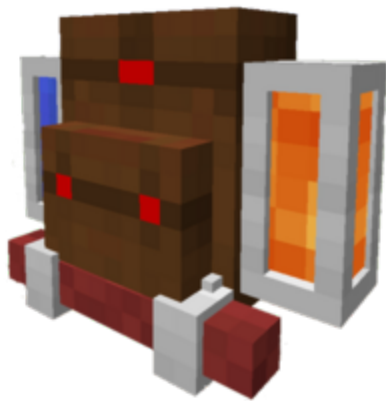


GT New Horizons

Adventure Backpacks



Adventure Backpacks is a mod that adds its titular item - backpacks - in quantity, along with several early game transportation/travel items. Most backpack variants are purely cosmetic, but a few have special abilities that vary from amusing to indispensably useful. All standard backpacks offer eight buckets of fluid storage, 48 slots of item storage and two special tool slots.

Machete

A fairly mediocre weapon with 500 durability, the Machete is only notable for working as shears on plants. It can collect grass, vines, and leaf blocks.



Inflatable Boat

The Inflatable Boat takes a LV Electric Pump and Rubber Sheets to construct, but is unbreakable unlike vanilla boats. Otherwise it functions the same, and can be picked up by hitting it with any tool or an empty hand repeatedly.



Piston Boots

Piston Boots are an early mobility upgrade available in the Steam Age. While worn, they give a permanent jump boost to three blocks height, a Speed buff when sprinting, step assist so jumping isn't required for one block elevations, and the same armor value as Iron Boots (two, or one shirt icon). Piston Boots can be used in combination with the Hang Glider to travel more quickly, even over relatively flat areas. They can be repaired at the cost of more rubber sheets, string and tanned leather. Does not count for either space suit nor hazmat protection. A downside to these boots is that the piston sound effect is played each time the player jumps.



Coal Jetpack

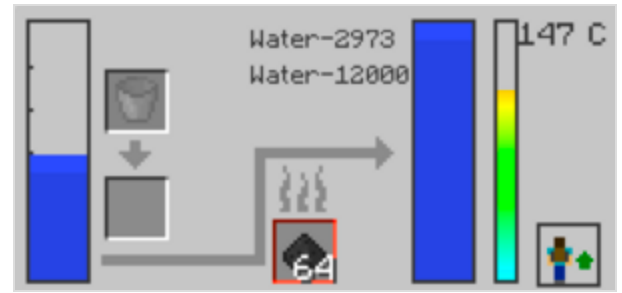
Unlike the standard Adventure Backpacks, the Coal Jetpack has no general purpose internal inventory slots. Instead, its primary function is mobility. To use, a keybind must be set for "Toggle Action"

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The Coal Jetpack has two tanks for liquid. The left tank with a capacity of 6,000L /6b will slowly feed the larger internal "water" tank of 12,000L/12b. This is actually a steam tank, as it will only fill if the jetpack is currently heated above 100C and makes a boiling sound. Water containers cannot be left in the bucket slot to increase water carrying capacity; they will be tossed on the ground when the GUI is closed. Any "steam" in the 12b tank will remain usable for flight even after the jetpack has cooled below 100C. A full "steam" tank will cause a constant soft hissing noise. Water, "steam", heat and fuel are all retained when the Coal Jetpack is removed.



Coal Jetpack GUI

A stack of fuel can be left in the bottom middle slot with the red outline. It will burn fuel constantly only while toggled On. While Off and worn, the Coal Jetpack will slowly lose heat; it stops declining if the pack is unequipped. Despite its name, the Coal Jetpack accepts most burnable solid fuels, including saplings, planks, logs, charcoal and coal. It will not use creosote buckets, diesel, oil or other liquid fuels.

The Coal Jetpack makes a louder hissing noise when flying or ascending. The fill speed is lower than the rate of expenditure when ascending, so the Coal Jetpack is not capable of indefinitely sustained flight by itself. Maximum elevation is y183, and altitude gain decreases sharply past y170. Like most jetpacks, it functions optimally when paired with a Glider. Unlike the Copter Pack, it has no issues lifting the player out of water.

Copter Pack

Fuel	Burn Rate
Bio Diesel	1.0
Cetane-Boosted Diesel (Nitrofuel)	0.4
Creosote	7.0
Diesel (Fuel)	0.8
Ethanol (Bioethanol)	1.5
Heavy Fuel	1.3
Heavy Oil	3.0
Light Fuel	1.0
Light Oil	3.0
Oil	3.0




Copter Pack GUI

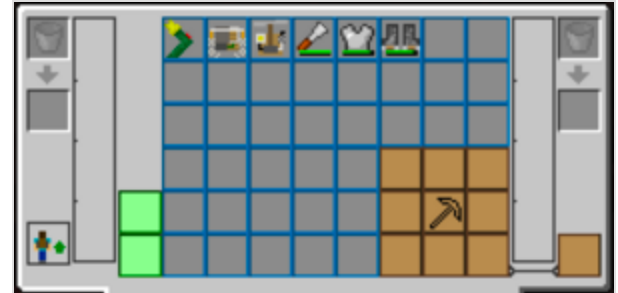
The Copter Pack is another mobility enhancing jetpack that takes liquid fuels rather than water and solid fuel. It toggles On/Off the same way as the Coal Jetpack, with SHIFT + Toggle Action key, which must be set in ESC > Options > Controls > Adventure Backpack > Toggle Action > (default NONE). Holding SHIFT while the Copter Pack is in flight will speed up descent rate. The Copter Pack has two modes; Normal and Hover. In Normal Mode the player slowly descends unless the JUMP key is held for ascending. In Hover Mode, the player's height is perfectly stable unless SHIFT is held to descend or JUMP is held to ascend. Unlike the Coal Jetpack, it does not function well in water. Touching water will turn the Copter Pack off. Flight can still be achieved out of water with the Copter Pack by spamming SHIFT + Toggle Action key while jumping. The Copter Pack makes a steady propeller noise while on, changing pitch depending on its mode and type of movement.

Fuel

The Copter Pack is fuelled with select fuel sources, such as creosote, oil, diesel, and light fuel. It does not retain extra fluid containers when the GUI is closed, so its maximum fuel capacity is 16,000L/16b. Not compatible with Large Fluid cells nor Universal Cells. Fuel can be emptied from the Copter Pack by placing buckets or cells in the bucket slot. Different fuels have different consumption or burn rates. The rate is equal to how many L of fuel will be consumed per second, thus lower values are better. A full tank of Creosote will only last for a little under six minutes, while 16b of Cetane-Boosted Diesel will run for over fifty minutes.

Adventure Backpacks

Right-click in the air to open a backpack, right-click on the ground to place it. Backpacks placed in-game can be broken with a hand or tool to collect them, and keep their contents. Adventure Backpacks can be worn by opening the interface and clicking the button in the lower left corner  showing Steve wearing a backpack and a green arrow. Alternatively, place the backpack on the ground with right-click, hold down SHIFT and hold left-click until broken to equip. As of 2.5, a worn Adventure Backpack will also show up as an accessible tab in the inventory GUI.




Adventure Backpack GUI

Keybinds & Tool Cycling

While equipped, backpacks can be accessed with a keybind (default B) and the equip button will change to a unequip button with a red arrow. A second keybind for Actions is used when working with Hoses and activating flight for the Coal Jetpack and Copterpack. When a normal backpack is equipped, the Action key toggles tool cycling off/on. Both keybinds can be configured with ESC > Options > Controls > Adventure Backpack. The two green slots on the lower left can only hold

tools, and are used for the Tool Cycling feature. When enabled (default N), tools (and only tools) can be placed in the two green slots, and swapped with the currently equipped tool with Sneak+Scroll wheel. At least one tool has to be stored for tool cycling to function, preferably two.

Sleeping Bag & CampFire

Hold SHIFT to change the equip/unequip button to the Sleeping Bag icon . This will let the player sleep, if it's night as long as the ground ahead is solid blocks and unoccupied. While placed in-game, the sleeping bag button is automatically available and the sleeping bag can be left deployed. Breaking the backpack automatically returns the sleeping bag.



Setting spawn with a CampFire

The CampFire serves as a spawn point when using the Adventure Backpack's sleeping bag. Sleep within an eight block radius of the CampFire to set spawn. Upon death, the player will respawn at the last campfire used, unless it's removed before then. CampFires are single use and cannot be recollected by breaking. Equipped Backpacks will be placed in the player's grave, along with all their other items.

Portable Crafting



Tool repair, on the go!

The lower right 3x3 corner of the backpack inventory is special, and doubles as a crafting grid. Tinker's tools can be repaired by placing them in the center square with the pickaxe icon, and the repair material in any other brown square.

Tanks

Adventure Backpacks can hold up to eight buckets of liquid, in two separate tanks. Fluids can be loaded/unloaded via the bucket icon slots in the upper left and right of the GUI, or with the Hose. While

holding the Hose, Shift+Scroll Wheel to cycle between Drink, Suck and Spill modes. Drink has the player consume the fluid, Spill dispenses fluid from the current tank, and Suck collects the fluid into the selected tank. The active tank can be changed with the Action keybind (default N). Drop the Hose into a backpack tank with fluid to void the liquid in that tank.

Variants

A reference for the Adventure Backpack (<https://github.com/Darkona/AdventureBackpack2/wiki>) abilities. Any backpack not listed on this table is craftable and purely cosmetic.

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More information

Type	Obtained	Special Ability / Method of Acquisition
Bat	Craft	Provides a permanent Night Vision buff while worn.
Bookshelf	Craft	Adds +10 enchantment power when worn near an <u>Enchanting Table</u> .
Cactus	Craft	Slowly fills the backpack tank with water if the player is standing in water or in rain. Can also be placed on the ground to fill with water while it's raining. Damages on contact when placed.
Chicken	Craft	Periodically drops an egg near the player.
Cow	Craft	Slowly converts wheat in the backpack's inventory to milk.
Creeper	Craft	Plays a creeper hiss sound when sneaking near another player.
Deluxe	Loot	Found rarely in Stronghold chests. Cosmetic only.
Diamond	Craft	Changes to an Electric backpack when the player is struck by lightning while wearing it. Cosmetic only.
Dragon	Craft	Provides permanent Night Vision, Fire Resistance, Damage Boost, and Regen II buffs while worn. Requires a Dragon Egg.
Electric	Special	Get struck by lightning while wearing a Diamond backpack. Cosmetic only.
Glowstone	Craft	Emits a light level of 15 when placed on the ground.
Horse	Craft	Makes tamed horses follow the player while worn; may or may not work.
Iron Golem	Craft	Negates all fall damage while worn.
Melon	Craft	Slowly fills the backpack tank with melon juice if the player is standing in water or in rain. Can also be placed on the ground to fill with melon juice while it's raining.
Mooshroom	Craft	Slowly converts wheat in the backpack's inventory to mushroom soup.
Ocelot	Craft	Scares away creepers while worn. Creepers may still explode if you get too close though.
Pig	Craft	Randomly oinks while worn. Changes to a Pigman backpack when the player is struck by lightning while wearing it.
Pigman	Special	Get struck by lightning while wearing a Pig backpack. Provides a permanent Fire Resistance I buff while worn.
Rainbow	Craft	Provides Jump Boost I and Speed III buffs after eating a Golden Apple while worn. Also plays NyanCat music and gives the player musical note particles. Buffs and music last approximately 2m30s.

Skeleton	Craft	Arrows stored in the backpack can be fired from a bow in the player's inventory.
Slime	Craft	Provides a Speed buff during a full moon at night time. Makes the player glide while moving, similar to walking on ice. Plays slime sounds and displays slime particles while the player is running.
Spider	Craft	Allows the player to right-click a spider to tame and ride it. Converts modded spiders to vanilla after they're tamed.
Squid	Craft	Provides a permanent Water Breathing buff while under water.
Sunflower	Craft	Slowly fills the player's hunger and saturation bar while in direct sunlight.
Villager	Trade	Trade a Librarian <u>Villager</u> a regular Adventure Backpack and ten Emeralds to get this variant. Cosmetic.
Wolf	Craft	Makes nearby hostile wolves passive while worn.

Tips

- Adventure Backpack's internal tanks can convert custom potions into a vanilla type; for example making Laudanum from Roguelike Dungeons loot into normal Strength potions, removing all the negative effects.
- The backpack variants are only craftable with the basic Adventure Backpack, so choose carefully.
- The Dragon Backpack's Regeneration buff only activates if the player is damaged.

External Links

- Copter Pack - FTB Wiki (https://ftbwiki.org/Copter_Pack)
- Adventure Backpack - Wiki (<https://github.com/Darkona/AdventureBackpack2/wiki>)

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