subject to change­

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Features

1. Nanotubes
   1. Carbon nanotube item skeletons
      1. Made from coal/charcoal
      2. Crafting process – cooked in vat or on separate machine
      3. Used as crafting components only
      4. Can be used in Dunker to create custom armor/tools and other items
   2. Carbon nanotube fabricator
2. Circuits
   1. Created from sand or silicon crystals from the vat
   2. Dunker variant
   3. Smart Pylon variant
      1. Contains options for configuring Smart Pylon functions
   4. Circuit fabricator
      1. SpaceChem inspired design for the dunker
         1. Program instructions for the dunker with a simple and accessible UI
            1. Graphical representation of path/functions
            2. Buttons
      2. Material processing slot for creating circuits
3. Dunker
   1. Dunking vats
   2. Track and Claw
      1. Programmed via
      2. Quarry like tile-entity Claw moves around on a track per circuit instructions
         1. Movement
         2. Dunking/raising
            1. Duration
         3. Deposits item in ‘finished’ bin
4. Crystal grower vat
   1. Tiered multiblock structure
   2. Process
      1. Ores go in pylon
      2. Bath is filled with water
      3. Add catalyst to bath
      4. Add heat (RF)
      5. Crystals form, water evaporates
      6. Harvest crystals
      7. Process crystals into ingots
         1. Via shapeless crafting
   3. Central pylon
      1. Crafted from two modified cauldrons stacked atop each other
         1. Combines with bath to form multiblock
   4. Bath
      1. Ring area around the tower
         1. Bath container walls
         2. Heated bath floor
5. Pylons/energy
   1. Tiered energy conduits and generators
   2. 3 block tall structure
      1. All pylon variants have the same recipe, variation is determined by the type of block placed directly beneath the pylon
   3. Generation
      1. ModFurnace
         1. Spawning pool style bacteria fueled hydrocarbon crystal production
      2. Emits energy in a radius based on tier
         1. Emits to pylons but not machines
   4. Transmission
      1. Powers nearby machines
   5. Smart pylon
      1. GUI
      2. I/O Channels
         1. RF/t flow
      3. Range control
      4. Turn simple pylons on/off
   6. Wrench
      1. Used to specify energy flow from pylons to machines, creating and breaking wireless links
      2. Shows powered areas
   7. Special receptacle for non-native mod machines requiring energy allowing them to receive energy from pylons
6. World gen. resources
   1. Catalyst flowers
      1. 3 basic Seeds included as part of vanilla grass drop tables
         1. More complex seeds can be made by “breeding” basic crops together via crop breeding block
      2. Unique flowers for each crystalizing vat reaction