

# Gregtech Survival Guide

*a **survivor's handbook** for an  
industrially complex mod*

# Full Credits

Queue | Creator and Main editor

CELL\_TECHNOLOGY\_ | editor and contributor

SpwnX | editor, contributor and IC<sup>2</sup> forums moderator

Mario Jumpman | Mascot

Chloe Prince | Videos

Sam | editor and contributor

Legacy | Contributor

mr10plays/mr10movie- Videos

Generalcamo- Copy Editor and Contributor

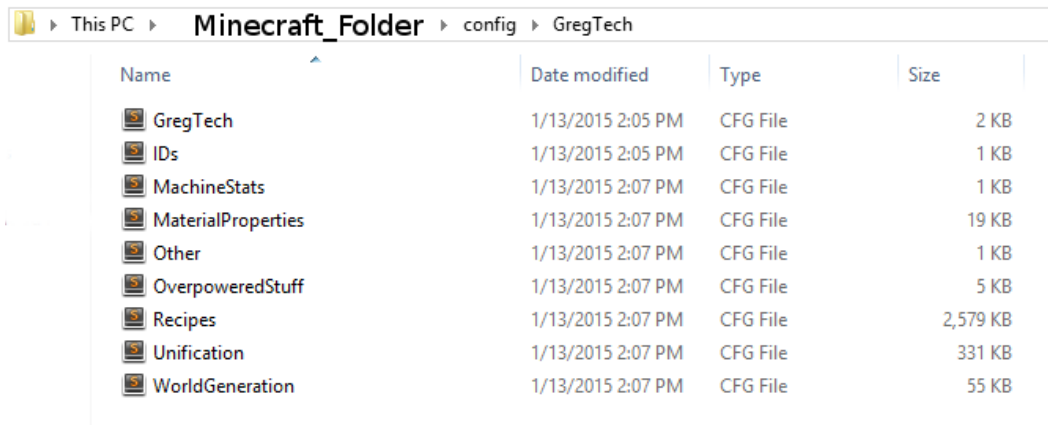
Unstoppablepro| Gregtech Expert :P

... and many more.

Thank you!

# **1 The Configs**

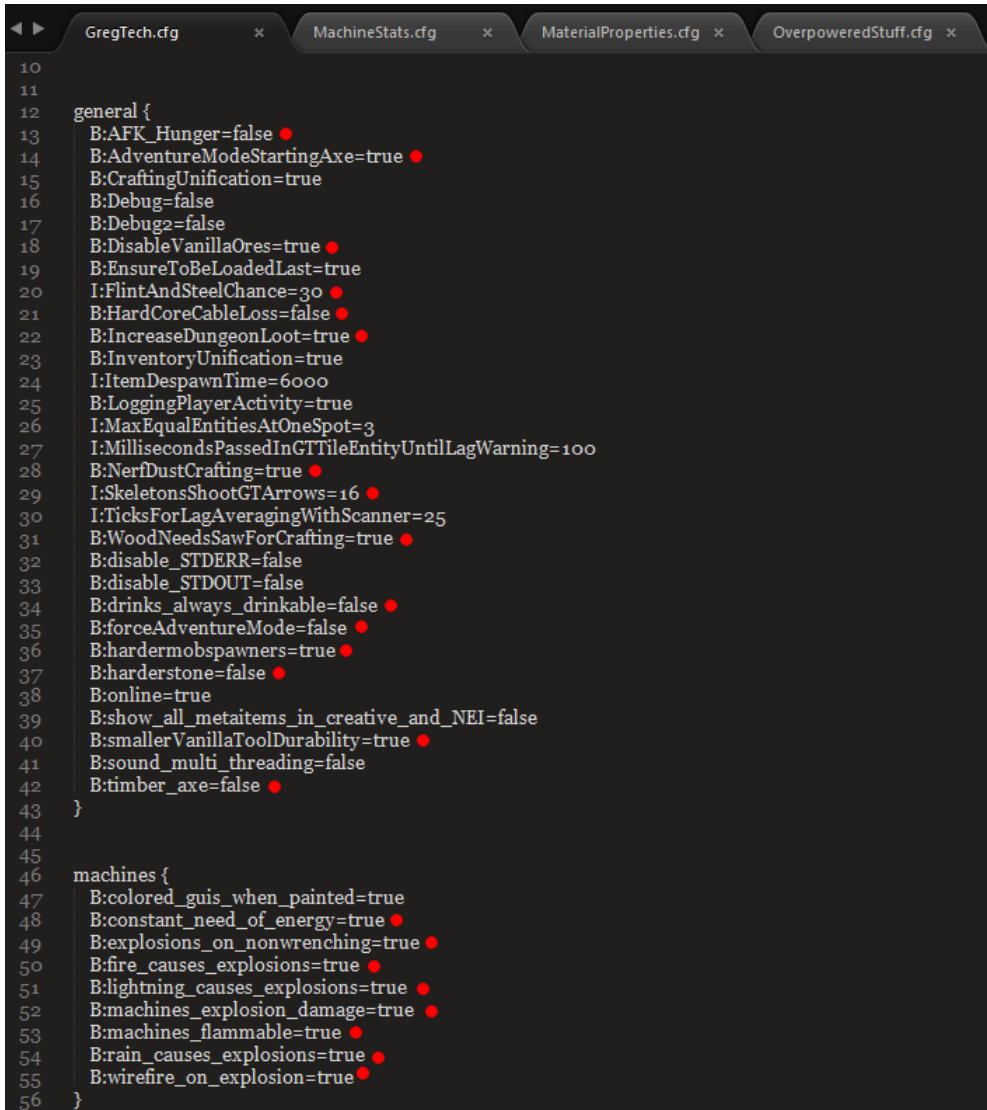
Fig. 1: Where to find the configuration files.



The screenshot shows a Windows File Explorer window with the address bar displaying 'This PC > Minecraft\_Folder > config > GregTech'. The main area contains a table of files and folders.

Name	Date modified	Type	Size
GregTech	1/13/2015 2:05 PM	CFG File	2 KB
IDs	1/13/2015 2:05 PM	CFG File	1 KB
MachineStats	1/13/2015 2:07 PM	CFG File	1 KB
MaterialProperties	1/13/2015 2:07 PM	CFG File	19 KB
Other	1/13/2015 2:07 PM	CFG File	1 KB
OverpoweredStuff	1/13/2015 2:07 PM	CFG File	5 KB
Recipes	1/13/2015 2:07 PM	CFG File	2,579 KB
Unification	1/13/2015 2:07 PM	CFG File	331 KB
WorldGeneration	1/13/2015 2:07 PM	CFG File	55 KB

Fig. 2: Main Config.



The screenshot shows a code editor with four tabs: 'GregTech.cfg', 'MachineStats.cfg', 'MaterialProperties.cfg', and 'OverpoweredStuff.cfg'. The 'GregTech.cfg' tab is active, displaying a configuration file with a dark background and light-colored text. The file contains two main sections: 'general' and 'machines', each with a list of boolean and integer settings. Line numbers 10 through 56 are visible on the left side of the editor.

```
10
11
12 general {
13   B:AFK_Hunger=false
14   B:AdventureModeStartingAxe=true
15   B:CraftingUnification=true
16   B:Debug=false
17   B:Debug2=false
18   B:DisableVanillaOres=true
19   B:EnsureToBeLoadedLast=true
20   I:FlintAndSteelChance=30
21   B:HardCoreCableLoss=false
22   B:IncreaseDungeonLoot=true
23   B:InventoryUnification=true
24   I:ItemDespawnTime=6000
25   B:LoggingPlayerActivity=true
26   I:MaxEqualEntitiesAtOneSpot=3
27   I:MillisecondsPassedInGTTileEntityUntilLagWarning=100
28   B:NerfDustCrafting=true
29   I:SkeletonsShootGTArrows=16
30   I:TicksForLagAveragingWithScanner=25
31   B:WoodNeedsSawForCrafting=true
32   B:disable_STDERR=false
33   B:disable_STDOUT=false
34   B:drinks_always_drinkable=false
35   B:forceAdventureMode=false
36   B:hardermobspawners=true
37   B:harderstone=false
38   B:online=true
39   B:show_all_metaitems_in_creative_and_NEI=false
40   B:smallerVanillaToolDurability=true
41   B:sound_multi_threading=false
42   B:timber_axe=false
43 }
44
45
46 machines {
47   B:colored_guis_when_painted=true
48   B:constant_need_of_energy=true
49   B:explosions_on_nonwrenching=true
50   B:fire_causes_explosions=true
51   B:lightning_causes_explosions=true
52   B:machines_explosion_damage=true
53   B:machines_flammable=true
54   B:rain_causes_explosions=true
55   B:wirefire_on_explosion=true
56 }
```

Notice the red dots. These are the lines we will be focusing on. If you want Hardcore GT, find one of those lines and make it hard (usually pretty obvious). Also note that CodeChickenCore has a line for finite water:

#If set to true two adjacent water source blocks will not generate a third.

finiteWater=false

## A quick rundown of the basic configs:

```
general {
    B:AFK_Hunger=false
        Determines hunger depleting while not moving
    B:AdventureModeStartingAxe=true
        Gives you a flint axe if you are on adventure mode (DO NOT MESS WITH THIS)
    B:AllowIC2Machines=false
        If IC2 machines are disabled or not. Gregtech does not need them.
    B:CraftingUnification=true
        Gregtech unifies stuff based on oreDictionary. Do not disable unless you know exactly what you are doing.
    B:DisableVanillaOres=true
        Disable Vanilla Ore generation (Gregtech does not need it)
    I:MaxEqualEntitiesAtOneSpot=3
        If there is more than x number of mobs on 1 block they start slowly dying
    B:NerfDustCrafting=true
        Makes dusts fun to craft (3 bronze dust from 4 dusts instead of 4:4).
    drinks_always_drinkable=false
        All drinks are drinkable at anytime (even explosive ones...)
    forceAdventureMode=true
        forces on adventure mode
    harderMobSpawners=true
        Makes mob spawners extremely hard to break (long, 1000 hardness)
    harderStone=true
        Makes vanilla stone harder (four times harder)
    sound_multi_threading=false
        Only works in singleplayer and crashes in some computers and always crashes on multiplayer if GT sound is heard
}
```

## Industrialcraft<sup>2</sup> configs to be aware of:

; Enable generation of copper in the world.

copperOre = false

**Should IC2 generate its copper ores. Gregtech DOES NOT need them.**

; Enable generation of tin in the world.

tinOre = false

**Should IC2 generate its tin ores. Gregtech DOES NOT need them.**

; Enable generation of uranium in the world.

uraniumOre = false

**Should IC2 generate its uranium ores. Gregtech DOES NOT need them.**

; Enable generation of Lead in the world.

leadOre = false

**Should IC2 generate its lead ores. Gregtech DOES NOT need them.**