

**GT New Horizons**

# Applied Energistics 2

(Redirected from AE2)



Some information is missing. Subnetworks and P2Ps need more info and examples.

Locking Card needs explanation.

WIP by Mark

Please help polish this article if you are able.

## Introduction

Applied Energistics 2 (AE2) is an extraordinarily useful **autocrafting and storage mod** for items and fluids, but please note that AE2 is not limited to just this purpose. It is possible to transport energy (EU and RF), fluids, vis, redstone signals, light, and even space. It can do all these things cross-dimensionally on top of this! You will use this mod until the end of your experience in GT:NH starting from EV tier, as the base material for the mod is Titanium.

This wiki page/guide includes all AE2 add-ons that are present on the pack: AE2 stuff, AE2 fluid crafting, Thaumic Energistics, and GregTech ME inputs/outputs.

Here's some [Good Practices With AE](#).



Basic AE2 Setup (item and fluid), powered by EV power.

## Channels

One of the fundamental resources in AE2 is channels. They are a measure of how many AE2 devices you can connect using a cable (e.g. an 8 channel cable may connect roughly 8 devices). As well as how many devices in total your network could support.

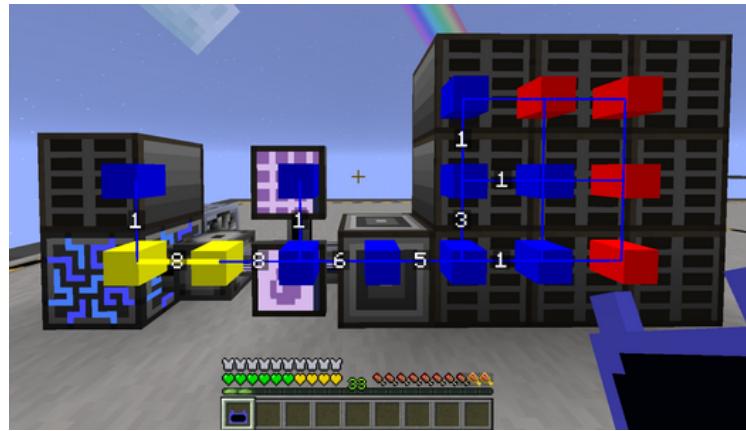
Most AE2 devices **require a channel** before they will turn on, although some simply need to be connected to the network and don't take up a channel. In general, most things that involve transporting items or permanently holding items (i.e. drives and storage buses) require a channel.

Only "Smart" cables will visually identify how many channels are in use, as well as make the information available in the tooltip that pops up when you look at the cable. It is therefore good practice to use at least one length of smart cable in every link when you start out, as running out of channels is a common mistake.

Network channels can also be visualized using a "**Network Visualisation Tool**" even without using smart cables, the use of the tool can be seen below. To use it `right_click` on any network to select it and `shift+rotate_mouse_wheel` to change mode. If channels are missing the network tool will show it to you in red.



Example usage of the Network Visualisation Tool.

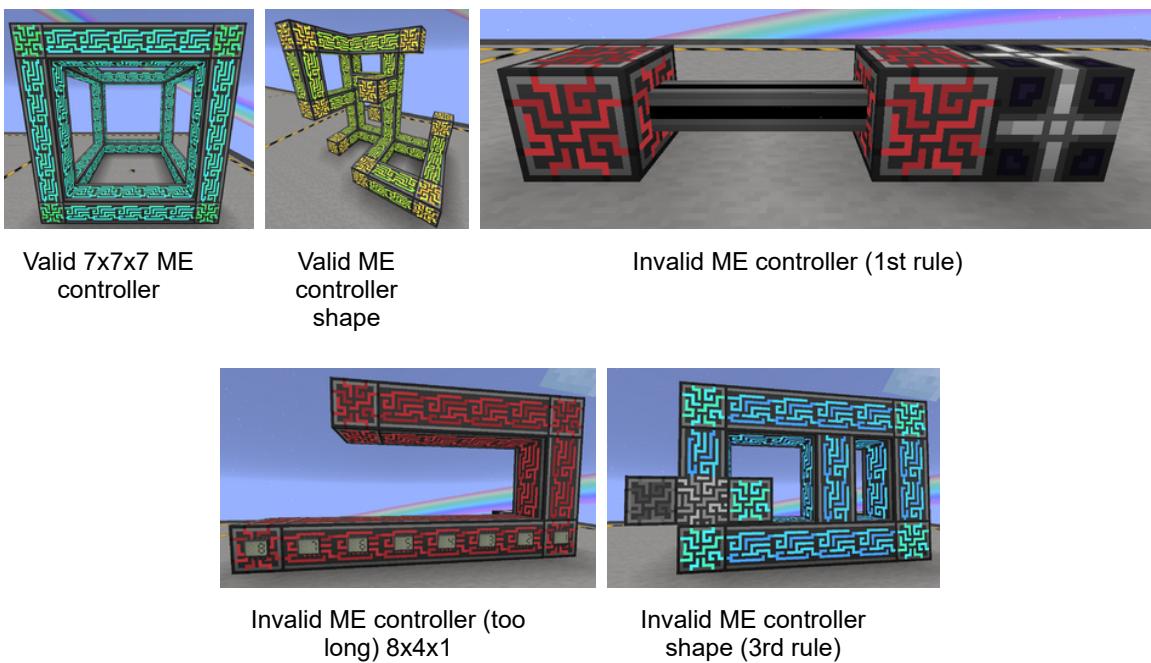


Example usage of the Network Visualisation Tool in a network with missing channels.

## ME Controller

ME Controllers are the heart of your AE2 setup. Each ME Controller provides **32 channels on each face**. Without an ME Controller a network can only support up to 8 channels. You will most likely want to build a central Multiblock ME controller following these rules:

1. All ME Controllers in a network must be touching
2. The maximum length of one axis of the multiblock is 7 blocks
3. An ME Controller can have 2 adjacent blocks in at most 1 axis (essentially means that, of the 3 axes (north/south, east/west, up/down), only one of those axes can have 2 controller blocks on both sides of any given controller and that the other axes may only have one controller after that. One of the implications of this is that you cannot form a "+" shape with your controllers, whereas a "T" shape is fine.)



## Cables

Four main types of cabling exist, and have the following key features and disadvantages:

- **Quartz Fiber:**

- Can only transfer power, does not transfer any channels. It's primarily used to share power between a network and its subnetworks. (Subnetworks are expanded upon in the subnetworks section).

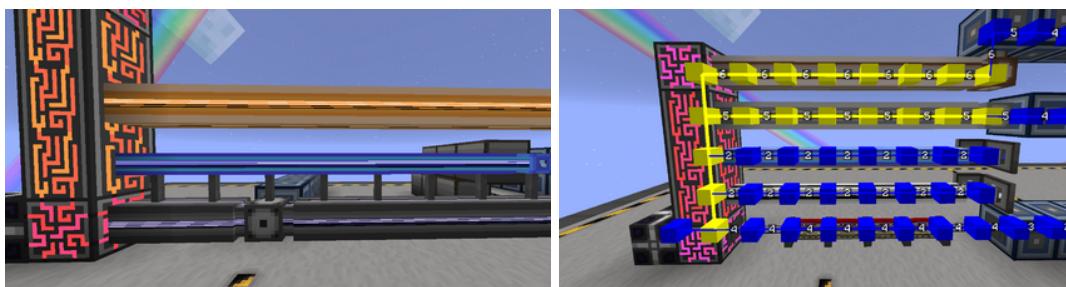
- **Glass cables** can hold up to 8 channels and power. **Covered cables** are functionally equivalent to glass cables.

- **Smart cables** can hold up to 8 channels and power. In addition to this, they will visually show how many of the 8 channels are currently being used. This makes it very useful for debugging issues if you don't use the "Network Visualization Tool".

- **Dense cables** can hold up to 32 channels and power. Just like smart cables, they visually display how many channels are currently in use. The downside is that they cannot connect directly to AE2 microblocks (such as terminals and flat-face interfaces). This means that one of their main purposes is to carry an entire Controller face's worth of channels over long distances.

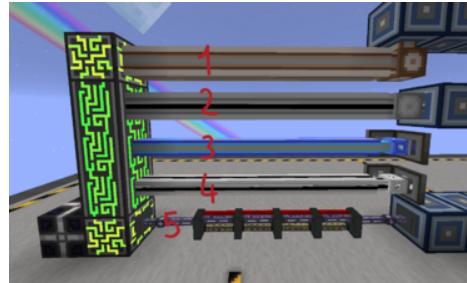
Other key cable related information:

- Most AE2 devices cannot directly connect to **dense cable**. And will require a 8 channel intermediary cable. Dense cable is primarily used as a backbone cable to transfer channels from an ME Controller block face, or from a P2P termination point.
- **Uncolored cables** will connect to any other nearby cables and can be quite frustrating to work with once your network starts scaling. Its recommended to use as much colored cabling as possible to make running cables next to each other easier.
- All cables expect quartz fiber can be **colored** with dye using a shaped crafting recipe. Dyes can also be removed by shaped crafting with a water bucket. Or using a spray can.
- **Cable Anchors** can be used to prevent same-colored cables from connecting to each other.
- **Cable facades** can be used to hide cabling, interfaces and buses. They can be crafted to match nearly every Minecraft block, although please note these recipes don't all show up on NEI. Instead you craft (4 cable anchors + block). The AE2 Network Wrenches allows easy removal of facades as well as the ability to see through facades, allowing for easy debugging of your system without tearing everything apart.



Separated cables using cable anchors and colors

Network tool active



1,4: Smart cables  
2,3: covered cables  
5: conduits with some other ender-  
IO cables

### Cable Facades:

## ME Terminals

ME Terminals allow players to input/output items, liquids, patterns, request items to be crafted and much more. The following ME Terminals are available:

- **ME Terminal:** allows the manual insertion/extraction of items (including fluid drops) into/from the ME network.
- **Crafting Terminal:** like a regular terminal with a crafting grid for 3x3 shaped crafting recipes.
- **ME Fluid Terminal:** allows the manual insertion/extraction of fluid, using fluid cells or tanks to take/empty fluids in them.
- **ME Pattern Terminal:** essentially a ME terminal but will also allow one to create patterns for autocrafting purposes (explained below).
- **ME Fluid Pattern Terminal:** An upgraded **ME Pattern Terminal** that allows fluids to be included in recipes.
- **ME Fluid Processing Pattern Terminal** which is designed for crafting processes that require more input/output slots, accommodating more complex setups.
- **Interface Terminal:** allows for the insert/extraction of crafting patterns into/from any interfaces/GregTech crafting inputs that are connected to the ME network, also allows players to filter by broken recipes (that can generate when updating the pack version and recipes change) or searching by interface names/crafting inputs/crafting outputs.
- **Level Terminal:** allow to see all ME level maintainers and Level Emitters from a single GUI, has a search function.
- **Essentia Terminal:** allows the manual insertion/extraction of Thaumcraft essentia using jars or Glass Phials.
- **Arcane Crafting Terminal:** used for Thaumcraft crafting (like an Arcane Worktable), a bit buggy but very useful as it can link with a relay using a memory card, recharging your wand. It also has slots for your crafting armor, with a button to quickly swap between it and your current armour to maximise vis discount.

All interfaces have a button on the top-right that allows players to see active autocrafting processes, this will be explained farther in the *autocrafting section*. All the terminals have a wireless variant that can be opened, they can also be combined in one making a "Universal Wireless Terminal".



Terminal



Crafting Terminal



Pattern Terminal



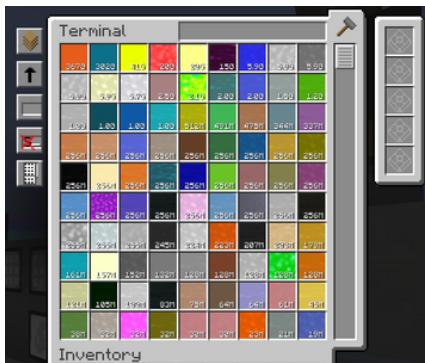
Fluid Pattern Terminal (crafting pattern mode)



Fluid Pattern Terminal (Pattern Processing mode)



Fluid Pattern Processing Terminal



Fluid terminal



Essentia Terminal



Arcane Terminal

## AE2 Storage Priority System

AE2 has a priority system for insertion/extraction of items in ME Drives, Interfaces and Storage Buses that goes from -2,147,483,647 to 2,147,483,647.

If a Storage Bus or ME Drive has a **higher priority** than others, items or fluids **will be sent there first**. However, they will **be extracted from it last**.

## ME Drives & Storage Cells

Drives hold the "hard drives" of your ME network. Each drive uses 1 channel and can hold up to 10 storage cells (SC) each. Storage cells are the "hard drives" that hold the items you insert into an ME network. Item storage cells can come from 1K (1024), up to a maximum of 16,384k (16,777,216) byte variants. 1 item = 1 bit and 8 bits = 1 byte, so a stack of a single item = 8 bytes. The storage cell can either use all of its space to hold many stacks of a single item or divvy up that space to split stacks among 63 different item types.



GUI for the priority system

## List of Storage Cells (SC)

Item Cells			Fluid Cells			Essentia Cells					
Name	Cell capacity	Types	Name	Cell capacity	Types	Name	Cell capacity	Types			
1k ME	1,024	63	1k ME Fluid	1,024	1or5	1k ME Essentia	1,024	12			
4k ME	4,096	63	4k ME Fluid	4,096	1or5	4k ME Essentia	4,096	12			
16k ME	16,384	63	16k ME Fluid	16,384	1or5	16k ME Essentia	16,384	12			
64k ME	65,536	63	64k ME Fluid	65,536	1or5	64k ME Essentia	65,536	12			
256k ME	262,144	63	256k ME Fluid	262,144	1or5	256k ME Essentia	262,144	24			
1,024k ME	1,048,576	63	1,024k ME Fluid	1,048,576	1or5	1,024k ME Essentia	1,048,576	36			
4,096k ME	4,194,304	63	4,096k ME Fluid	4,194,304	1or5	4,096k ME Essentia	4,194,304	48			
16384k ME	16,777,216	63	16384k ME Fluid	16,777,216	1or5	16384k ME Essentia	16,777,216	60			
Quantum ME	134,217,727	1	ME Fluid Quantum	134,217,727	1or5	ME Essentia Quantum	134,217,727	5			
Digital Singularity ME	576,460,752,303,423,487	1	ME Fluid Digital Singularity	2,251,799,813,685,247	1	ME Essentia Digital Singularity	2,305,843,009,213,693k	5			
Artificial Universe ME	576,460,752,303,423,487	63	ME Fluid Artificial Universe	4,503,599,627,370,495	5	ME Fluid Infinity Water					
Void ME	will void EVERYTHING		ME Fluid Infinity Water	Infinite Water Source							
Block Container ME	65,536	1									

## ME IO Port & Cell Workbench

Perhaps you want to upgrade to a higher capacity storage cell from a lower capacity cell. The **IO port allows** you to do exactly this by transferring items from one storage cell to another storage cell. The direction of transfer can be specified in the UI. Acceleration and Hyper-acceleration cards can be inserted to move items a lot faster.

The Cell Workbench/Essentia Cell Workbench can be used to lock the types of items/fluids/essentias that can go in a cell, allowing to filter items in Digital Singularity ME cells or fast specific item transfers between networks.



ME IO port and cell workbenches

## Import and Export Buses

Export buses/fluid export buses will export items/fluids out of a network's storage.

Import buses will automatically extract from the attached inventory and place those items in the network storage.

However export buses need to be set to export a specific material, or will export that material when needed if connected to

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To access the filter setting right click on the Import/Export bus and use either a sample material from you're inventory or drag a sample from NEI into the slot.

By default the export and import buses can only be filtered to one material. This can be expanded using up to 4 capacity cards. And the speed of transfer upgraded using up to 4 acceleration/hyper-acceleration cards. Each bus can only have a total of four upgrades.

**Note**, import and export always refer to the network. The export bus takes items out of the network, and the import bus into the network and out of the attached storage.

## Storage Bus

**Storage buses** connect to other inventory-like devices, such as drawers or chests, and treats those inventories like they were storage cells, allowing you to insert/extract items from AE2. In the UI the player can specify which items that will be stored by this storage bus, acting as a filter. **Fluid storage buses** work the same way, making them a good alternative to fluid cells.

Some use cases:

- Storage buses can be very useful in instances where an upgraded barrel (or a super chest, compressed chest, filing cabinet) can hold more of a single item/type of item than a storage cell ever could.
- Storage busses can also be used on Drawer controllers for easy mass storage of multiple types with only one storage bus. Note this may introduce lag if a large drawer cuboid is used.
- Interacting with subnetworks, will be explained later.

Upgrades:

- **Capacity Card**: adds 9 lines of filtering on the UI.
- **Fuzzy Card**: Ignores durability (adds a button to decide what durability to let pass) and NBT data.
- **Inverter Card**: Inverts all filters, even the ones from cards.
- **Sticky Card**: Lets an item/fluid enter the network only on that storage bus.
- **Oredictionary Card**: lets you filter items from the same or multiple dictionaries, for example crushed\* & !crushedPurified\* & !crushedCentrifuged\* can be used to get any crushed ores but not the washed ones. Another example, ingotHot\* can be used to filter hot ingots in a Vacuum Freezer input bus or a dedicated subnet.

## Interfaces

**ME Interfaces** can be used to get and insert and extract items from a network automatically, for autocrafting (explained later) and interacting between subnetworks, an upgraded version, **ME Dual interfaces** support fluid. Inserting items/fluids directly into an interface will insert the item into the ME network.

Interfaces can be shape-crafted to be in **panel-mode** or **block-mode**. Functionally, there is no difference between the two modes. Panel-mode interfaces can seamlessly exist within AE2 facades and can attach to any 6 sides of a cable or a block, whereas block-mode interfaces will take up the whole block space.

### GUI explanation

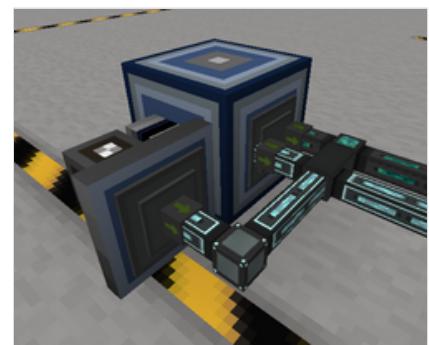
- **section 1 2**: sets crafting blocking mode behavior can stop pushing recipes if Cookies help us deliver our services. By using our services, you agree to our use of cookies.

Table: Fluid export bus rates using upgrades [Collapse]

Upgrade Type	mb/t	mb/s (20t)
-	200	4,000
1 acceleration card	1,600	32,000
2 acceleration cards	6,400	128,000
3 acceleration cards	12,800	256,000
4 acceleration cards	19,200	384,000
1 hyper-acceleration	6,400	128,000
2 hyper-accelerations	102,400	2,048,000
3 hyper-accelerations	1,228,800	24,576,000
4 hyper-accelerations	9,830,400	196,608,000



Fluid and item Storage Buses connected to a tank and a compressed chest



Dual Interfaces with ender-IO cables

**More information**

- **section 4:** insertion mode, does or doesn't merge items when inserting.
- **section 5:** allows to double all crafting patterns inputs and outputs by 2 or 8 (shift+click)
- **section 6:** enables/disables pattern optimization (useful in UEV+)
- **section 7:** only on dual interfaces, fluid extraction direction, all or directional, referenced to the direction on image 2
- **section 8:** only on dual interfaces, opens the fluid filtering GUI (image 2). You can filter fluids with a cell or dragging cells from NEI.
- **section 9:** ME storage priority configuration.
- The top right slots [**GUI IMAGE**, **section 10**] can hold upgrade cards.
- Placing an item(s) into one of the slots of [**GUI IMAGE**, **section 11**] will force it to export that many item(s) into the slot underneath. Something will need to pull the item out of the interface after (usually a GT conveyor or a ender-IO cable), since it does not auto-output like an export bus.
- Placing patterns in any slot of [**GUI IMAGE**, **section 12**] will make them craftable from ae2.



GUI IMAGE: Dual interface

## Upgrades

- **Crafting Card:** automatically autocrats items requested on the interface, use a level maintainer instead, they are better.
- **Locking Card:** has 4 modes ...
- **Pattern Capacity Card:** Unlocks another row of pattern slots.
- **Advanced Blocking Card:** Exposes the entire networks contents when placed in an interface, allowing blocking mode to be used on an entire subnet.

See also some setups for passive and

# Autocrafting in AE2

The first form of autocrafting you will unlock are interfaces (EV), ae2 subnetworks, than in LUV you will unlock "Crafting Input Bus (ME)", in UV "Crafting Input Proxy" and finally in UIV "Crafting Input Buffer (ME)". You will need a "**Fluid Discretizer**" to use fluid with autocrafting.

Here is what happens when using autocrafting:

1. The crafting is scheduled, from a player, crafting card or ME Level Maintainer. The player can also see the Crafting Tree of the recipe and specify what CPU to use before confirming it.
2. A CPU takes all items needed for the recipes and starts sending items to the machines.
3. Machines process the recipes.
4. All recipe output items are taken from the CPU to complete any possible consecutive crafting.
5. All scheduled craftings finish, and the CPU dumps all items and fluids in the AE2 system respecting the "AE2 Storage Priority System".
6. CPU is now empty and ready to use.

## Setting Patterns

Encoded Patterns hold recipes inside them. Inserting this pattern into an ME Interface will allow one to autocraft that recipe from any terminal of the ME network. To create an Encoded Pattern, a blank pattern and a pattern terminal is needed. Inside the terminal, it will look like Figure 2:

It is possible to toggle between creating crafting or processing patterns by clicking on the top right button. The button looks like a crafting table for crafting patterns and a furnace for processing patterns. Blank patterns can be inserted into slot C shown on the diagram. Once a valid pattern is entered, press the button on slot D in the diagram to encode the pattern. Encoded patterns can be overwritten with new recipes (insert it into slot E shown on the diagram and re-encode).

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Crafting patterns are for 3x3 shaped crafting recipes. If a valid 3x3 combination of items is set in slot A of the diagram, the corresponding item will automatically show up in the output slot B, which allows you to actually encode the pattern; an empty output is not a valid pattern and cannot be encoded yet. Crafting patterns should be inserted into ME Interfaces that are connected to a Molecular Assembler. Note that any tools used in a shaped crafting recipe will be inserted back into the ME network after the recipe is finished.

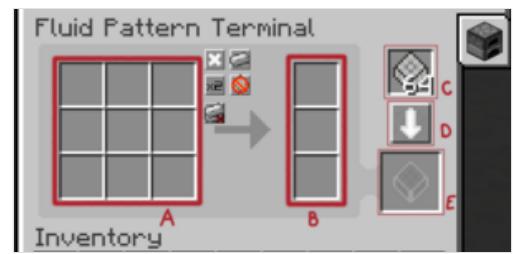


Figure 2: A pattern terminal

Processing patterns are for every other non-shaped crafting recipe, most notably for machines. The left 3x3 grid is set in slot A, which is user configurable and slot B outputs represent the output items for the recipe, which are also user configurable. Just like in crafting patterns, a recipe with an empty output is not a valid pattern. Remember that quantity of items matters here, unlike for a crafting pattern. Processing patterns should be inserted into ME Interfaces that are not connected to a Molecular Assembler.

## How Autocrafting works

When a valid pattern is inserted into an ME Interface, the recipe will be auto-craftable from a terminal. Once the autocraft for that recipe is initiated, all "input" items will be dumped into whatever inventory the pattern-holding interface is connected to.

The key thing to know is that, for processing patterns, the ME network will simply dump all the "input" items of the encoded pattern into the interface's attached inventory and will expect the "output" item to be inserted into the network at some later point in time. If there isn't enough space to dump items into, the ME network will wait until space frees up; it will not send parts of a recipe, it will send it all at once. The output item doesn't have to be inserted into the same ME Interface that started the recipe; it can be inserted from anywhere in the network, through any means (import buses work too, but not items or fluid red by storage busses), and it will satisfy the recipe. With this in mind, autocrafting in AE2 is actually very simple. The ME network has no idea what kind of inventory you are dumping the input items to, it simply dumps items and expects the pattern-specified output(s) back into the system. If it doesn't ever get the expected output(s) back, the ME network will not allow you start another autocrafting recipe, so make sure that you have set the recipe properly. Recipes can also be cancelled at any point.

## Setting Up Crafting Storage and Co-Processors

Crafting storage is **required** alongside patterns. Crafting storage blocks come in 1K, 4K, 16k, etcetera byte variants (similar to storage cells). Crafting storage is essentially a buffer where items are held until the recipe is finished. Because of this, the longer a recipe is (let's say you have 5 or more "chained" recipes for a single recipe) the more storage you will need to start that job.

Crafting Storage can be expanded in a multiblock structure. The only rules are that it must be cuboid and it must have at least 1 crafting storage block. The entire multiblock will only use 1 channel.

**Co-Processors** allow for recipes to be executed simultaneously amongst many interfaces. For example, if you had 4 encoded patterns for a 1x tin cable and each of those were inserted into 4 separate interfaces, having 3 Co-Processors would allow your ME network to leverage all 4 interfaces as part of the crafting recipe (this means it could use 4 assemblers simultaneously). By default, 0 co-processors in a network means that it can only do 1 interface's worth of that recipe at a time. Co-Processors can be part of the crafting storage multiblock.

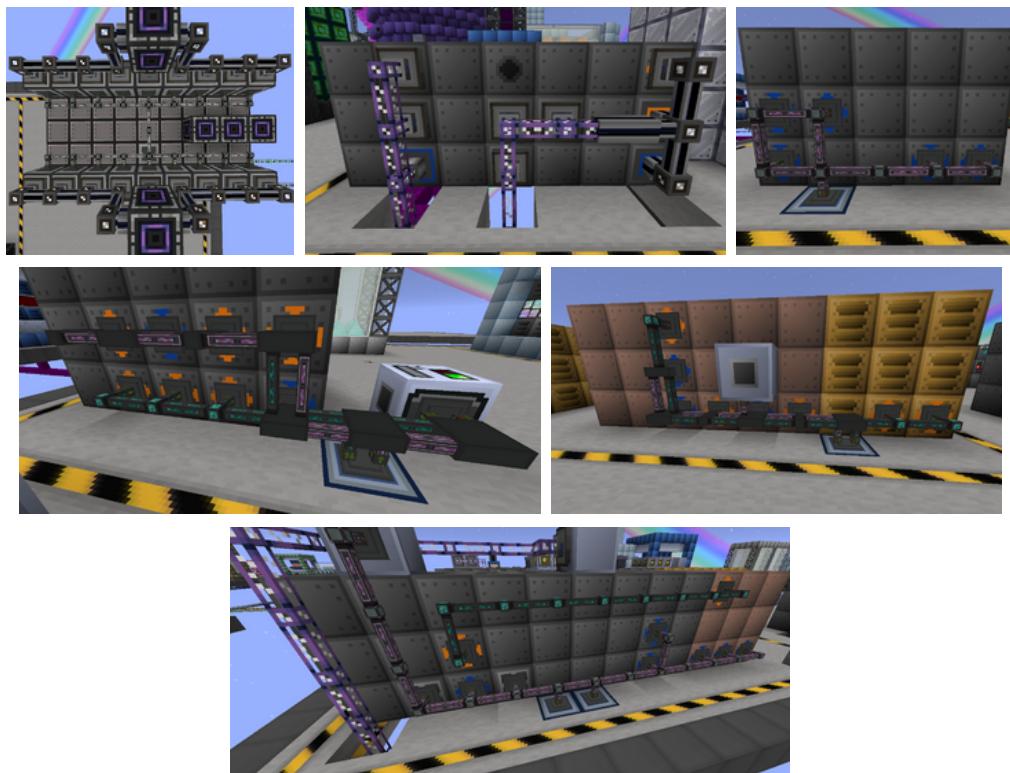
## Interfaces (EV+)

Items/fluids will be exported on the interface direction (block interface: can be set with a wrench / panel interface: it's just the facing direction). Please note that you will need fluid interfaces to craft items/fluids with fluids as input.

Here are some setups that use interfaces:

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## ME Level Maintainer

The ME Level Maintainer is used to automatically keep item and fluids in stock by requesting the in autocrafting. A better alternative to crafting cards. Setting options for every items are:

- **Enabled:** true/false
- **Amount To Maintain:** items to keep in the ME network.
- **Crafting batch size:** crafting item size when not enough items are in stock.



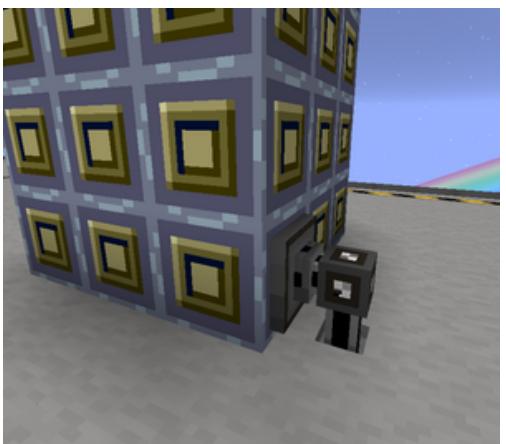
ME Level Maintainer GUI

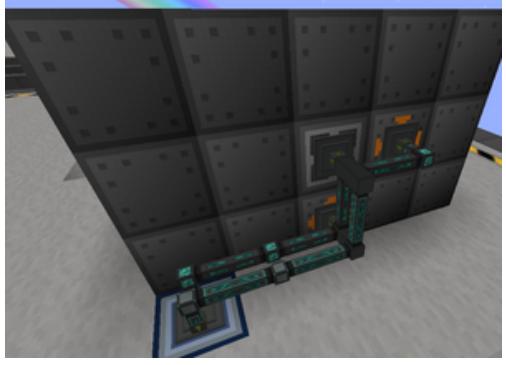
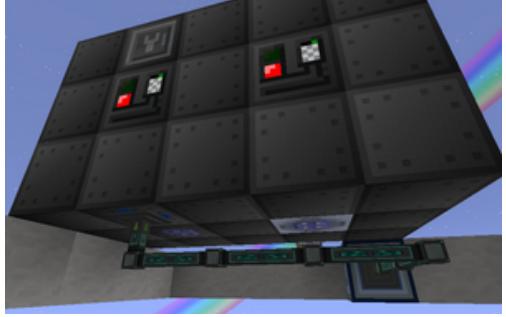
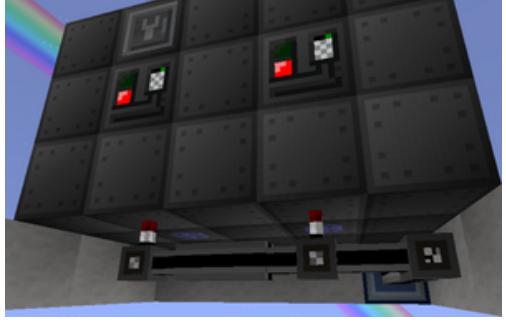
## Molecular Assembler

This device will perform shaped crafting recipes dictated by the interfaces that are connected to it. It is the primary way of doing shaped crafting recipes in AE2. The molecular assembler itself does not need a channel, but remember that the interfaces connected to it will require a channel each. By default, it crafts slowly but can be sped up with acceleration cards.

## Machines and AE2 Setups:

Setups for EV+

Type	Description	Image
<b>Setup for autocrafting using interfaces:</b>		
Autocrafting for single blocks using one interface each	<p>After putting any single-block down, set the output on top using a wrench, then click the top part with a screwdriver, enabling "allow input from output side". Put an interface/dual interface on top to insert pattern, put it on "blocking mode" with "allow same recipe" enabled. Lastly, enable the single-block auto outputs.</p>	 <p>Rotate the output on top and click it using a screwdriver. Go to the next step using arrows.</p>
Items-only autocrafting	Item-only autocrafting, made with an interface facing a input bus. Enable it on "blocking mode" and "allow same recipe".	

Autocrafting using Ingredient buffer	<p>The dual interface will insert items and fluids in the buffer that will be respectively taken by the input bus using a conveyor cover and fluid in the input hatch using an ender-IO cable. Enable on the interface "blocking mode" and "allow same recipe".</p>	
<b>To make passive LCRs, but can be applied to any passive Multiblock:</b>		
Setup for multiple machine inputs	<p>At the start you can use ender-IO conduits to maximize interface usage, enabling to use a dual interface to input and output multiple items and fluids in more than one machine.</p>	
Automatically stopping Multiblocks for passive fluids/items	<p>Putting an output near the controller we can disable the machine when the respective AE2 tank is full.</p>	
	<p>Or we can put the output behind and setup a level emitter to enable/disable the multiblock</p>	

## GregTech ME hatches

GT ME hatches allow for almost lag-free passive farms and autocrafting, so as soon you unlock them, to save tps lag try using them instead.

Normally these hatches "ME channels connect to front side only" but right-clicking them with a screwdriver enables "ME channels connect to any side" useful to use less cables. Examples below.

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The **ME Output Bus** stores items directly into ae2 when connected, has a cache size that can be upgraded inserting a storage cell or upgrading it on a crafting table using storage components. Does not have type limit. The **ME Output Hatch** is the same as a *ME Output Bus* but for fluids. By shifting using Waila you can see cached items.

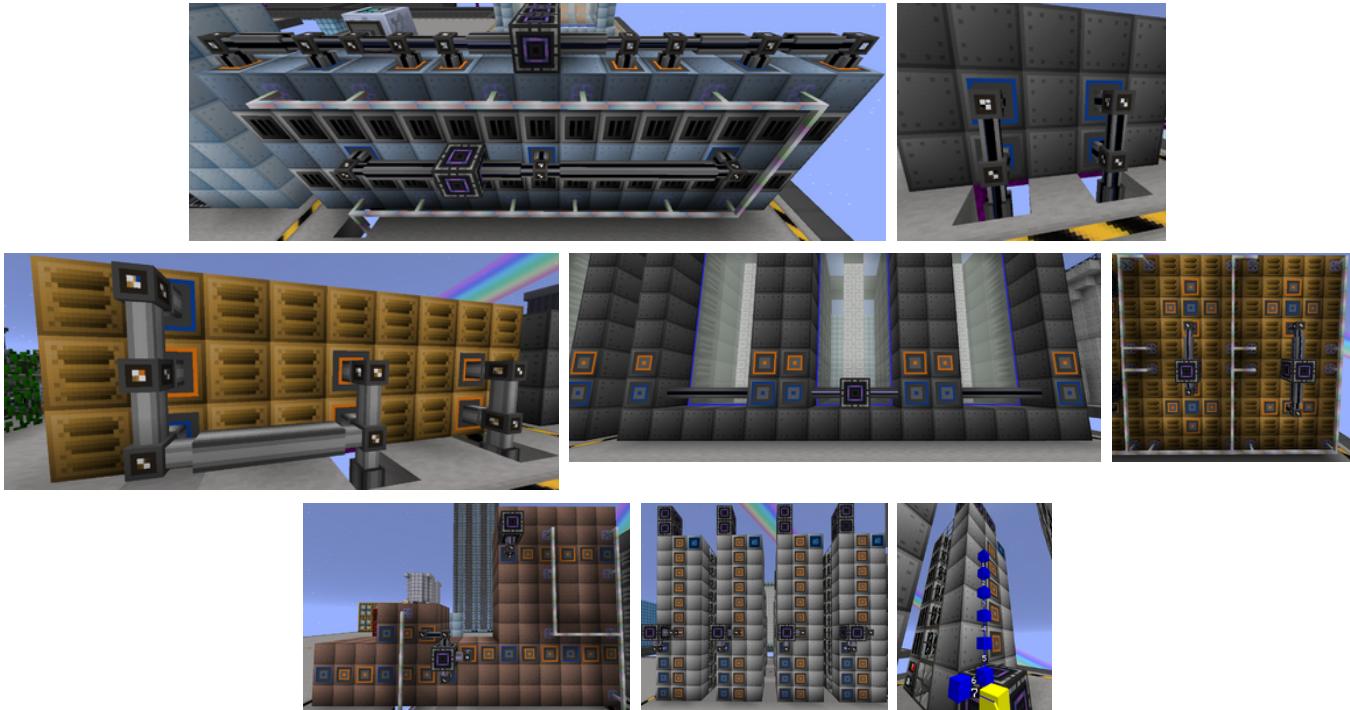
## Crafting Inputs

The **Crafting Input Bus** act like interfaces, allowing you to put patterns making a better lag-free option, but don't support fluids. For fluids there's the **Crafting Input Buffer (ME)** that supports fluids and separates all recipes in different virtual inputs so the machines can't make another one for mistake.

**Crafting Input Proxy** don't require channels, has to be linked to other Crafting input to wallshare them, without actually wallsharing them.



## Example passive setups and Autocrafting examples



## Subnetworks

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### P2Ps

P2P tunnels can carry items or fluids from one place to another without showing up on the rest of the network. In addition, they can bundle network channels to carry more channels from one point to another across a separate transport network. Details here [http://blog.mcmodguides.com/applied-energistics-2-part-2-cable-management/#P2P\\_Tunnels](http://blog.mcmodguides.com/applied-energistics-2-part-2-cable-management/#P2P_Tunnels) ([http://web.archive.org/web/20221202172536/http://blog.mcmodguides.com/applied-energistics-2-part-2-cable-management/#P2P\\_Tunnels](http://web.archive.org/web/20221202172536/http://blog.mcmodguides.com/applied-energistics-2-part-2-cable-management/#P2P_Tunnels))

You may use fluid\_P2P\_tunnels to transport fluids at unlimited rate, here's an explanation of Fluid P2P tunnels.

### Subnetworks

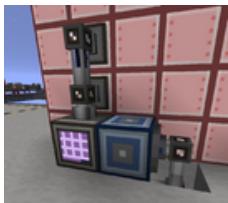
Furthermore, connecting a storage bus to an ME Interface will expose the contents of the network connected to that Interface to the network connected to the storage bus. In other words, if Network A has a storage bus and Network B has an ME Interface, connecting Network A's storage bus to Network B's interface allows Network A to see and interact with all

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items stored in Network B. This interaction is not two-way. In the aforementioned scenario, A can see the contents of B, but B does not see the contents of A. This allows one to create subnetworks. This feature should be used sparingly for performance reasons.

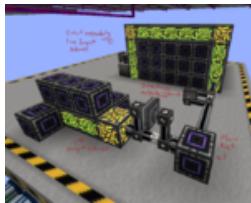
examples:



Autocrafting subnet with ME chest and storage bus



Assemblers with a subnet per circuit and a subnet with liquids in the center to share them



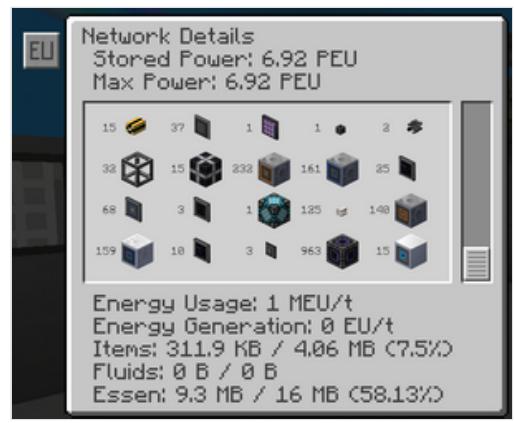
Circuit Assembly Line subnet and output subnet

## Energy Usage

Nearly everything in AE2 requires power to run. Insert/extracting items from the system also consumes some energy. ME systems, by default, use an energy type of AE.

The energy unit conversion is: 1 EU = 2 AE

Right clicking with an AE2 Network Tool onto any part of your ME system gives a detailed overview about the components in your system and their energy drain. Clicking the top-left button will further convert the default AE units into EU for ease of reading (since this pack mainly deals with Gregtech EU). The list below gives an approximate EU drain for each component in AE2.



Network Tool GUI

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