GT New Horizons

Water Tank

Water Tank

The **Water Tank** is a passive multiblock structure from Railcraft that collects moisture from the air and condenses it into usable water, based on the humidity rating of the Biome it is built in with a capacity of 400,000L or 400 buckets. It's the first multiblock most players will build, and the first source of renewable water. While eventually outclassed by the Reservoir and other Water Generators, the Water Tank is a worthwhile early game infrastructure investment for little cost.

Mod	Railcraft
Relevant Quest	The Water Dilemma
Tier	Stone
Size	3x3x3 (hollow)
Pollution	0
Rotatable	No
Properties:	
Blast resistance	2.7
Hardness	2.0
Flammable	No
Energy:	
Energy usage	None
Fluid capacity	400,000L

Construction

Requires:

- x26 Water Tank Siding

Place a 3x3 foundation for the first layer, a hollow ring of 8 blocks for the second, and a 3x3 solid layer for the top. A Water Tank is a cube with a single empty air block in the exact center of the structure. Water Tanks cannot wall share nor touch any other Water Tank Siding blocks even at an angle (kitty-corner), otherwise they won't form. This status is shown in WAILA or can be verified by right-clicking the tank to see if the GUI comes up.
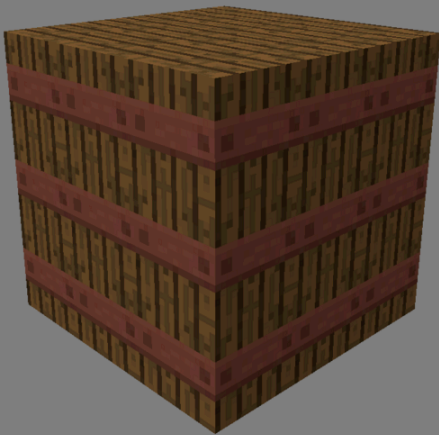
Base materials required:

- x65 Wood log (Any type)

- x52 Iron ingots, to be made into rods

- x26 Sticky resin

Base tools required:

- 1x Hammer (Any type)

- 1x File (To be used on iron ingots for iron rods)

Usage

More information | OK

Water Tanks do not need power. As soon as the structure is complete, the Water Tank will begin accumulating water based on the biome's humidity rating (the humidity of the biome the center of the tank is in) divided by ten, in mb every eight ticks. For example, a tank in Woodland with a 40% humidity will collect 10L/second (4L x 2.5, as 20t/s divided by 8 = 2.5). This rate is cut in half if the tank does not have direct access to the sky[1], and tripled if it's raining. If it's snowing, divide the rate by half.

Water Tank GUI

The Water Tank will automatically output water to any connected pipe or inventory, from any side except the top at a rate of approximately 800L per second. It will accept water input from any top face. Buckets, cells and other portable water containers can be filled or emptied into the tank by right clicking. Right-clicking on the tank with anything else opens its GUI, where water can be removed or added by placing containers into the upper bucket slot.[2] A gauge on the left shows how much water is in the tank. When full, the tank will automatically void any excess water. WAILA will also display the fullness of a tank if looked at. The fluid storage data is in the bottom layer, center block - as long as this block isn't broken, the tank won't lose its contents. Despite their wooden appearance, Water Tanks are not flammable.

1. Tanks must have at least one block that sees sky. In versions prior 2.3.0, it was a block on a specific edge and unreliable.
2. Water Tanks do not fill Super Tanks or other containers with a capacity greater than their own.

Tips

- Place a Tinker's Crafting Station next to a Water Tank to have easy access to water bucket refills.
- Put Boilers touching a Water Tank's sides to have them automatically filled, no pipes needed.

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