FTB NeoTech Tips and Guide

Hello! This is pikX, and welcome to my tip document for FTB NeoTech. Things will be chronological, much like my FTB Skies Expert Guide document.

If you want the playlist for my guide series for this modpack, you can find it here.
FTB NeoTech- Modern Industrialization Pipe Tutorial

Steam Age

- Like in all balanced modpacks, Clay is an important resource. If you can set up near a Lush Cave, you will be at a distinct advantage.
- If you want Slimeballs early, Aloe is obtainable from Tropical Gardens (most common in Beach biomes).
- Try to limit usage of your hammer until you get exactly 13 Raw Iron. 10 for the Forge Hammer, 3 to make 4 Iron Dust to make another Iron Hammer without wasting extra on ore.
    - Note that doing this in the crafting window uses 50 durability on the hammer per Iron Dust, while doing so in the Forge Hammer only takes 7.5 durability per Iron Dust (as it is a 3 raw to 4 dust recipe).
        - By using the provided Diamond Hammer reward, you can get away with even less durability use, but beware that this hammer is meant for mining with.
- Coal Coke is 4x better than Coal in this modpack, as opposed to the 2x burn time you might be used to.
- Coal Dust can be processed into Coke Dust without needing to be the compressed Coal.
- Gunpowder can be made by mixing Sulfur and Coke Dust, both of which you should have plenty of.
- EMI is your friend! Shift clicking the heart icon on a recipe will set it as the default, you can view the recipe tree for any item, and if you set it to crafting mode, it both tells you the raw inputs and gives a countdown on the left side of the inventory screen as you craft components to tell you what is left!
- Villagers help alleviate a lot of the early grind. Get as many as you can! Especially an Industrialist.
- Boilers auto output steam to their front face, unlike most other single block machines. You can use IE Fluid Pipes for something far cheaper than the MI alternative.
- Your first major automation goal is ore acquisition and processing. Here is a picture of my base:

- In the picture, I have the following:
  - 1 Coke Oven
  - 1 Bronze Water Pump
  - 1 Large Steam Boiler
  - 1 Steam Quarry
  - 2 Macerators
  - 1 Compressor
  - 1 Electric Furnace
  - 7 Steel Barrels (can use other forms of storage if desired).
  - A lot of Item Pipes and Fluid Pipes
- Here is a loose explanation of what I did:
  1. Coke Oven turns Coal into Coal Coke.
  2. Coal Coke is sent by Item Pipe into Large Steam Boiler.
  3. Bronze Water Pump collects water and sends it to the Large Steam Boiler.
  4. Steam is sent to all machines that need it, including the Coke Oven and Bronze Water Pump.
  5. The Steam Quarry uses Bronze Drills in its input item slot. There is a 5% chance it will get consumed per operation. I am currently manually filling it as of this screenshot.
  6. Export of ores into the Chest buffer (only a chest because I had a lamp underneath).
  7. Ores get sent into the first Macerator, then second Macerator.
  8. The output of the second Macerator is sorted by filter between the Steel Furnace and Steel Compressor. Note that Redstone is sent directly to the Barrels.

9. Exports are sent to Steel Barrels for storage.

LV Age

This opens up a lot of automation. And when I say a lot, I mean it. And because you can, you should. Now is a good time to plan your large-scale infrastructure. Before I get into the actual progression, let's discuss logistics.

Items:

1. MI's Item Pipes
    a. These things are absolutely insane. In testing, I'm abusing them as much as possible. Almost my entire base is linked up on one network, much like I would a power network. With proper filtering, you can have everything go everywhere it needs to be. The slow requests and lack of entity rendering help with lag while still allowing for robust automation. They have seemingly infinite range within a network, so you can take stuff from one end of the base to the other super easily. You can also use motors to increase the number of items sent at a time. Shift click with a pipe twice to connect it to an inventory without needing a wrench.

Fluids:

1. MI's Fluid Pipes
    a. Priority-based system that can only transfer one fluid per pipe, and retains its filtering even if the pipe is empty. Extremely high transfer rate. Shift click with a pipe twice to connect it to an inventory without needing a wrench.
2. Mechanical Pipe (Mekanism)
    a. Regular pipe available at Steel. Decent throughput

Energy:

Now, on to the actual machinery. We have a few mechanics at play here to keep in mind. Also, remember that only MI cables can connect to MI machines.

1. Voltage

Unlike IC2 and GregTech, there are no explosive or otherwise dangerous penalties for using the incorrect voltage. LV machines and generators only connect to LV wiring. You will most likely be using Tin Cables (as opposed to copper and silver) for everything because you need to automate them for autocrafting anyway (and Tin isn't all that useful beyond that other than Soldering Alloy).

2. Cable throughput

While there are no dangers to be had with energy, one line of cabling can only handle so much. There are a few ways to address this. The first is to have one dedicated shared line of multiple cables. You can fit up to three different cables in a

single block space, so you can run a line of Tin, Copper, and Silver all together to have triple the power throughput. Alternatively, you can divide your base into different areas, generate power at a high voltage, and use a transformer to power each section at a lower voltage. You will not be able to run an entire base on a single LV or MV network, nor would you want to upgrade literally everything in your base to HV or EV.

In addition, I should make a general section for Transformers. They, as the name implies, transform energy between voltages. The side with the square represents the higher voltage in both directions. Shift right click with a wrench to move the side that the square is on. You can use Transformers in a number of useful ways:

1. Higher throughput- LV cables can only transfer 256 EU/t. This is a lot early on, but meets the standard of exactly 8 LV Steam Turbines. Instead of running 4 LV lines to transfer the power of 32 LV Steam Turbines, you can just run 1 MV line by combining the turbine power.
2. Denser energy production- producing more energy at a higher tier allows you to move more energy and use better generators while having lower tier machines.

So, now that we've discussed how to move things around, now for the actual machines. There are a lot of things to automate. I would recommend:

- Tree farm (using Steve's Carts)
    - Instead of the Basic Cutter you are provided, upgrade to Reinforced.
    - Try optimizing your harvesting by turning Charcoal Blocks into Primal Coal and then Coal Coke!
- Assemblers
    - Robot Arms, Electric Pistons, Motors
        - Analog Circuits
            - All components for them
        - LV Machine Hulls
            - Steel Machine Casings
- Macerators
- Compressors
- Wiremills
- Bronze and Steel Drills
    - Related ore processing
- Pretty much any relevant plates, gears, rods, rings, wires, etc
    - Lubricant

To farm Certus Quartz, use a Swapper to move a Flawless Certus closer to your base.

In addition, you'll want to start using P-Type and N-Type Silicon Plates for crafting as soon as it becomes feasible to automate them.

Drills can of course be automated the long way, but if you're lazy, you can just use the Energy Condenser, as all of them have an EMC value. Unlocking EE4 as soon as possible is very strong.

On the topic of things to unlock, you might also want to rush the Nether and End. An Eclipse Alloy Paxel might take some grind, but it is also super strong.

MV Age

So, you've reached MV. Personally, I would recommend working towards retrofitting all of your automation to this point to MV machinery. It should hold you for the following ages for the most part, as by the time you reach HV and EV, you will likely want more dedicated crafting rooms for things (like circuits) anyway.

Aluminum is a key material you'll want a lot of moving forward, and a better source of this is something you'll pretty much want to work on first thing. I highly recommend setting up bauxite, emerald, lapis dust all into electrolyzer as early as possible as they take a long time to process & almost everything from processing them is required later down the line.

Polyethylene from processing sugar solution is VERY SLOW (as you'll quickly realize) and you'll need a decent amount going before moving on to HV circuits. Eventually after HV you will unlock access to a better way of gaining ethylene skipping this process so keep that in mind (Multiblock distillation tower).

Certus Quartz is fairly easy to automate with an Advanced Block Breaker and Celestigem Pickaxe. Optionally enchanted with Fortune. You can power a Crystal Growth Accelerator with just one Crystal Resonance Generator.