

Electric Air Filter

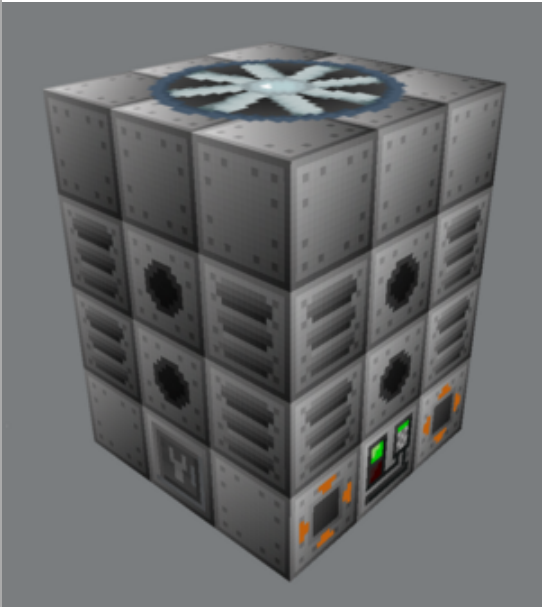
The **Electric Air Filter** is a multiblock machine used to remove pollution within a specified range. It is available in three tiers with varying working areas, power requirements, and muffler compatibility.

The muffler hatches do not need to face outward, allowing the Electric Air Filter to wall-share with adjacent machines.

Specifications

The table below summarizes the specifications for each tier:

Electric Air Filter



Mod	Gregtech 5
Type	Tile Entity
Tooltip Text	Controller block for the Electric Air Filter (Tier)
Relevant Quest	Air-Filter
Tier	LV+
Size	3x3x4 (hollow)
Pollution	None
Properties:	
Blast resistance	1.0
Hardness	6.0
Energy:	
Energy usage	30 EU/t+
Voltage in	As per Energy Hatch
Max amperage	2A per Energy Hatch
Item capacity	x4 stacks+

Tier	Working Area	Power Consumption	Effective Mufflers
T1	3x3 chunks	30 EU/t	LV, MV, HV
T2	5x5 chunks	480 EU/t	Unknown
T3	7x7 chunks	Unknown	Unknown

Operation

1. Assemble the multiblock machine as a 3x3x4 hollow structure.
2. Ensure a Small Turbine is placed in the bottom-right slot of the Controller.
3. Supply power through an appropriate Energy Hatch (supports up to two hatches for higher amperage).
4. Configure the machine's operating mode and working area using a Screwdriver.

Note: The Small Turbine inserted in the Controller does not lose durability during operation.

Modes

Use the Screwdriver to switch modes (right-click) and adjust the working area (shift-right-click).

- **Normal Mode:** Cleans the current chunk until pollution reaches 0.
- **Random Mode:** Switches to a new chunk every 10-second cycle.

Retrieved from "https://wiki.gtnewhorizons.com/wiki/Electric_Air_Filter?oldid=11611"