

Does BuildCraft work with joules?

Yes, Buildcraft 1.11+ only works with its own Minecraft Joules (MJ) power system. There may be a power converter in the modpack, but those are generally poorly balanced and an affront to the unique power system's authors' intentions. FE, RF, IF, and a few other labels are all using the same power system, the Forge Energy API.

What is BuildCraft in Minecraft?

What is BuildCraft? BuildCraft is a very big mod that allows for automation in Minecraft. The biggest additions of BuildCraft are Pipes and MJ (Minecraft Joules). Pipes can be used to transport items, liquids, and even MJ. MJ is used to power BuildCraft and BuildCraft-compatible machines.

How does a BuildCraft engine work?

Each has various strengths and requirements to function. In previous versions of Buildcraft, engines output power in terms of MJ/t (Minecraft Joules per tick). One second is equivalent to 20 ticks (assuming no lag). Knowing how much MJ/t an engine generates or a machine uses is key in creating the best energy network.

How many engines does BuildCraft have?

BuildCraft's three engines, (from left to right) the Redstone Engine, Stirling Engine, and Combustion Engine. Engines are used to produce energy. There are three types of engines: Redstone Engine: Cheapest engine that produces the least energy.

Does BuildCraft use IC2?

IC2 is still generating EU energy, BuildCraft's stuff consumes MJ energy, but the Electrical Engine from Forestry converts into RF... The Electrical Engine connects to my IC2 wires, but it does not connect to any BC component like Wooden Conductive Pipe or Quarry.

What is BuildCraft mod?

This page was originally created by ShneekeyCraft. Other contributors can be found on the credits page. BuildCraft is a very big mod that allows for automation in Minecraft. The biggest additions of BuildCraft are Pipes and MJ (Minecraft Joules). Pipes can be used to transport items, liquids, and...

BUILDCRAFT DOES IT WORK WITH OTHER POWER SYSTEMS



I was inspired by Yogscast's mod spotlight on the Technic Pack to build a proper function nuclear power plant. It only uses the functionality of BuildCraft and IndustrialCraft. I decided to do a constantly applied external cooling system as in my mind that's more realistic compared to proper nuclear reactors.



But then it added alternatives to Buildcraft pipes, ducts, and slowly became more popular than Buildcraft itself. It split itself off, and created RF, its new power system. Because Thermal was so popular at this point, more mods adapted RF instead of other systems, like MJ's. Forestry, Railcraft and Buildcraft itself came to use RF.

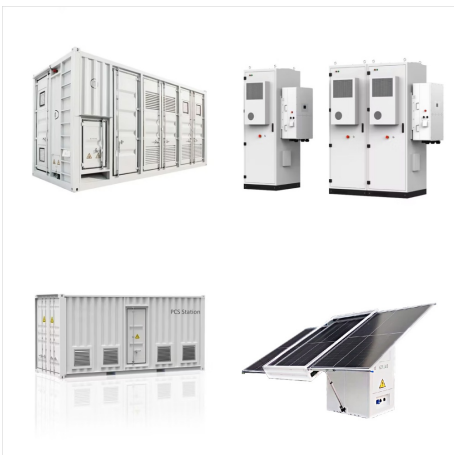


If so: If there is no power converter mod in the pack that converts FE to MJ, then no, there is no way to power the buildcraft machines outside of buildcraft engines. That is an intentional design decision by the buildcraft devs. You can either make buildcraft power, or find a ???

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RF was Thermal's power system, although it arose from Buildcraft's MJ. (Google says 1 MJ is 10 RF, and I believe that's still accurate) Thermal mods were pretty much king in 1.7.10. Almost any new mods using power, especially if it wasn't a standalone mod, would use RF, although it wasn't too uncommon to see EU and MJ accepted as well.



Thermal. They are different mods. Buildcraft works with MJ, which is incompatible with RF / other types of power. MJ only works with Buildcraft. The BC does not even have furnaces or some form of turning the ores into material to be used in crafting. Thermal has many more useful machines. The strong point of the BC, in my opinion, was the Quarry.



Most of the other mods that "compete" with BuildCraft try to find new ways to do everything. Buildcraft isn't a do-everything mod. It invented oil in Minecraft, but it's not a power generation mod. It's a building mod, so it doesn't try to compete with mods like thermal expansion. It's not a resource generation mod.

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Does anyone have a concrete way to transfer power from Immersive engineering cables and power generation tech to Buildcraft machines? I've been trying the "Energy Converters" mod along with kinesis pipes, cables etc and so far nothing ive done works. All the information ive found so far in unhelpful or for other mods that dont work for it.



Plan and track work Discussions. Collaborate outside of code Ideally my solution to this problem would be that buildcraft machines would just use any power system plugged into them. I know this is probably not going to happen so my other solution would be that buildcraft would include it's own power converter block since a lot of mods just



Buildcraft, for better or worse, hasn't been around in a good while (and most mods have since moved to a unified power system based on FE/Forge Energy). There are lots of mods that can do the same sorts of things buildcraft could do, though. For ???

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* More useful liquid handling system * More useful power transfer system (Although both of these are possible with redpower by moving buckets or lapotron crystals around in ender chests) So basically, I suggest using buildcraft if you want a lava pumping system into geothermals, or if you want to wirelessly send IC energy. That's about it.



A good example of this would be a frame quarry that uses Buildcraft's Mining wells. Most of these contraptions work off of one energy system. With Buildcraft now moving back to MJ that means builds like this now have to accommodate 2 separate power systems. One could argue that, well its more complexity and more game play.

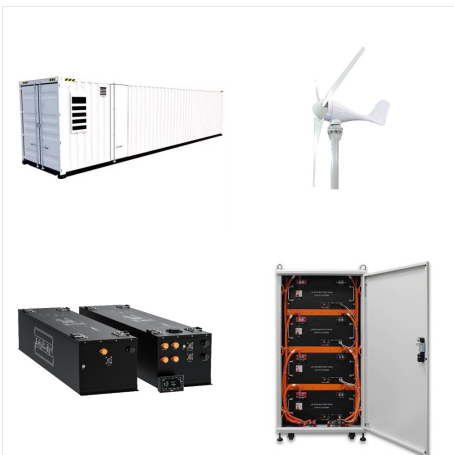


So, you've just installed BuildCraft and successfully started a new world, but you're asking yourself, "What do I do now?" Well, this tutorial is here to help! Follow along as we journey into the wonders of BuildCraft! If this is too complicated for you, try reading this tutorial instead. As mentioned, engines are required in order to power your BuildCraft machines. The simplest and ???

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BuildCraft is the oldest Minecraft mod which revolves around automating tasks. Its best known for its machines and pipe-based transport systems, which are all powered by engines. Uses. BuildCraft has two main uses: the moving around of items via pipes and engines, and digging, pumping and mining with various machines. The BuildCraft mod really



You are incorrectly assuming that MJ from Mekanism are the same as MJ from Buildcraft. Mekanism has his own power system called Joules. That's why, in UI you would sometime see J on MJ, as Mekanism Joules. Buildcraft's own power system is called Minecraft Joules. For Buildcraft you would also see then MJ in UI, but those are different power



Having a buildcraft power grid is an incredibly useful investment. It allows you to quickly set up new projects, save resources with a central hub allowing you to finely control the amount of fuels used and power supplied. There are many reasons to create a Power Grid, but first it is important to consider all of your options. Power grids can be extremely big and can be ugly, and if you ???

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But that's just it. Potential energy is just as much energy as electricity is. Energy can be defined as the the capacity for work. Even if you don't like that, you must remember that batteries themselves represent potential energy. So regardless of ???



Buildcraft has gone back to using its own power system (MJ), so you have to use Buildcraft's generators to run it, or use a rare power converter that directly goes against the redesign. The Buildcraft quarry breaks every block, one after the other, top to bottom.



BC is indeed Buildcraft. MJ was Buildcraft's original power system to run its machines, called Minecraft Joules if I remember correctly. It's produced by the engines in the mod. RF is Redstone Flux, a power system created by Thermal Expansion's creator that was and still kinda is the "default" power system for most tech mods.

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IC2 has machines for ore doubling, and its own power system (EU). It does NOT have any kind of item piping / transport so needs to be coupled with some other system to automate. IC2 has automatic mining thats a lot cleaner than a quarry. But it really needs to be paired with buildcraft as its own water and lava pumps are useless.



I got started in my world, rushed getting a quarry, set up an Actually Additions canola-fired power generation scheme, and hooked it all up using galacticraft wire. The problem I'm having is that though the quarry will work with a BC Stirling engine, the quarry will only connect to buildcraft pipes and not to galacticraft wire.



Since these are non-BuildCraft items and are a bit trickier to make, this tutorial does not go as in-depth into these items, but these are another solution to the problem of cooling, and oftentimes a more efficient one. Activation . Our generator system is now ready to go, and nice and safe. All we need to do is prime it, and turn it on!

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Follow these steps if you want to Convert Power.
How do I Convert Power? Replace ???? With the right Unit of Power, IC2C= LV,MV,HV,EV,IV
Buildcraft= MJ EnderIO, Industrial Foregoing, Thermal Expansion, GalacticCraft, RailCraft= FE (RF) but use FE AE2= Use the Energy Acceptor provided by AE2 itself.



Pumps are used to collect Oil, water and lava, and transport it into Tanks or directly into Combustion Engines. They were first introduced in Buildcraft version 2.2.0. Pumps require Steam Engines or better to power them properly, or 2+ Redstone Engines connected directly to the Pump to work at a reduced rate. Pumps are the only machines that can be powered by ???



BuildCraft is one of the few ancient Minecraft mods which has made it through almost 4 years of modding up until the present day, as well as many changes of the maintainer/developer team. In this post, I'd like to briefly discuss the history of it and my design views. Please note that if you want to read up on the recent history of BuildCraft (1.6.4-1.7.10), ???

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As much as I love BC for its piping system (I love to tinker with it, not for item transportation and sorting but for some other fun stuffs), the power storage system is pretty much non-existent to say the least. It isn't a mod made for storing energy, that much has been said, so leave it at that and stop trying to convince people it is otherwise.

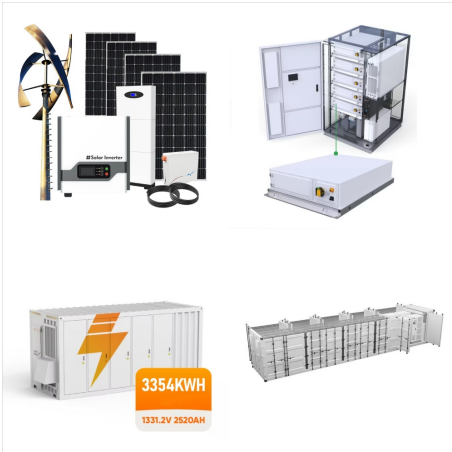


Personally my memories of Buildcraft are from a similar timeframe (1.5-1.7-ish), and I mostly remember the pipes being tedious to use and not great for performance, the quarry being about as server unfriendly as a quarry could be (there's a reason block swapping or simply spawning in resources is standard now), and the power system's unique



Flux Networks does conversion between various power systems but probably not MJ yet. And that's the problem right there, it'll take awhile for new MJ to get support from other mods, if it ???

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As of Buildcraft 2.0.1 there is the option to use pneumatic engines to power the various machines in BuildCraft. Engines may be picked up by breaking them with a stone pick or better. The energy output from an engine only occurs on the top side. Engines can be rotated if they are not facing the right way using a wrench. When right clicked with a wrench, an engine will automatically ???



Buildcraft, starting in 1.12.2, went back to using Mj as a power source and no longer accepts RF, IF, Tesla, EU or any other power. You will need to either use the buildcraft engines or find a mod that can convert to MJ.



I installed IndustrialCraft into my BuildCraft game, as I would like to have electric (or some other renewable energy powered) engines using the IndustrialCraft power running my buildcraft custom sized quarries to extract resources for equivalent exchange to convert into building materials. Do these mods work with each other?