

Industrial Maceration Stack

Introduction

The **Industrial Maceration Stack** (IMS) is the multi-block version of the macerator and pulverizer. Compared to a single-block macerator of equal voltage, the IMS is 60% faster. It also has parallels dependent on its voltage from its energy hatches. However, the parallels are limited if the IMS does not have a Maceration Upgrade Chip installed. Without it, running at LuV voltage, the IMS will have 12 parallels. With the chip, the IMS will have 48 parallels. Once the chip is installed, the Stable Titanium Casing will need to be replaced with Maceration Stack Casing if the player has not done so, otherwise the machine will not work. Use the Multiblock Structure Hologram Projector to visualize/build the structure with subchannel `gt_no_hatch 1` in order to construct it without casings where the hatches should be. The casings of the IMS can be wallshared, as well as the input and output buses.

Maceration Stack

Mod	GT++
Relevant Quest	Hulk Smash!
Tier	EV/IV
Size	3x6x3 (Hollow)

Construction

- 1 Industrial Maceration Stack (controller, bottom center)
- 26-44 Stable Titanium Casing or Maceration Stack Casing
- 1 Muffler Hatch (any tier, any casing)
- 1+ Energy Hatch (any casing)
- 1 Maintenance Hatch (any casing)
- 1+ Input Bus (any casing)
- 1+ Output Bus (any casing)

Usage

Compared to its early-game counterpart used by most players, the Steam Grinder, the IMS seems much more expensive, needing a substantial amount of titanium in order to craft its casings as well as much more energy to function optimally. However, it has one key feature that the Steam Grinder does not have, being the ability to get byproducts when macerating ores. This is highly important in most Ore Processing chains, where every single byproduct needs to be extracted from ores in order to get the resources needed in the mid to late-game of GTNH.

GT++	[Collapse]
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