



Recently updated to new DE in a SF 3.0 Base.
Updated all dependencies, started testing the reactor in a creative world. Spawned reactor into the beneath and over-stressed to meltdown. After the initial small explosion, the game slowly la



Versions:
Draconic-Evolution-1.10.2-2.0.3.137-universal
BrandonsCore-1.10.2-2.1.1.61-universal
forge-1.10.2-12.18.2.2125-universal
Issue:
Everytime after a server reboot, my energy core is losing all of his energy
Screenshot: <https://>



Draconic Evolution is a mod that adds some extremely expensive high tier items to the game.
76.2M Downloads | Mods Energy; Energy; Storage; and Weapons; Storage; Ores and Resources; Structures; Main File 1.12.2. Draconic ???

DRACONIC EVOLUTION 1 10 2

ENERGY STORAGE



Draconic Evolution : Energy storage; Draconic Evolution : Craft related to the merger; Draconic Evolution : Evolution; All objects added by the mod. Download Draconic Evolution. ??? Draconic Evolution ??? Last version; ??? Draconic Evolution ??? 1.18.2; ??? Draconic Evolution ???



Draconic Evolution is a mod that adds some extremely expensive high tier items to the game. 75.4M Downloads | Mods Energy; Energy; Storage; and Weapons; Storage; Ores and Resources; Structures; Main File 1.12.2. Draconic ???



Draconic Evolution is a mod created by brandon3055 originally for the TolkienCraft modpack by GreatOrator. It adds new powerful tools, machines, and items. The mod's content is based around its ore block, Draconium Ore. This mod uses the Redstone Flux API for its energy systems. The mod adds rituals, research, and in-game documentation. Draconic Evolution has often been ???

DRACONIC EVOLUTION 1 10 2

ENERGY STORAGE



Draconic Evolution's solution to power storage, the energy core, stores more energy than any other feature I have seen in any other mod, so say goodbye to completing tech progression in a more interesting tech mod to store your energy. DE's progression is also very boring and very tedious. Mining for hours and hours, or flying around in the end



High tier energy storage (RF) And much more with new features being added in each update. This description really needs a massive overhaul but at this point, I'm pretty sure most of you know what DE is all about. If you're new here then just search for Draconic Evolution on google or and you will find everything you need to know.



I'm having the same problem. Using a Flux Point on a Tier 7 Energy Core, the Energy Core wont store more than 2.147 B RF (0.1%) . I tried putting an ender io energy conduit between them but then I get no transfer at all. I get the same result if I ???

DRACONIC EVOLUTION 1 10 2

ENERGY STORAGE



Nor Actually Additions, nor Refined Storage, nor Mekanism. There are red beams connecting the Wireless Energy Crystal to the machines yet they're not getting power. The Energy I/O Crystal / Pylon it's connected to is set to Output. So it should be working. >.< Oh and the Energy I/O Crystals aren't accepting power from the Extreme Reactors power



I've just setup a Tier 7 energy core for storing my solar energy, and after reaching 0.01% (2.147B) RF, it stopped charging, even though it's consuming the energy. Base information. Minecraft ???



I'm using Creative mode to attempt to find all the pieces for the reactor, and they are all there except for Basic Energy Cubes to power the reactor And Cryo-Stabilized Fluxducts to direct ???

DRACONIC EVOLUTION 1 10 2

ENERGY STORAGE



I then place Wyvern Energy I/O Crystals on the end of the fluxducts to send it to my storage capacitor but the energy doesn't go into the crystal unless I put something like an Ender IO capacitor bank in between but that limits the rf/t.

Draconic-Evolution-1.10.2-2.1.2.245-universal. I'm happy to add more information if there is anything