

# Tekkit 2 pointers for optimizing pipe useage

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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.

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*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.

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