Tekkit 2

- [Tekkit 2 introduction](#)
- [Tekkit 2 pointers for optimizing pipe useage](#)

Tekkit 2 introduction

Xr8qv7pSRKBAflwa-image.png

Tekkit 2 (from now referred to as T2) is a relatively casual kitchen sink modpack on 1.12.2, similar to both *Tekkit Classic* and *Tekkit Legends* (from now referred to as TL), with Industrialcraft Classic, ProjectE, Buildcraft, Logistics Pipes, and ProjectRed as mods central to progression, making it quite similar to TL. However, it has several differences from TL, including multiple new mods such as Galacticraft and several nerfed features including several nerfs to ProjectE in order to allow for a more complex gameplay experience. Some of the special rules concerning ProjectE from our TL server also apply here, so gifting of items is forbidden and items should not be sold under the minimum price, however, teaming is not forbidden so long as the whole team lives in the same base. Tekkit 2 is available to play on the Technic launcher as an official modpack.

Getting Started

T2 is a kitchen sink pack, so unlike other packs we host such as *Nomifactory*, there is no quest book, and method of progression is largely up to the player. However, one of the easiest ways to get started is to get straight into ProjectE and craft a transmutation table alongside building an EMC farm, allowing for the production of a large variety of items. ProjectE has been nerfed, so a lot more automated crafting is required than on TL as a lot less items have EMC values.

2023-08-16_21.27.47.png

For autocrafting, either ProjectRed pipes or Logistics Pipes are extremely useful, however, it is very much personal preference which to use. Building an autocrafting setup to automate production of items from Industrialcraft is essential, and connecting the autocrafting setup to an EMC farm so that the setup crafts the items from other items which have EMC values allows for an unlimited source of those items even though they don't have EMC values.

Later in Game

Later in game, players have the option to explore many mods including ComputerCraft, Galacticraft and Forestry alongside Binne's addons for Forestry.

2023-08-16_21.24.50.png

ComputerCraft allows players to build automated systems using the <u>Lua</u> programming language. A manual for Lua 5.4 outlining basic syntax and modules can be found <u>here</u>, however, ComputerCraft also adds it's own modules allowing players to interact with the world.

2023-08-16_21.26.48.png

Galacticraft adds several space-themed dimensions (Moon, Mars, Venus, Asteroids and Space Station) which may be accessed by building and launching a rocket. There are three tiers of rockets, each suitable for different destination planets,

2023-08-16_21.27.10.png

Forestry is centred around 3 key types of organisms - bees, trees and butterflies. Each naturally occurring species of these organisms has a set of genes, and breeding different species of the same organism together allows for the production of new species with new characteristics. Binnie's addons for Forestry also add flowers as a fourth organism, alongside new species, tools for genetic modification and several alcoholic or non-alcoholic beverages.

Tekkit 2 pointers for optimizing pipe useage

zunkFEf7m74zt37s-cd1de818-d078-4e51-a7f9-ba221977f8d3.webp

Tekkit 2 offers many different pipes and solutions to route items, we will look at the most commonly used pipes and some information on how utilize them.

ProjectRed Transportation.

Transportation is a module of ProjectRed. It adds __pipes__ along with __chips__ to the game, which allow for automated item routing.

An example of a conventionally bad setup with pipes looping by __not__ utilizing covers.

good.png

An example of a good setup utilizing covers to prevent looping

bad.png

*Item Transport pipes only have the ability to take items that enter it and pass them along to another connected pipe. They will **NOT** connect to inventories at all. In a junction where there is more than 1 possible direction, item payloads will travel in a randomly selected direction.*

All ProjectRed pipes will connect to eachother.

image.png

Connections to other pipes can be obscured by other multipart blocks which is useful to **prevent looping!**

image.png

Logistic Pipes.

The mod is a solid item transport and routing system with many neat tricks. You can use it to automate crafting and machines, keep certain items stocked, and remotely order items from your storage. It can handle items as well as fluids.

While Logistics Pipes may seem a lot more intricate and annoying to use compared to ProjectRed pipes, the advantages are endless in the likes of keeping server

performance healthy, optimized and responsive item routing and most importantly: they offer much greater speed when done right.

Logistics Pipes comes with many different types of pipes, modules, chassis and blocks - this link will take you to the wiki to further explore each part.

2024-05-02_03.53.38.png

Pictured above is a portion of a logistics autocraft-requester setup.

Pictured below is a simple EMC generator setup utilizing supplier+provider modules to move the items around in a request based manner, meaning that it only sends item(s) on recieved request, these types of system offers great stability with the ability to control the flow of items.

image.png

*It is greatly adviced to always have a **default route** set to a **void chest** to avoid item spillage as illustrated below.*

image.png

Logistics Pipes offer endless opportunites to automate and route items in your factory / system, so make something crazy with them and enjoy the freedom they offer.