

Ore Genesis - Standardized ore, gems and various materials. May include fossils and other objects buried beneath the earth over time. Interfacing with BoP for ore and fossil gen. Might possibly add more realistic oil generation in deep ground level. Possibly methane gas pockets that could be harvested with a new gas harvesting block. Methane could be lit by any source of fire, would include torches. Each block of methane has 2 times the explosive radius of TNT. Ore generation in the config should have a setting to toggle realistic generation which restricts ores to biomes and they spawn in realistic quantities. In some cases this will greatly increase the difficulty of acquiring diamonds and other items. Interaction with BoP and BiomesXL is a must. Possibly a gas harvester to get noble gasses out of the atmosphere? Alloy support is also needed.

Ore:

- Aluminum
- Copper
- Ferrous Iron
- Lead
- Nickel
- Palladium
- Platinum
- Rhodium
- Silver
- Tin
- Tungsten
- Zinc

Gems:

- Aquamarine
- Apatite
- Jade
- Malachite
- Onyx
- Opal
- Ruby
- Sapphire
- Tanzanite
- Tigers Eye
- Topaz

Fossils:

- Index Fossils
- Trace Fossils
- Full body Fossils

Gases:

- Methane