*Subject to change*

\*All dimensions given in terms of x, z, y, as per minecraft coordinate system

\*All blocks require inventoryItems

Assets

1. Blocks and tileEntities
   1. *Nanotube furnace*
      1. *AKA CNT Furnace*
   2. Circuit Fabricator
   3. Dunker
      1. Track blocks
         1. Straight
         2. T-intersection
         3. Cross
         4. End cap
         5. Support
      2. Claw
         1. [Idea](http://letsmakerobots.com/files/userpics/u18247/GripperClosed.jpg)
         2. [Idea](http://forums.steampowered.com/forums/showthread.php?t=2824377)
         3. [Idea](https://d1jqecz1iy566e.cloudfront.net/extralarge/ee102.jpg)
         4. Claw arm (for raising and lowering)
      3. Control block
      4. Dunking vats
      5. *Finished bin*
   4. Crystal grower vat
      1. Central pylon
         1. 1x1x2 structure of the same block
      2. Heating element
         1. Tiers
            1. *TBD*
      3. Bath container walls
         1. Tiers
            1. *TBD*
      4. Crystals
   5. Pylons
      1. *Tiers*
         1. *TBD*
      2. 1x1x2 model placed by a single block
      3. *ModFurnace*
      4. Energy receptacle
         1. Ability to be placed on any side of a block (think computercraft modems)
   6. World gen
      1. Flowers
         1. *TBD*
2. Items
   1. Nanotubes
      1. Completed item frames
         1. *Armor, tools, weapons, etc. TBD*
      2. Incomplete item frame components
         1. *TBD*
   2. Circuits
      1. *Silicon crystals*
      2. Dunker variant
      3. Smart Pylon Variant
      4. *Visual distinctions to differentiate circuits*
   3. Dunker
      1. *Claw*
         1. *Idea for this as a tile entity*
   4. Crystal grower vat
      1. Crystals
   5. Pylons
      1. *Wrench*
   6. World gen
      1. Flowers
      2. Seeds
      3. Catalyst forms