Optimising Pipe Usage | Tekkit 2

> Tekkit 2 offers many different pipes and solutions to route items. This page covers the most commonly used pipes and some information on how to use them effectively.

ProjectRed Transportation

Transportation is a module of ProjectRed that adds pipes and chips to the game, enabling automated item routing between inventories and machines.

> Item Transport pipes can only pass items along to another connected pipe. They will **NOT** connect to inventories. At any junction with more than one possible direction, items will travel in a randomly selected direction.

Pipe Connections

All ProjectRed pipes will connect to each other. This means it is important to be deliberate about how your pipes are laid out, as unintended connections can cause items to loop endlessly through your network rather than reaching their destination.

Connections between pipes can be blocked using multipart blocks such as covers, which sit on the face of a pipe and prevent it from connecting to adjacent pipes. This is the most effective way to prevent looping in a ProjectRed pipe network.

Without covers (negative):

Bad pipe setup example

With covers (positive):

Good pipe setup example

The images below show how all ProjectRed pipes connect to one another by default, and how covers placed on pipe faces break those connections to prevent unwanted routing paths.

ProjectRed pipes connecting

Pipe connection obscured by multipart blocks

Logistic Pipes

Logistic Pipes is a powerful item transport and routing system with significantly more control than ProjectRed pipes. It can handle both items and fluids, and supports autocrafting, machine automation, stock keeping, and remote item ordering from storage.

While Logistic Pipes has a steeper learning curve than ProjectRed pipes, the advantages are considerable. They are better for server performance, offer faster and more responsive item routing, and give you precise control over how items move through your system. For a full breakdown of every pipe type, module, chassis, and block, visit the Logistics Pipes wiki.

Autocrafting and Requester Setup

Logistics autocraft-requester setup

One of the most powerful features of Logistic Pipes is the ability to automate crafting through a request-based system. A requester pipe can be configured to request specific items, which are then crafted on demand by connected autocrafting setups. This allows for highly efficient factories where items are only produced when needed, rather than constantly running.

Supplier and Provider Modules

EMC generator setup with logistics pipes

Supplier and provider modules allow items to be moved around in a request-based manner, meaning items are only sent when a request is received rather than being pushed constantly. This gives you precise control over item flow and prevents networks from becoming overwhelmed. The image above shows a simple EMC generator setup using supplier and provider modules to move items around efficiently.

Default Route and Void Chest

Default route to void chest

It is strongly recommended to always set a **default route** pointing to a **void chest** in any Logistic Pipes network. Without a default route, items that cannot reach their intended destination will spill out into the world, which can cause lag and clutter. A void chest set as the default route acts as a safety net, silently deleting any items that have nowhere else to go.

Logistic Pipes offer a huge amount of flexibility for automating and routing items throughout your factory. Take the time to learn their systems and you will find them one of the most valuable tools in Tekkit 2.

Introduction

Introduction

An introduction into Tekkit 2, including how to get started and what mods are featured.

Guide

ProjectE - EMC Guide

An introduction into EMC generation from ProjectE.

Guide

Industrial Craft - Power Production

An introduction into IC2 power generation and power transfer.

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