



Immersive engineering energy storage site reddit com

What is immersive engineering?

See Immersive Engineering project for more information. Immersive Engineering is a mod created by BluSunrize and Mr_Hazard. It adds new Forge Energy (FE)-based machinery with a retro-futuristic feeling to the game. It features many multiblock machines, with energy components that look and feel like an AC electrical network.

Is immersive engineering worth it?

Immersive Engineering is cooler looking, but does occupy its own little bubble of stuff that doesn't 'work' well for me. Expensive multiblocks that require so much effort to build and maintain, it just feels like a lot of work for relatively mediocre pay-off.

What is immersive engineering's unit of Forge energy?

Immersive Engineering's unit of Forge Energy is Immersive Flux (IF), which integrates seamlessly with Redstone Flux -based power systems, exchanging IF for RF at a 1:1 ratio. Prior to version 1.8, Immersive Engineering used RF as a unit, and equipment also worked with IndustrialCraft 2's power system of Energy Units (EU).

Is immersive engineering a tech mod?

Immersive Engineering is a multi-block lover's dream. I think its functionality isn't that impressive for the effort put in though. Generally, if there is another Tech mod, it's likely to be overshadowing IE. Create feels weird to compare to these others. Yes it's a tech mod, but it does it in a very different way.

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The subreddit for all things related to Modded Minecraft for Minecraft Java Edition --- This subreddit was originally created for discussion around the FTB launcher and its modpacks but has since grown to encompass all aspects of modding the Java edition of Minecraft.

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Immersive Engineering uses IF, which is compatible with RF, but nothing else. I suggest using a Proxy between the two, like an enderIO capacitor bank, or a Neotech RF battery/storage thing, or whatever it is you have.

If you have Thermal then the magma dynamo (with augments) is nice, you just need to pump lava using RangedPumps or an Industrial Foregoing Fluid Pump. Immersive Engineering, like you mentioned, has the Diesel Generator, just bring a lot of Diesel/BioDiesel with you. There's usually several options.

Get the Reddit app Scan this QR code to download the app now. Or check it out in the app stores ... Doing a playthrough of Immersive Engineering 1.18 with Immersive Petroleum, Blood Magic and some QOL stuff. ... Lightning rod is a tad expensive but it gives a nice amount of power whenever there's a thunderstorm so if you got the energy storage ...

I'm trying to get into oil processing with immersive petroleum, and I can't figure out how to start. I have used the mod before but not in about a year. I'm needing help figuring out the seismic survey tool (mainly reading the graph). The last time I played with Immersive Petroleum it was just placing the pumpjack once you find oil and power it.

I'm kind of stuck getting enough power for some of the beefier Immersive Engineering stuff (specifically the arc furnace). Most of the multi-blocks in my base run on the same 2 thermoelectric generators and a windmill hooked into an ...

immersive engineering has the water wheel and windmill for early power generation i feel that the most important factor for having a stable storage system is to be sure to plonk a battery/capacitor/energy storage and not rely on direct power, since it takes energy for each operation, you might easily overimport/export and the system shuts down ...

So I've been playing Peace of Mind for relaxation as of late and I ran into a issue with power generation. Most of the machines in the mod outside Immersive Engineering run on RF but there isn't really any simple low maintenance RF generation. IE has that but there isn't any direct conversion method in the pack.

Mekanism actually uses its own internal power system; J for Joules. By default it has conversions to/from Forge Energy (RF, FE, IF, etc.), Energy Units (EU), and Minecraft Joules (MJ), but each of those conversions can be tweaked individually, and even disabled entirely. It is quite rare for a modpack to do that, but it is possible.

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Can I somehow connect the reactor from the extreme reactors mod to the Immersive Engineering energy system? I don't understand, using high voltage wires the energy is not stored in the Immersive Engineering battery.

prioritize energy in mekanism or immersive engineering mekanism I am currently doing a playthrough of a new mod pack and need to figure out how to prioritize energy to different machines, several of the devices have very large max usage or buffers so and I am using refined storage so when my power dies I cannot fix it easily.

Immersive engineering also shines in its addons - Immersive Tech and Immersive petroleum. Immersive tech has a wonderful way to use steam for power in its turbines, and these turbines accept steam from many different mods which allows you to make very good background RF generation with only the initial resource sink and you get to have really ...

Immersive Engineering has few, but very distinct power generation options. For your basic power, your best bet is using a Kinetic Dynamo or a Thermoelectric Generator . The Kinetic Dynamo requires a Water Wheel, a Windmill, or an Improved Windmill. The Water Wheel can generate more power, but it requires Water which can be awfully messy.

Immersive Energy is Minecraft Mods. Immersive Engineering Addon with a focus on Power Generation!. ... Immersive Engineering Addon with a focus on Power Generation!. Download this on the CurseFire. Immersive Energy. Mods. 344k Downloads Updated 4 years ago Created 5 years ago. ... - Add Large Liquid Storage (for Fluid Battery, WIP) - Geothermal ...

I would suggest looking at the Immersive Engineering cables to convert back and forth from EU and RF. In my Infinity Skyblock map, I pumped the solar panel to a MSFU to MFE to Immersive Engineering (as RF) to a Tesseract, then pumped that into a DE storage system.

Hi, so im looking for energy storage on ATM9 but i couldn't find anything better than capacitor banks. I added Mekanism and immersive engineering (both of those were compiled from latest source by myself) but still can't find anything for this purpose. Last modpack i played was FTB Revelation on 1.12.2 so don't blame me if im dumb

Immersive Engineering seems like such a cool mod, but I cant really see what it offers over the other, single-block style mods like EnderIO or TE. Does it offer similar features for less power? Faster speeds? What is the advantage to the multiblocks? EDIT: Alright, so what everything here has told me, is that the key feature is it looks way better.

Adding onto this, you can use an engineer's hammer to add more input/outputs on the sides of the accumulator/battery blocks. You'll need to use the energy storage from Immersive engineering, as the create A& A accumulator won't connect to IE's wires.

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Magneticraft is another mod featuring tons of Multiblock machines, compared to IE, the aesthetic of MagC is more modern, as in the technology we have today, compared to IE's 1800's-1900's aesthetic, MagC also lets you convert its own power system, which is confusing, into RF, early power is made in similar ways to IE, windmills, thermoelectric, MagC isn't as resource hungry ...

I've been mostly using Enderio conduits, but switched to energy cables from fine stuff (because they are cheaper). For "radio" type of transfer you can also use Energy Laser ...

Even with the manual like 50% of the times I've gotten stuck in a modpack it's been because of immersive engineering. The machine building process is super finicky and doesn't work if blocks are rotated the wrong way, the wrong ...

I'm playing compact claustrophobia and I'm using the small compact machine to store the crusher, but it won't let me interact with it, I can't access the sides that are 3 wide (crusher dimensions 5x3x3, small machine internal dimensions 5x5x5) so do I need to access it from the 3 wide sides, because I need a larger compact machine for that, but to make a larger machine, I need the ...

For example if you create an energy storage, you will need one energy pipe as your input to the storage, one for taking the energy out. ... Immersive Engineering has Wires you can use + conductors. ... The community for Old School RuneScape discussion on Reddit. Join us for game discussions, tips and tricks, and all things OSRS! ...

Since Immersive Uses the Forge Energy API (despite the weird cosmetic label) it should work with any other mod also using Forge Energy. I was using it to charge a Mining Gadget and Refined Storage Wireless Grid in 1.15, and that's post 1.13+ overhauls. ... In the case of Immersive Engineering, the power cell only stores power. What you need is ...

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