 Coils (middle two layers)
- 1 Muffler hatch (any tier, any casing)
- 1 Pyrotheum Heating Vent (any casing)
- 1+ Energy Hatch (any casing)
- 1 Maintenance Hatch (any casing)
- 0+ Input Bus (any tier, any casing)
- 0+ Output Bus (any tier, any casing)
- 0+ Input Hatch (any tier, any casing)
- 0+ Output Hatch (any tier, any casing)

Note that the pyrotheum heating vents can be shared between Volcanus

## Usage

Consumes 10L of blazing pyrotheum per second to operate, if pyrotheum runs out while Volcanus is turned on, it will stop and cause all maintenance issues. The blazing pyrotheum must be supplied into the pyrotheum heating vent.

GT++	<a href="#">[Collapse]</a>
Blocks	<a href="#">[Expand]</a>
Items	<a href="#">[Expand]</a>

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