

## GT New Horizons

# Upcoming Features

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**Breaking Changes**

Be sure to read Breaking Changes when updating!

This page lists details regarding **upcoming updates**. Since the updates described here have not been released yet, and many of these details are only conjectured based on discussions on Discord and the forum or activity on Github. All items here may be subject to change, or may not end up in a future update at all. To get more up-to-date information, please check out the "upcoming-features" channel on Discord. The invite link can be found on the Main Page of the wiki.

## Recent Versions

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### 2.7.2 Stable

- Version 2.7.2
  - Autogenerated changelog since 2.7.1 (<https://github.com/GTNewHorizons/DreamAssemblerXL/blob/master/releases/changelogs/changelog%20from%202.7.1%20to%202.7.2.md>)

### 2.7.1 Stable

- Version 2.7.1
  - Autogenerated changelog since 2.7.0 (<https://github.com/GTNewHorizons/DreamAssemblerXL/blob/master/releases/changelogs/changelog%20from%202.7.0%20to%202.7.1.md>)

### 2.7.0 Stable

- Version 2.7.0
  - Autogenerated changelog since 2.6.1 (<https://github.com/GTNewHorizons/DreamAssemblerXL/blob/master/releases/changelogs/changelog%20from%202.6.1%20to%202.7.0.md>)

### 2.6.1 Stable

- Version 2.6.1

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- Autogenerated changelog since 2.6.0 (<https://github.com/GTNewHorizons/DreamAssemblerXL/blob/master/releases/changelogs/changelog%20from%202.6.0%20to%202.6.1.md>)

## 2.6.0 Stable

- [Version 2.6.0](#)
- Autogenerated changelog since 2.5.1 (<https://github.com/GTNewHorizons/DreamAssemblerXL/blob/master/releases/changelogs/changelog%20from%202.5.1%20to%202.6.0.md>)

## Planned Versions

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### Planned Features for next version

### Planned Features for later versions

- Remove Processing Array (PA). Also deprecate and eventually remove other multiblocks (GT, GT++, etc.) when they get a replacement.

## Breaking Changes

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A list of potentially breaking changes. You might need to account for some of these things in your setups when updating, or these changes may influence how you build your base. Both large and small. These lists are probably incomplete.

### Breaking Changes from 2.6.1 to nightly

#### Changed waterline requirements and wafer recipes.

Requires player to tear down existing waterline and build waterline with multi's as described in [PR \(https://github.com/GTNewHorizons/GT5-Unofficial/pull/2577\)](https://github.com/GTNewHorizons/GT5-Unofficial/pull/2577) and re-encode any existing optical wafer recipes.

#### Quantum Computers balancing/rework changes.

Requires player to turn off any QC's before updating and waiting for them to cool down due to the changes in overclocking/overvolting ratio and the heat and computation given by each. New "Stable Setups" can be found in the [Quantum Computers](#) section of the wiki under "Stable Setups (2.7.0+).

#### Network Switch with QoS structure changed.

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The base structure for the Network Switch with QoS now needs an advanced computer casing on the center of each face. Data input hatches are then restricted to these advanced computer casings (to prevent wallsharing the hatch).

### **Nerfed Ichorium as a turbine material.**

No player intervention needed, however existing setups will produce less power when using ichorium rotors

### **Nerfed Naphtha fuel value.**

No player intervention needed, however fuel consumption may increase and/or power output may decrease

### **Changed recipes of fluid storage components.**

Recipe for multi-fluid storage cells are cheaper and no longer require infinity, recipe re-encoding is needed from the player for existing recipes.

### **Bauxite and Ruthenium now use Fluid Heater instead of Oil Cracker.**

Existing platlines will need to be switched from oil cracker with steam to use a fluid heater.

### **Certain Oil Cracking Fractions were changed.**

No player change, except if oil is exactly ratioted to .6 ratios of output, if exact ratios are used check the PR (<https://github.com/GTNewHorizons/GT5-Unofficial/pull/2741>) to see the changes.

### **Plasma Chain Changes**

Force plasma now requires 2L of Arcanite instead of 144L of Bedrockium. Runite plasma now uses 2L of Titansteel instead of 8L.

### **Changes in material progression in UEV/UIV tier.**

Requires player to redo some existing UEV/UIV tier recipes and may require new machines to be able to continue use of these tier of components. This includes new materials and fluids to be able to make these tiers of components and due to Plasma mixer downtier less spam is needed to make catalyst.

### **ME Output Hatch/Bus Changes**

The ME Output Hatch/Bus will be changed that way they no longer act as infinite storage, they now take an AE2 cell which you can insert to increase it's capacity. It will not have a type limit however the storage will be byte count \* 8 for items, and byte count \* 2048 for fluids. This means you can finally use back pressure with ME output bus/hatches poggies.

### **Lower Changes**

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Lasers are getting changed to have the max amperage of the laser depend on the tier, incase you wish to know the exact please check the image (<https://cdn.discordapp.com/attachments/295669878222880769/1272128431613804597/image.png?ex=66dec36d&is=66dd71ed&hm=7323a480c61e0880660054bd95c36ba674869b9c56aefe09e282781ae3cf6a94&>). However it will now also be possible to change the amperage a laser sends inside of a GUI of the laser, and there will be laser mirrors which allows you to turn lasers without placing an entire AT.. PRAY TO THE MIGHTY ANGEL

## Compressor Rework

There will be multiple new compressor multiblocks:

- Large Electric Compressor -> Replacement for the LPF
- Hot Isostatic Pressurization Unit -> Upgrade to the LEC which unlocks more recipes
- Neutronium Compressor -> Replacement for the singleblock NC
- Semi-Stable Black Hole Containment Field -> UIV tier compressor which does recipes more efficiently but requires using more mechanics.

The neutronium compressor is being recipe-removed, all existing singularity recipes will go to the new neutronium compressor multiblock (Blame four that they have the same name...). All existing electric implosion compressor singularity recipes shall be moved to the black hole.

## Superdense Plates

Many ZPM+ recipes have been adjusted to require the new superdense plates, made in the HIP Unit or Black Hole.

## Item removals

When updating you might get a message "Item XX detected missing" or something like that. That is normal as we remove unused or deprecated content. You can just click continue.

1. Magneto-Resonatic Circuits Removed. This line of circuits will no longer exist in any form. Existing ones will be deleted and recipes no longer functional.
2. Removal of high tier single block pumps. Only LV-HV exist now, use the multiblock beyond that. Also resulted in some recipe changes for the recipes that used them.
3. Removal of GT arrows and crates. They are gone and wont return.

## Indium Bee output nerfed

The indium bees output will no longer be producing indium directly and will rather be used as a 'booster' for existing processes.

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1. LEG = Recipe removed, marked for removal
2. LPF = Recipe removed, marked for removal
3. PA = Recipe removed, marked for removal
4. Naquadah Fuel Refinery = Changed to a 4/4 overclock instead of a 2/2 for each coil tier upgrade
5. Plasma mixer = Downtiered from UIV components to UEV
6. ALGT = Recipe removed, marked for removal

None of above changes needs player intervention, however no new recipe removed multi's can be made and it is recommended to transition away from them as they are marked for removal in .8. Naq fuel refinery changes may change some ratios, and plasma mixer downtier makes it easier to make and may require player recipe changes exchanging the UIV with UEV components.

LPF is being recipe removed, search NEI as all LPF functions now have their own multiblock that shall be used for its functions, have fun building :D

### **Misc. recipe changes**

1. Shadow Steel recipe is changed. Shadow Steel recipe will be similar to the steel recipe with carbon, instead of using circuit 11.
2. Vanilla tools now must be on circuit 1 (diamond swords for spikes, etc). Requires player to re-encode recipes for vanilla tools
3. Ceria was chem-balanced
4. Various LFTR chemistry fixes
5. CeLuAG was chem-balanced

### **Switch from Aroma Backup to Server Utilities for Backups**

We switched from Aroma Backup to Server Utilities as the default backup solution. This works fine by itself but if you made adjustments to backup settings, those will not carry over to SU and you need to redo them.

### **Breaking Changes from 2.6.0 to 2.6.1**

- none

### **Breaking Changes from 2.5.1 to 2.6.0**

- Added Drone Centre.

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- A new multiblock that shows all operating states of linked machines and allows to interact with them through the GUI.
- Angelica mod replaces optifine/fastcraft/etc. If you want shaders you need to remove it and still use optifine for now.
- changed QFT structure slightly
- Vacuum freezer must not have a muffler [1] (<https://github.com/GTNewHorizons/GT5-Unofficial/pull/2439>)
- Some adjustments and fixes to compact fusion overlocks and energy hatch requirements.
- Added new Solifidier Hatches for Large Processing Factory.
- Thermal Boiler Rework.
- Fixed Chunk Bans.

## Breaking Changes from 2.5.0 to 2.5.1

- none

## Breaking Changes from 2.4.0 to 2.5.0

- Increase Dyson module consumption, especially without computation (<https://github.com/GTNewHorizons/GT-New-Horizons-Modpack/pull/14509>)
- ULV Generators and many other ULV things have been removed. The rest should be considered deprecated.
- The round robinator has been removed. (Use a distributor, or EIO round-robin, etc.)
- The open blocks glider now has some dimension restrictions. It basically only works with an atmosphere.
- Aqua Regia: Multiblock Mixer recipe now requires Programmed Circuit 1. Recipes using all other circuits have been removed. Single-block mixer recipes are unchanged.
- Crops++ uncapped drop rates and requirements fixed. High level crops like Primordial Pearl can actually die now if their environment is poor.
- some CoAL recipes are changed when they have more than 64 of the same material, you might need to adjust your patterns.
- Ferrite Mixture Dust: Now requires Programmed Circuit 3, instead of no circuit.
- Gasoline: The LCR recipe now requires Programmed Circuit 24. The recipe without a circuit has been removed. The single-block reactor recipe is unchanged.
- the LSC structure check was fixed, you do now in fact need the 50%+ non-empty capacitors as advertised.

## Version History

[v · t · e \(https://wiki.gtnewhorizons.com/wiki/Template:Version\\_History?action=edit\)](https://wiki.gtnewhorizons.com/wiki/Template:Version_History?action=edit)

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### Version History

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