

Thermal Logistics 0.3

Hello, people of the internet! My name is Astavie, and I am proud to announce Thermal Logistics version 0.3

This document will tell you how to update to this version from 0.2 and what new features there are in this new version.

So let's start with the most important feature of them all:

The new crafting system

Instead of requesting crafting jobs on the fly, terminals and requesters now request everything from crafters ahead of time. This will not only increase the responsiveness of large crafting jobs, but it will also allow the terminal to tell you exactly what it's missing.

However, a big downside of this new system is that it is completely incompatible with the old system, which means that all crafters will forget what they were doing when you update your save file. What I just said is very important, so let me repeat it: *all crafters will forget what they were doing when you update your save file*. So when you update your save file, make sure you do these two things:

1. Make sure all crafters are idle, turn them off if need be
2. Make sure all machines attached to crafters are empty

If you don't, your world *won't* crash, but machines might get filled with too many items. This is the second time I've overhauled the crafting system, and this time it should hopefully stick.

Recipes and linked crafters *do* get successfully transferred between 0.2 and 0.3

The new terminal



The GUI of the terminal has changed a bit, as it displays more slots than before! The amount of slots varies between window and GUI sizes.

To request an item, you click on the item above, type in the amount you want, and then either press enter or click on the right arrow button. If you shift-click on an item, the amount will default to a stack of that item. If you left-click on an item, the amount will default to 1. If you right-click on an item, the amount will be empty.

As previously mentioned, it also tells you when a crafting job can't be fulfilled, listing any missing items.

Lastly, there are some new options in the upper left-hand corner regarding autofocusing the search bar and JEI synchronisation.

The new crafter

Crafters have gotten a whole bunch of new functionality, so let's take it one step at a time:

[illegible]

Speaking of linking, that has also gotten an update. Instead of a separate tab for linked crafters, each recipe now has its own set of linked *recipes*. To link, you now click on the link button with your network manager to link two or more recipes. If you need to link a whole bunch of recipes at once, there is now a new “bulk linking mode” on the network manager for it that functions like the regular “linking mode” from 0.2 (it will link the 1st recipe of crafter A to the 1st recipe of crafter B, the 2nd recipe of A to the 2nd recipe of B, etc.)

Finally, there are the input and output tabs. These tabs give a peek into the internal memory of the crafter. The input tab tells you what the crafter is requesting and where it expects it to come from, and the output tab tells you what the crafter expects to output. Disabling and re-enabling recipes resets this internal memory, should anything go wrong.

Hardened crafter



Inside the hardened crafter, you can see a new button at the bottom: whether or not recipes should be processed in series or in parallel. To explain the difference between the two, let's look at the Induction Smelter from Thermal Expansion and the Crafter from RFTools.

The Induction Smelter can only handle one recipe at a time, so it should not get inputs from multiple recipes sent to it at once, as it might get stuck if you do that. That's why 0.3 introduces the option to process the recipes in *series*: it will only process one recipe at a time until that recipe is done, after which it will move on to the next recipe. The current recipe will be highlighted in green.

The Crafter from RFTools is different. It *can* handle multiple recipes at once, and so you might also want the crafter to send all inputs from its recipes at once. To do so, set up the crafter to process the recipes in *parallel*. This used to be the default behaviour in 0.2

Reinforced crafter



Finally, there is sometimes the problem that a crafter sends too much of one item into a machine, and that there is then no more room left for the other inputs. To remedy this, there is now a new option in the crafters: max stack size. This works the same way as it does in the retriever and requester: it limits the number of items it will send into the machine per item type.

That was it. Have fun!