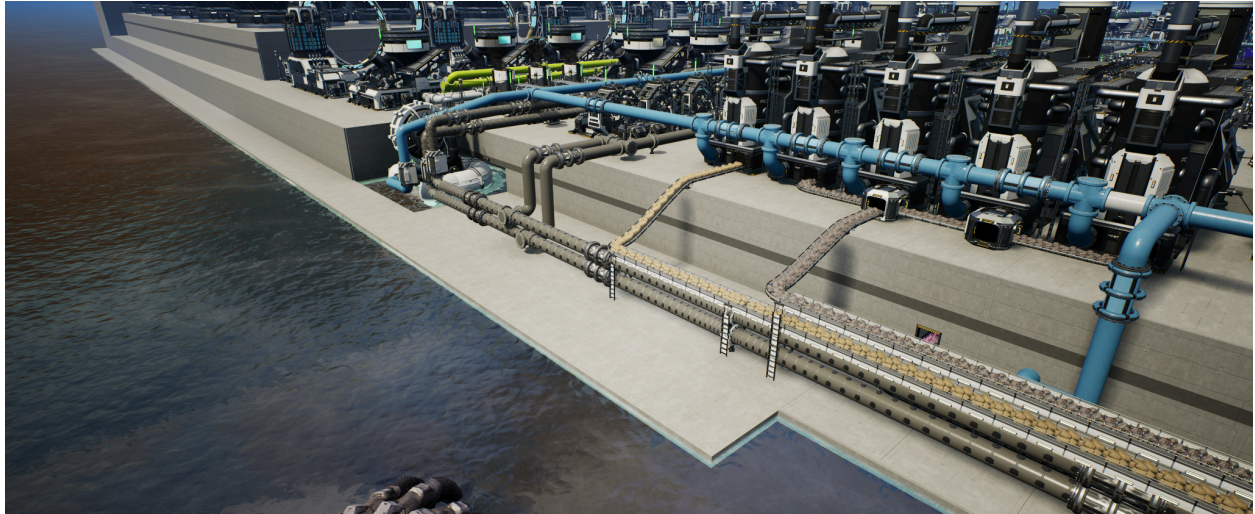


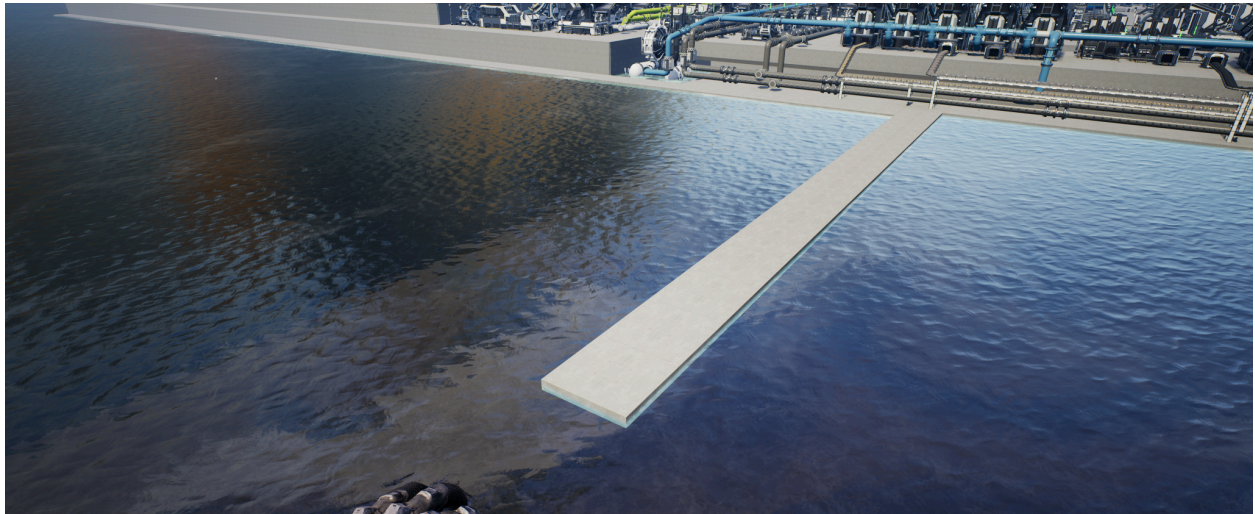
Blueprint Instructions

Pasting a copy of Nuclear Factory

Starting with the back corner of the existing factory you want to past next to, snap a line of new foundations next to the existing foundations. You will need a line of 63 foundations, like this:

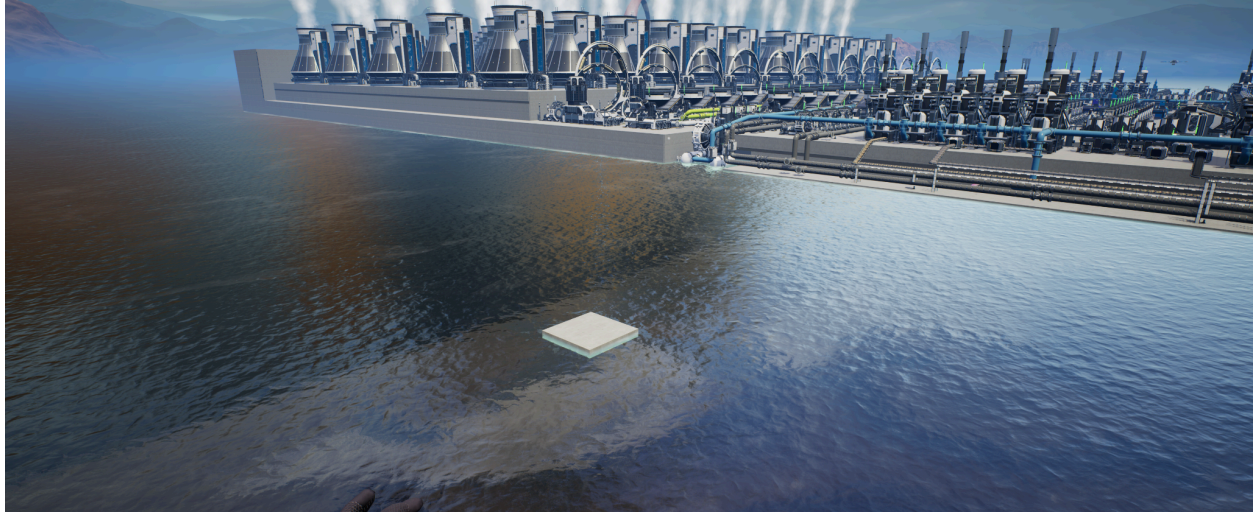


Then make another line of foundations straight out from that 63rd foundation. Add a total of 14 foundations in a line, like this:



NOTE: By adding 14 foundations out from “foundation #63”, the total length of this segment is 15 foundations, counting “foundation #63”.

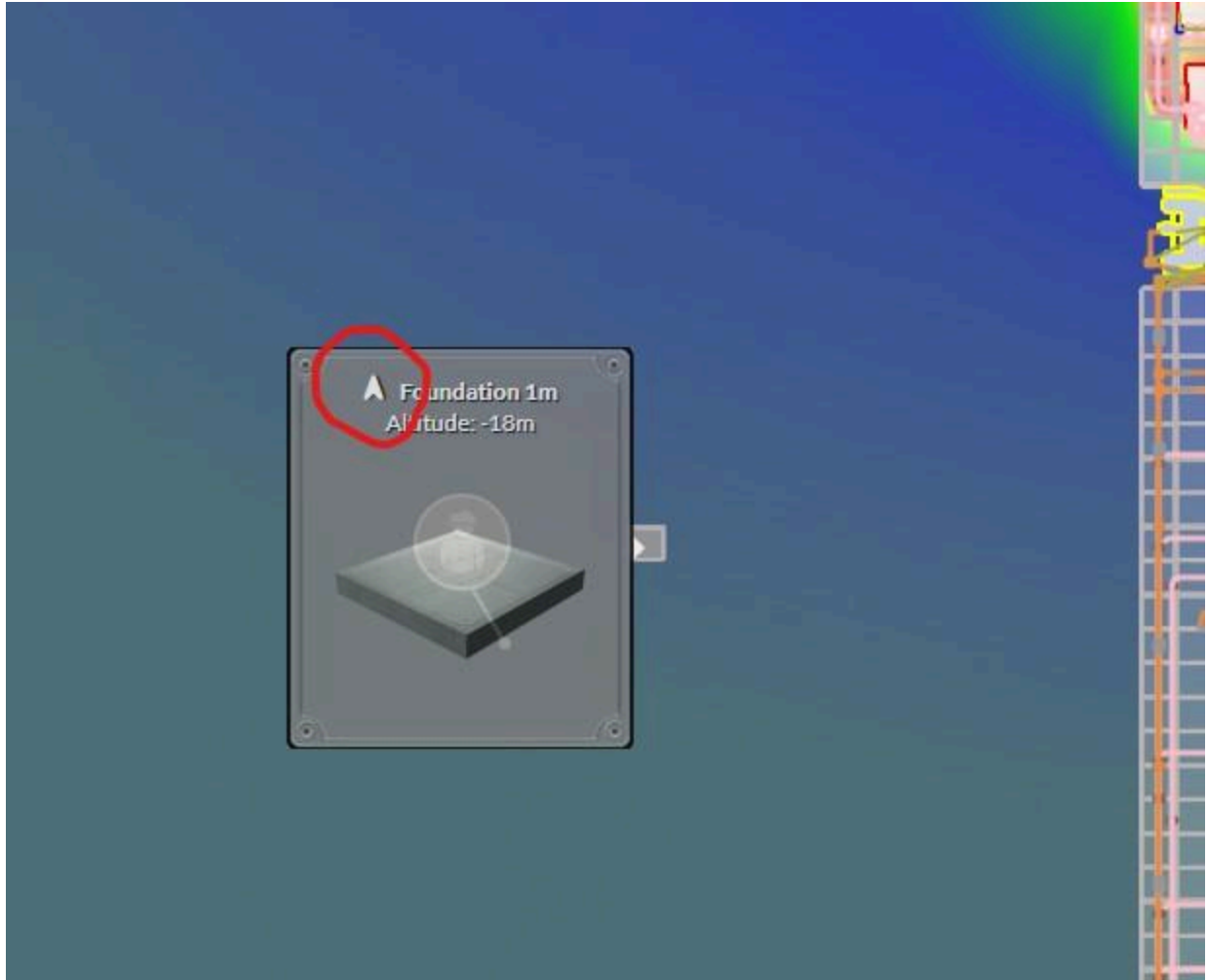
Now delete all the foundations you just added, except for the last one at the end:



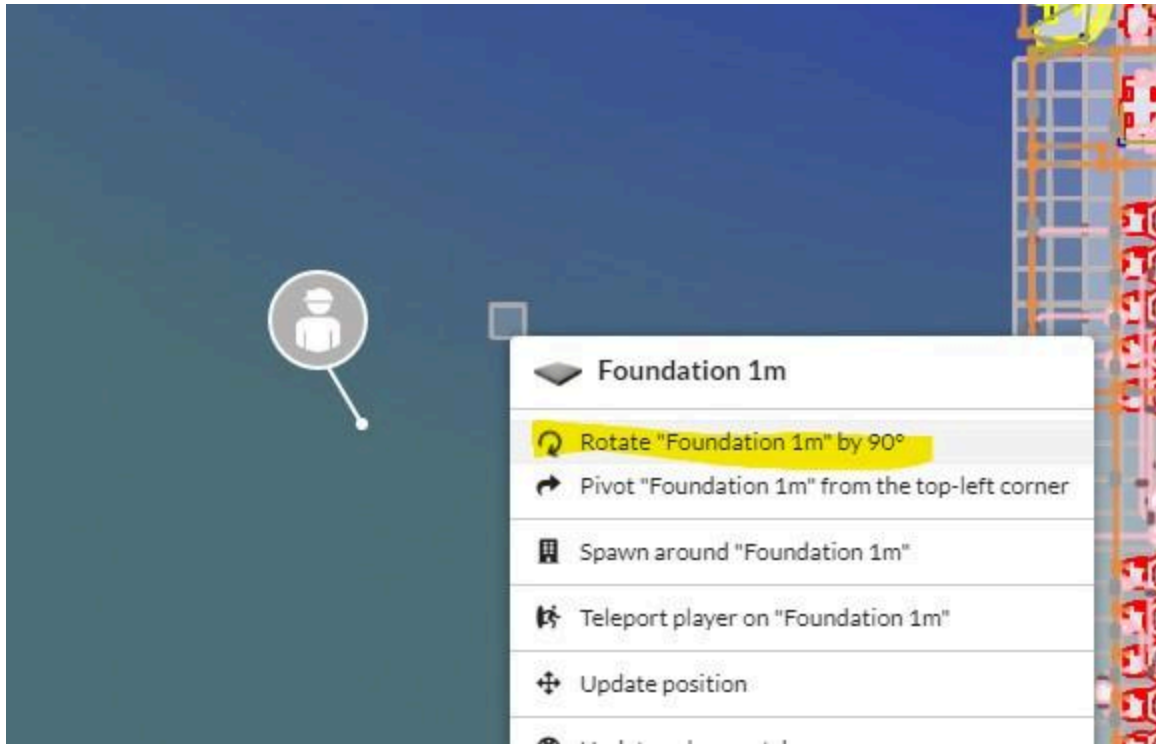
NOTE: This will be your “paste foundation”. Placing it here will leave zero space between your new factory and the one next to it. If you want to have space between, just add more foundations to the left, at the end of the 14 you added above.

Save your game, and import the save file into Satisfactory Calculator Interactive Map.

Ensure that your new “paste foundation” is oriented straight north:



If it is not oriented north, right click on it, and click "rotate foundation by 90"



Repeat this until the foundation is oriented straight north

Next, right click on the foundation, and click “Update position”. In the following dialog, set the “Z” position value to -2700

Position

Negative offset will move X to the West, Y to the North, and Z down.

NOTE: A foundation is 800 wide.

X

-8M	-2M	-4M	-1M	<input type="text" value="-276166.03125"/>	+1M	+2M	+4M	+8M
-----	-----	-----	-----	--	-----	-----	-----	-----

Y

-8M	-2M	-4M	-1M	<input type="text" value="-291337.25"/>	+1M	+2M	+4M	+8M
-----	-----	-----	-----	---	-----	-----	-----	-----

Z

-8M	-2M	-4M	-1M	<input type="text" value="-2700"/>	+1M	+2M	+4M	+8M
-----	-----	-----	-----	------------------------------------	-----	-----	-----	-----

Pitch (Angle between 0 and 360 degrees)

-	<input type="text" value="0"/>	+
---	--------------------------------	---

Roll (Angle between -180 and 180 degrees)

-	<input type="text" value="0"/>	+
---	--------------------------------	---

Rotation (Angle between 0 and 360 degrees)

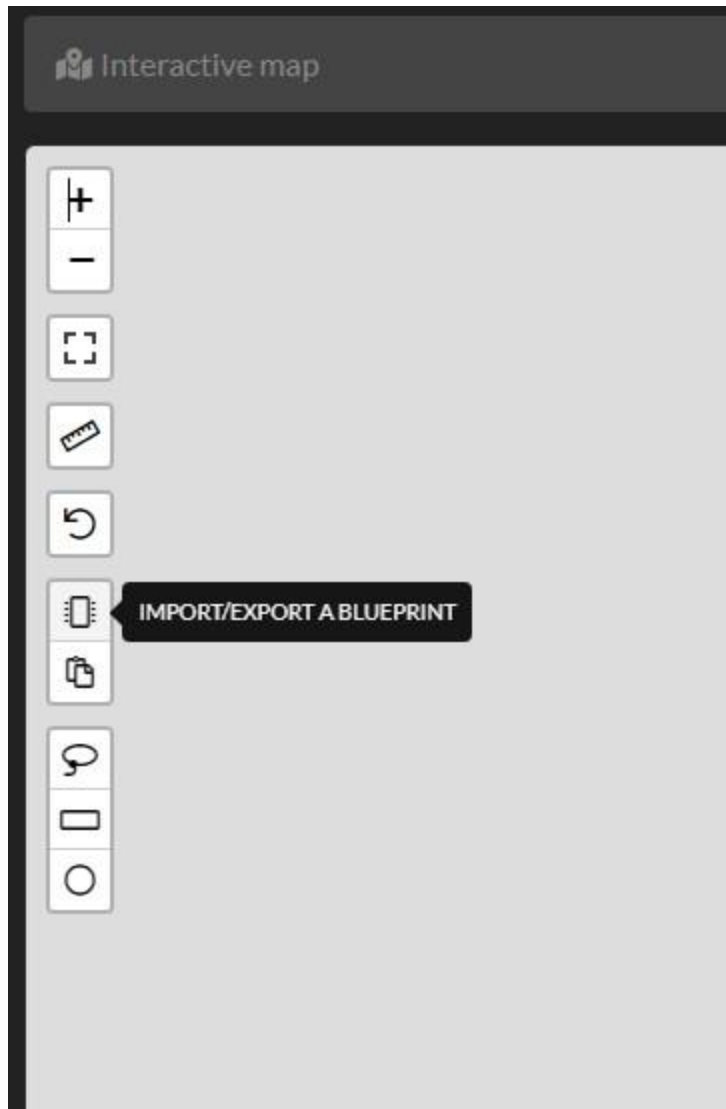
-	<input type="text" value="0"/>	+
---	--------------------------------	---

CANCEL

SUBMIT

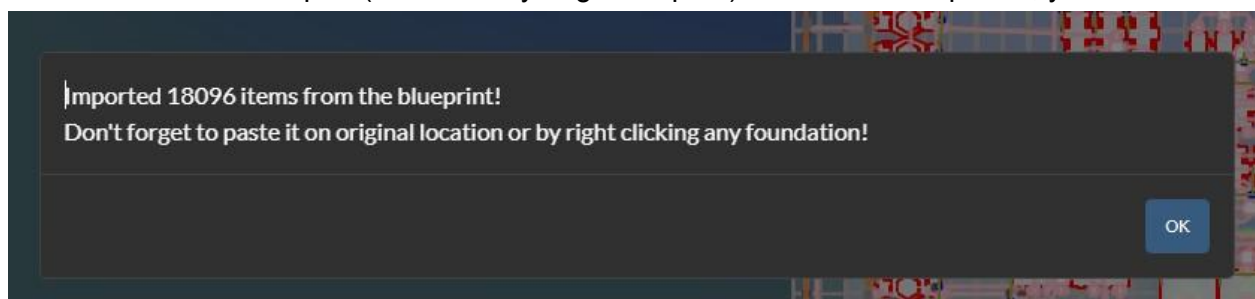
Now you have a foundation you can use to paste the blueprint onto.

Click the "Import Blueprint" icon on the left side of the interactive map



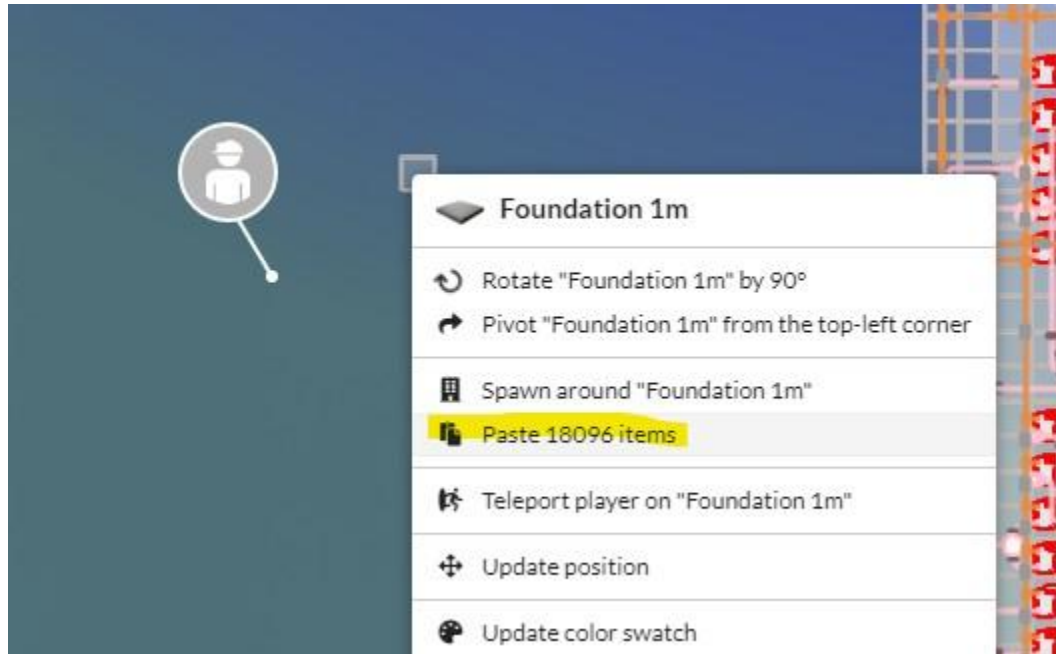
Navigate to the location of the blueprint file you downloaded, and choose that file.

It will take a while to import (this is a very large blueprint). When it has imported, you'll see this



Click OK

Right click on the foundation you will use for pasting the blueprint, and then click Paste XXXXX items



In the dialog that pops up, just accept the defaults and click SUBMIT. X Y and Z offset boxes should read 0. "Paste position" dropdown should say "Bottom of pasting object..."

Offset clipboard center

Most of the time, the clipboard calculate the center of your selection correctly. If not you can use the offset to move it.

X offset

-8M	-2M	-4M	-1M	0	+1M	+2M	+4M	+8M
-----	-----	-----	-----	---	-----	-----	-----	-----

Y offset

-8M	-2M	-4M	-1M	0	+1M	+2M	+4M	+8M
-----	-----	-----	-----	---	-----	-----	-----	-----

Z offset

-8M	-2M	-4M	-1M	0	+1M	+2M	+4M	+8M
-----	-----	-----	-----	---	-----	-----	-----	-----

Paste position

Bottom of pasting object, then delete center object

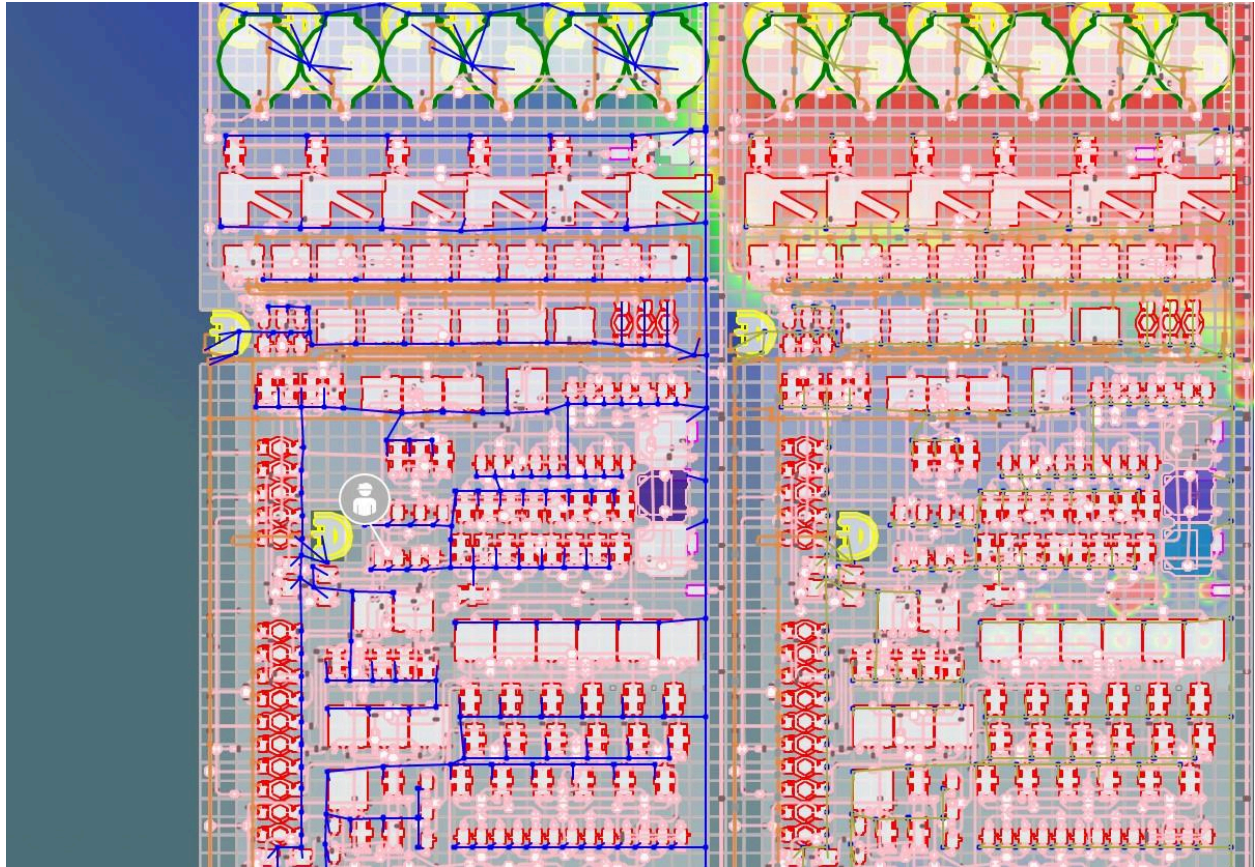
Colored foundation helper

No foundation helper

CANCEL

SUBMIT

Again, this might take a while to paste and re-render the interactive map, but you now have a copy of the blueprint pasted right next to the existing factory.



NOTE: This method leaves no space between the factories. If you want to leave space between them, just adjust the number of foundations out to the side when you place the “paste foundation” in game. For example, if you want 1 space between the two copies, just add one more foundation to the end of the row (build 15 foundations instead of 14 as described above).