A simple WTiberium How To

# Basics

Every entity in this addon pack requires one or multiple resources, all resources require a way to be generated and a storage module, for example the most basic resource, *“Energy”*, can be obtained by a *“TRIP”* (The generator) and is stored in an *“Energy Cell”*.

There are 2 types of generators, passive and active generators, an example of a passive generator would be the *“TRIP”* or the solar panels from the Life Support addon, these generators require no resources to run but they do supply a resource, active generators are generators that require resources, like *“Energy”* to do something, an example of this is the *“Tiberium Harvester”*, the Tiberium harvester requires energy to harvest *“Tiberium Crystal”* and generate the resource *“Raw Tiberium”*.

# Getting started

Since every active generator in the Tiberium pack requires energy we start by obtaining this resource, to do this spawn a *“TRIP”* and an *“Energy Cell”*, link these 2 entities by using Resource Distribution 2’s (Also known as RD2) Link Tool, once this has been done you should see a wire between the 2 entities (Unless you’ve set the wire thickness to 0).

Make sure you don’t move entities that have been linked to far away from each other, if you do so you’ll hear a snapping sound and the link will break.

Now that you’ve got your two entities linked up point the white side of the *“TRIP”* toward a *“Tiberium Crystal”*, if you look at the *“Energy Cell”* you’ll see how much energy the cell contains, it should go up each second as long as the *“TRIP”* generates *“Energy”*.

# Using the resources

Now that you’ve got energy you can start harvesting *“Tiberium Crystals”*, to do this spawn a *“Tiberium Harvester”* and link it up to an *“Energy Cell”*, now the *“Tiberium Harvester”* can be turned on, it will also slowly drain any *“Tiberium Crystals”* that are in front of the harvester, but the resources aren’t going anywhere, they are just being wasted, to solve this problem we need to link a *“Raw Tiberium Storage Tank”* to the *“Tiberium Harvester”*, once you’ve done this the harvester will (When turned on) put all the harvested crystals into the *“Raw Tiberium Storage Tank”*, you can notice this by looking at the storage tank which slowly gains more *“Raw Tiberium”* each second.

The resource *“Raw Tiberium”* is the basic resource of the WTiberium addon pack, from there you can convert it into multiple other resources.

## Refined Tiberium

The resource *“Refined Tiberium”* can be obtained by using a *“Tiberium Refinery”*, a refinery requires the resource *“Energy”* and *“Raw Tiberium”* and generates *“Refined Tiberium”*.

The refinery converts 200 *“Raw Tiberium”* and 67 *“Energy”* into 200 *“Refined Tiberium”*.

## Tiberium Chemicals

The resource *“Tiberium Chemicals”* can be obtained by using a “Chemical Plant”, the *“Chemical Plant”* converts *“Energy”* and *“Refined Tiberium”* into *“Tiberium Chemicals”*.

The *“Chemical Plant”* converts 100 *“Refined Tiberium”* and 50 “Energy” into 150 *“Tiberium Chemicals”*.

## Liquid Tiberium

The resource *“Liquid Tiberium”* can be obtained by using a *“Tiberium Liquefier”*, the liquefier converts *“Energy”* and *“Raw Tiberium”* into *“Liquid Tiberium”*.

The liquefier converts 450 *“Energy”* 150 *“Raw Tiberium”* into 15 *“Liquid Tiberium”*.

# Non generator entities

Besides generating and converting energy there are also a few entities that use the resources you’ve generated, here is a list of them.

## Dispenser

The *“Dispenser”* is an entity that spawns the SWeps that are in the WTiberium addon and other small items that could come in handy like a *“Tiberium Infection Cure”*.

## Factory

The *“Factory”* is the central point of all bases, the *“Factory”* is capable of spawning all large entities in the WTiberium addon pack like the *“Dispenser”*, *“Tiberium Refinery”* and other entities.

## Growth Accelerator

The *“Growth Accelerator”* is an entity that emits a field in which *“Tiberium Crystals”* grow a lot faster, these accelerators can make all *“Tiberium Crystals”* in its AOE (Area Of Effect) grow 3 times faster.

The accelerator requires *“Energy”* to run, how much is calculated by the formula below (Where Amount is the amount of Crystals in range and Range is the set range of the Accelerator) :  
((Amount / 4) + (Range / 2)) / 2

## Tiberium Missile and Launcher

The *“Tiberium Missile”* and the *“Tiberium Missile Launcher”* are two entities which require each other to operate, when you touch a *“Tiberium Missile”* to a *“Tiberium Missile Launcher”* which has no missile inserted yet will move the *“Tiberium Missile”* into the *“Tiberium Missile Launcher”*, when you activate the *“Tiberium Missile Launcher”* it will fire the missile.

## Tiberium Warhead

The *“Tiberium Warhead”* is an entity which contains ‘settings’ for a missile, these Warheads are created using a *“Warhead Factory”*, upon touching a *“Tiberium Warhead”* to a *“Tiberium Missile”* will apply the ‘settings’ to the missile and remove the warhead.

## Tiberium Radar

The *“Tiberium Radar”* is an entity that is capable of locating *“Tiberium Crystals”*, using the addon Wiremod you can read the XYZ locations of the crystals and use the radar to steer an automated harvester for example.

The *“Tiberium Radar”* requires *“Energy”* to function, the amount of energy can be calculated with the following formula (Where Range is the current range set to the radar) :  
Range/50