

# Item Storage



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Storage is a perpetual logistics issue in GTNH. With an extensive Modlist, there are a huge number of items in the pack, many of which the player will need to manage on a regular basis. In particular ore in all its forms (dust, impure dust, crushed, and block), raw crafting materials and components or sub-assemblies become increasingly prevalent as one increases in technology tiers.

The following list is an overview.

- **Chests:** Your first storage. They do not change much from vanilla other than their recipe. Early chests can be taken from Villages, Hazards, Roguelike Dungeons, mineshafts and Lootgames. Vanilla chests upgrade into bigger variants from the Iron Chests ([https://ftbwiki.org/Iron\\_Chests](https://ftbwiki.org/Iron_Chests)) mod, which are very similar but with larger capacities and do not connect to adjacent chests.
- **Compressed Chests** are the single largest multi-item storage chest, but they do not work correctly with Tinker's Crafting Station, which can only handle up to a Diamond Chest sized connected inventory. Unlike most chests, they can be broken with an axe while keeping their contents, making them ideal for remote mining runs and general transportation. Do not nest backpacks of filled Compressed Chests or any other large NBT data storage block/item inside Compressed Chests.
- **Slightly Larger Chest** - A chest with 27 slots that takes up a full block. Unlike vanilla chests, this chest can be opened even if there's a solid block above it, won't connect to adjacent chests and mobs can spawn on top. Commonly used for early automation where there's tight quarters around machine lines.
- **Baby Chest** - A tiny chest with only a single inventory slot. Physically very small which allows configuration of Item Conduits or pipes in tight quarters. Mostly used for automation as a restricted quantity item buffer.
- **JABBA Better Barrels** ([https://ftbwiki.org/Better\\_Barrel](https://ftbwiki.org/Better_Barrel)): Mass storage for a single item. Requires structure upgrades to have additional storage space or abilities added. Cannot be colored or hold 2/4 items like Storage Drawers, but can be locked without needing a secondary item and automatically show their quantity on the barrel face. Scales poorly into the late game, where their job is taken over by Super/Quantum Chests.
- **Storage Drawers:** Generally considered superior to JABBA barrels, but more expensive to upgrade. Come in one, two and four item sizes. Framed drawers can be customized with other block's textures for their trim, face and sides. Drawer Controller allows mass deposit to all connected drawers, maximum radius four (or diameter nine), up to 50 drawer blocks.
- **Filing Cabinet** ([https://ftbwiki.org/Filing\\_Cabinet](https://ftbwiki.org/Filing_Cabinet)): The basic version holds all variations of a single

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NBT data in Filing Cabinets tends to make them laggy especially if scrolling. Keeps contents when broken.

- **Backpacks:** Portable storage on-the-go. GTNH includes Backpacks from Forestry, Edited for ModdedNetwork and Adventure Backpacks.
- Luggage and Hungry Chest are entities that can pick up and carry items for the player.
- Kama of Voluminous Pockets ([https://ftbwiki.org/Kama\\_of\\_Voluminous\\_Pockets](https://ftbwiki.org/Kama_of_Voluminous_Pockets)), Mantle of Voluminous Pockets, and Traveller's Belt ([https://ftbwiki.org/Traveller%27s\\_Belt](https://ftbwiki.org/Traveller%27s_Belt)) are all wearable Baubles (<https://ftbwiki.org/Baubles>) items with inventory space.
- **Dedicated Inventories:** Storage that only accepts certain types of things. Flower Pouch (Botania Flowers), Lens Pouch, Focus Pouch (Thaumcraft wand foci), Arborist/Apiarist/Lepidopterist Chest (Trees, Bees, Butterflies), Bauble Case (Rings, Necklaces and Belts), Tool Box (Maintenance tools & soldering supplies), Lunch Box & Bag (food).
- Ender Pouch ([https://ftbwiki.org/Ender\\_Pouch](https://ftbwiki.org/Ender_Pouch)), Enderlinked Bag ([https://ftbwiki.org/Enderlinked\\_Bag](https://ftbwiki.org/Enderlinked_Bag)), Bag of Tricks ([https://ftbwiki.org/Bag\\_of\\_Tricks](https://ftbwiki.org/Bag_of_Tricks)), Hungry Bag ([https://ftbwiki.org/Hungry\\_Bag](https://ftbwiki.org/Hungry_Bag)) are item based inventories. The first two access storage that is not stored with the player directly.
- **Ghetto ME:** ProjectRed conduits connected to drawer system with ability to show all items in it. Can output and insert items. Not recommended to automate, can cause tps issues with big storage.
- EnderIO Inventory Panel (<https://www.curseforge.com/minecraft/mc-mods/ender-io-inv-panel>): Requires nutrient solution, EIO Item Conduit and remote awareness upgrades for each attached inventory. Can pull and return items, much like a simple AE2 ME system.
- **Super and Quantum Chests:** These hold lots of one item type and can auto output.
- **Applied Energistics 2:** An extremely powerful and complex storage mod with its own Wiki (<https://appliedenergistics.org/ae2-site-archive/index.html>). GTNH adds even more parts, better fluid integration and late game automation. It can automatically stock items straight into machines, auto-craft complex recipes including using fluids, return output items to either AE2 storage or other locations, and wirelessly transfer channels.

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