

# Industrial Coke Oven

## Introduction

The **Industrial Coke Oven** is a multiblock that turns logs and coal into charcoal and coal coke, as well as additional solid and fuel products. It mostly replaces the Pyrolyse Oven and has superior speed and parallels. The first tier of coils, heat resistant casings, can parallel up to 12 times; the second tier, heat proof casings, can parallel up to 24 times. The ICO gains a 4% energy discount per energy tier.

As with all GT++ multiblocks, the ICO will parallel the maximum amount of times allowed by its energy income *\*before\** attempting to overclock.

An Industrial Coke Oven is a hollow 3x3x3 structure that requires:

- 1 Controller block; front bottom center
- 1 Maintenance Hatch; any structural casing
- 1-2 Energy hatch; any structural casing
- 1 Input Hatch (optional); any structural casing
- 1 Output Hatch (optional); any structural casing
- 1 Input Bus; any structural casing
- 1 Output Bus; any structural casing
- 8 Heat Resistant/Heat Proof Coke Oven Casings; in a hollow ring on the second layer
- 8+ Structural Coke Oven Casings; everywhere else

## Usage

The energy discount is calculated first, then the maximum number of parallels based on the heat casings, then overlocks (if there is sufficient power).

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### Industrial Coke Oven

Mod	GT++
Type	Tile Entity
Tooltip Text	Controller Block for the Industrial Coke Oven
Relevant Quest	Industrial Coke Oven
Tier	EV
Size	3x3x3
Pollution	80/sec
Energy:	
Voltage in	As Energy Hatch
Max amperage	1-2A per Energy Hatch