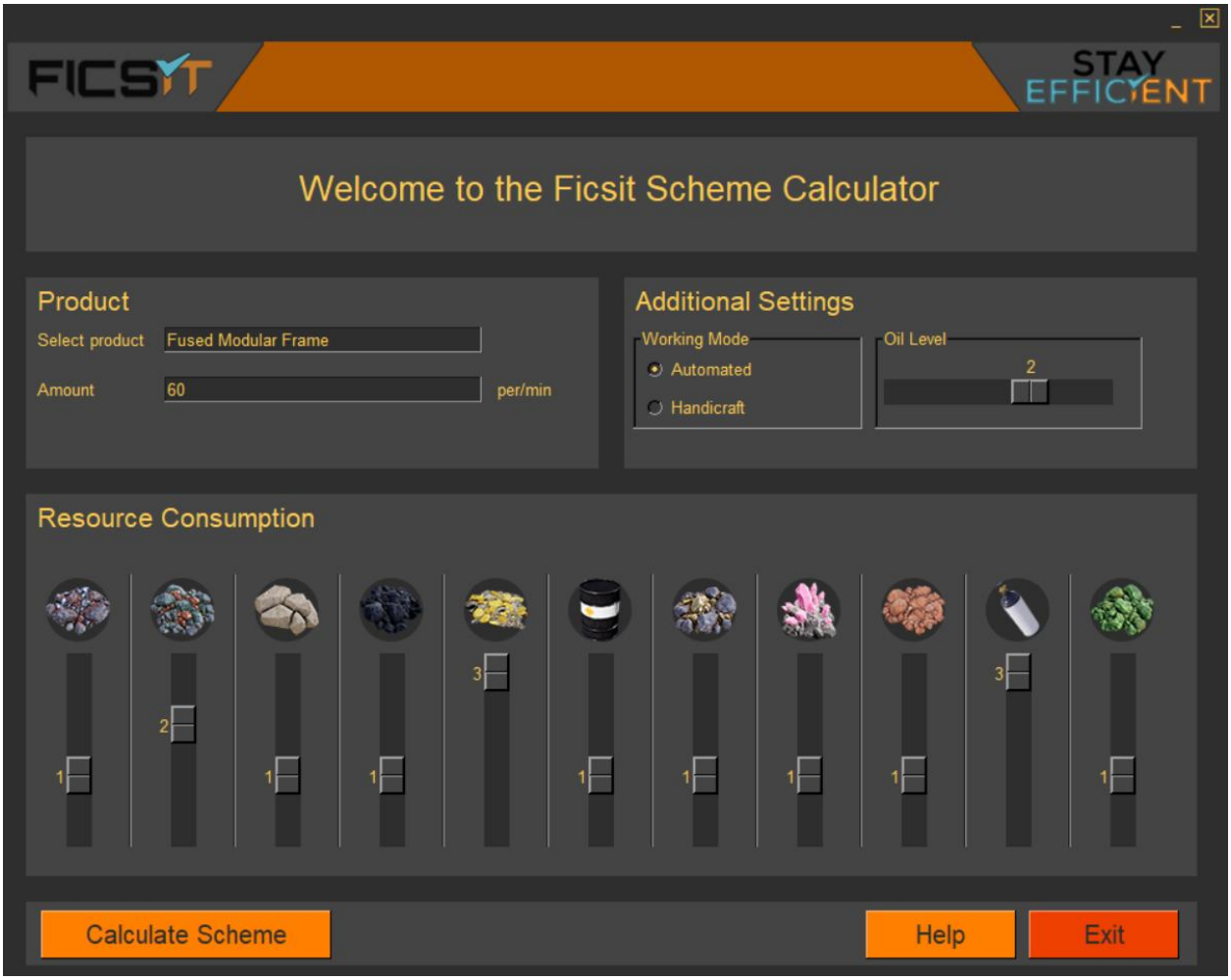
Ficsit Scheme Calculator

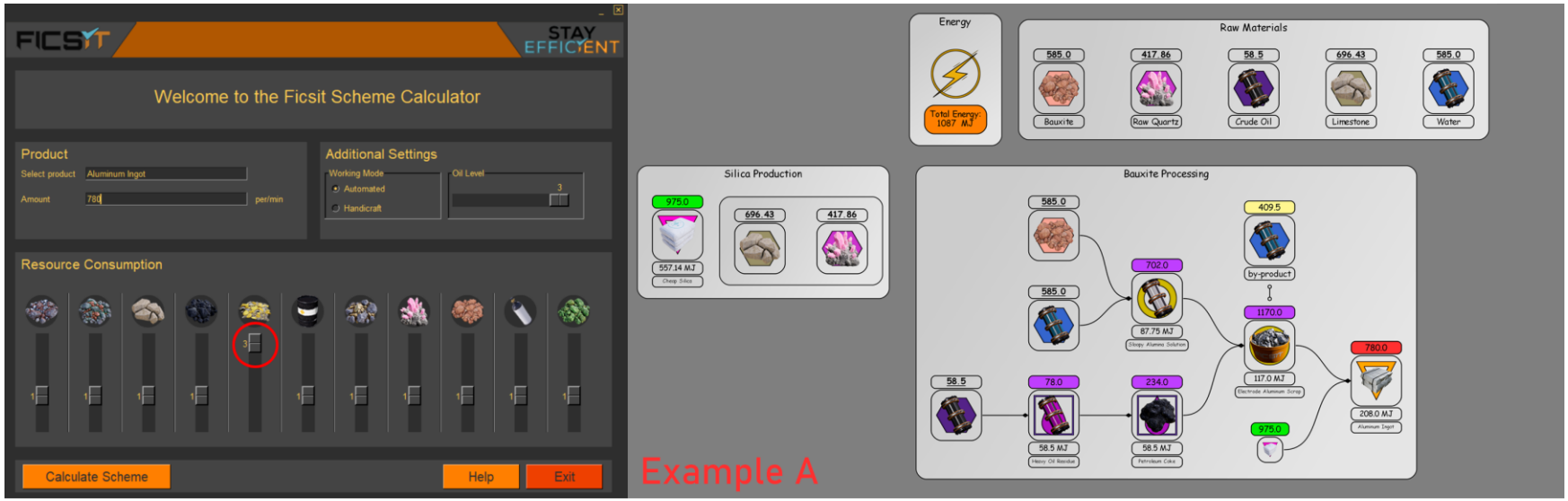
The main task of this program is to help the player in planning production chains in a computer game Satisfactory (Coffee Stain Studios).



How to work?

1. Product tab: in this tab, you need to select a product and its amount;

2. The Resource Consumption tab is responsible for saving resources.
   Remember, the lower the consumption level values, the higher the resource consumption
   Let's look at two examples:
   a. It is necessary to establish the production of aluminum ingots. However, we do not want to use sulfur in our production chain. Consumption level 3 is responsible for this requirement;
   b. But if we want to use sulfur for aluminum production, then it is enough to simply "allow" the use of sulfur;


FICSYT
STAY EFFICIENT
Welcome to the Ficsit Scheme Calculator
Product
Select product
Aluminum Ingot
Amount
780
per/min
Additional Settings
Working Mode
Automated
Handicraft
Oil Level
3
Resource Consumption
Calculate Scheme
Help
Exit
Example A
Energy
Total Energy: 1087 MJ
Raw Materials
585.0
Bauxite
417.86
Raw Quartz
58.5
Crude Oil
696.43
Limestone
585.0
Water
Silica Production
975.0
557.14 MJ
Cheap Silica
696.43
417.86
Bauxite Processing
585.0
585.0
702.0
87.75 MJ
Sloppy Alumina Solution
409.5
by-product
1170.0
117.0 MJ
Electrode Aluminum Scrap
780.0
208.0 MJ
Aluminum Ingot
58.5
78.0
58.5 MJ
Heavy Oil Residue
234.0
58.5 MJ
Petroleum Coke
975.0


FICSYT
STAY EFFICIENT
Welcome to the Ficsit Scheme Calculator
Product
Select product
Aluminum Ingot
Amount
780
per/min
Additional Settings
Working Mode
Automated
Handicraft
Oil Level
3
Resource Consumption
Calculate Scheme
Help
Exit
Example B
Energy
Total Energy: 1175 MJ
Raw Materials
585.0
Bauxite
417.86
Raw Quartz
195.0
Sulfur
390.0
Coal
696.43
Limestone
429.0
Water
Silica Production
975.0
557.14 MJ
Cheap Silica
696.43
417.86
Bauxite Processing
585.0
195.0
by-product
390.0
195.0
1170.0
292.5 MJ
Instant Aluminum Scrap
780.0
208.0 MJ
Aluminum Ingot
195.0
195.0
117.0 MJ
Sulfur Acid
234.0
975.0

3. Additional Settings:
   a. Working Mode: The main difference in the operation of the modes is that the Automated mode answers the question: "How many parts per minute do I want to receive and how many parts per minute do I need for this", and the Handicraft mode: "How many parts do I need now and how many parts do I need";
   b. Oil Level: Oil is perhaps the most flexible product in the game. Depending on the production chains, different quantities of the same products can be made from the same amount of oil (we are talking about rubber and plastic):