What is skyfactory 3?

SkyFactory 3 is a Feed The Beast and CurseForge modpackcreated by Bacon_Donut as an official FTB Pack. It is Skyblock-themed; the player starts in a void world,but has the chance to expand through using Ex Nihilo Adscensio and other mods. It contains 195 mods. The goal is to complete all achievements given through the achievement book.

What's a good generator for Sky Factory 3?

Dynamite generatorsare really good in sky factory 3 as you have lots of gunpowder early on (not sure if they are called that but they use gunpowder). Solar panels are nice to,I've got a few around a flux plug that powers stuff. Lava generators are your best bet early on but require a bit of building to be automatic.

Can lava be used in skyfactory 3?

u/DolphinsInMechs posted a while ago saying,"Since Skyfactory 3 is a 1.10.2 modpack it uses rf as its energy system For rf generation in skyfactory 3 you could use lavain a magmatic/lava generator,some kind of furnace generator,death generatoir,and solar just to name a few. For rf transfer I would use ender io energy conduits."

Based on your usage of Refined Storage names, and saying "a external storage into the disk drive," I think you misunderstand how the mods work. First off, an ME Drive's inventory is 10 slots, and only holds ME Storage Cells.

SKYFACTORY 3 SELF EXPANDING ENERGY STORAGE

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What would be the best way to store a couple trillion of rf in the easiest way possible. The server that I play on disallows draconic energy cores, crafter tier 1-3, and Refined Storage crafters. I currently use mechanical crafters. I currently use Vibrant capacitor bank for ???

Sky Factory starts the player in the void with nothing but a tree and a *single* piece of dirt between you and certain death! Version 3 adds a variety of new mods to the pack and gives the player much more choice than ever before. Pick up your achievement book today and ???
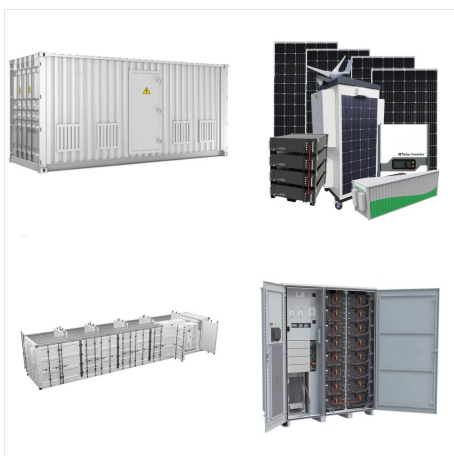
I generally prefer to use solar for power generation in mod packs but it seems to be very lacking in Sky Factory 4. I was seeing a lot of people say that gas power was the way to go, but I opted for upgradable combustion generators and culinary generators with 2 bonsai pots + blue mulch + apple trees on top (and item tubes/filters).

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Expand user menu Open settings /r/Save3rdPartyApps/ to see why, sorry for the inconvenience. We will be up again shortly. This is a subreddit for the SkyFactory modpack for Minecraft. You may discuss, report bugs and share content here. End Game Best Storage (SF4) Question What is the best End Game storage for SF4,i am almost done with

Also, there is a bug with Flux Networks in 1.10.2 where flux points can only transfer up to ~2 million RF/t when directly connected to the draconic energy storage (or at least I encountered that bug). The fix is to connect a flux point to EnderIO capacitor banks and connect said capacitor banks directly to the draconic energy storage.

Currently I"ve got my Refined Storage setup in a fairly confined space, and I plan on moving it and expanding. Here's an image of my current setup. What I"d like to do is set it all up so that I have room for more Disk Drives (not a problem), but also get the solderers automated with the crafters, which I"m not sure about.

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The issue is we can only seem to find the ender energy conduits from Ender I/o which can only handle 20k RF/t. We were wondering what the best cables would be and from what mod if i need to add it? We plan on expanding our power to much higher then what we have now.

15 votes, 15 comments. true. fluid export and imports are really useful, and they can interact with smelteries, but only interact with the drains, and it works both ways, in and out. for me, some Fluids don''t interact with my ingot formers (resonant ender, destabilized Redstone, and liquid Seared Stone) also, I recommend looking into fission and fusion from nuclearcraft, it produces ???

Hiya all. I have been really enjoying Skyfactory 3. I have a mid level (I think) Refined Storage system set up. On my mob spawner I am using the "Advanced Item Collector" from Random things mod to collect my drops. The collector is dumping into a small crate from actually additions. I have

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If you don"t have a direct output for the energy through a flux point, doesn"t that just mean you consume more energy than you are producing or there is nowhere for the energy to go? I notice that you"re showing a capacitor bank: did you set the storage to the same network? I noticed in your original image, the storage was uncolored.

Thermal Expansion dynamos all produce 80RF/t - differing dynamos and fuels merely change how long the fuel burns for. Dynamos do (however) support augments, so you can boost the output of a single dynamo up to 8x with a T3 power output augment. as well as an super cool expandable generator which produces energy from nothing, but is quite


Well, the title is self-explanatory, looking for the best/most optimal power production in SkyFactory One (1.16.5). This is what I comeback too after taking a break from playing sky factory 4 with my friend upvotes Factorio's 2.0 update will include ???

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Energy Storage Core can only store INT_MAX rf at most. #953. Closed covers1624 mentioned this issue Nov 21, 2017 [1.12.2 Nothing inputs any more energy into the core for me. I play on Sky Factory 3 on the latest version as of typing this; version 3.0.15 . Each setup I made, I insure Input/Outputs were all set up in the right directions
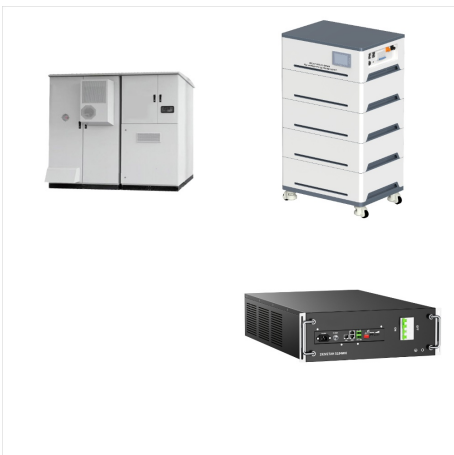
I just found out that the best way to create extremely fuel and rf efficient max sized reactor is to use them as an actively cooled reactor with turbines without trying to build the fully ???
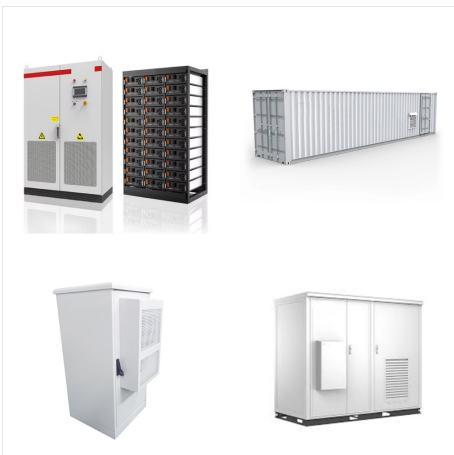
Make a massive energy storage (hopefully from Mekanism induction cells) or normal high capacity banks or Duracells. Maybe one of the most simple ones are integrated dynamics batteries that reach up to 600m RF capacity more or less, connected in series with Cyclic's Energy Extraction cables or thermal dynamics fluxducts (hopefully cryotheum ones

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Hey guys! So I was working on a project to achieve 1b/RF a tick in Sky Factory 3 but it doesn"t work. I got the idea was from Ssundees Sky Factory Episode (35). I followed all the steps in the video, but it only worked once. And that one time it worked, it produced 250M RF/tick for like 10 seconds, then it stopped and now it doesn"t work.


Storage crates are the cheapest early storage option. They"re similar to storage drawers but lack a drawer controller. Instead you have shipping containers that will hold up to 27 storage crates. You can attach a storage link from your simple storage network on to the shipping container and you"ll see everything stored inside on your network.

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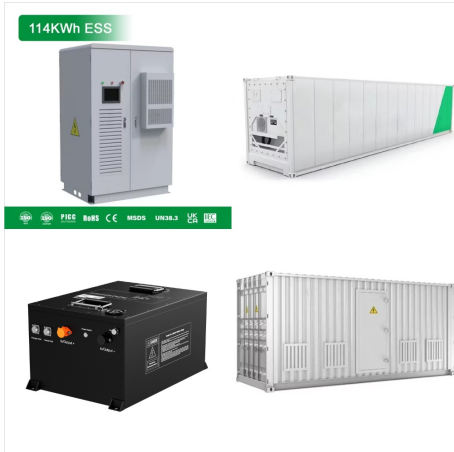
Sky Factory starts the player in the void with nothing but a tree and a *single* piece of dirt between you and certain death! Version 3 adds a variety of new mods to the pack and gives the player much more choice than ever before. Pick up your achievement book today and start your journey! ??? ??? SkyFactory's CurseForge page

Skyfactory 3 energy progression . So.. I"m a bit clueless about how to go on with energy, I"m at about 3K rf/t with magmatic generators and can probably get to 5K-6K without much of a problem, but honestly I"m at a point where I want to get a lot more to automate wither killing and using EnderIO spawners. As for storage, I"m a fan of the

Simple storage with cabinets is definitely a good idea, however what you really need in the beginning is just a ton of chests for the simple storage, and only a few drawers setup with the items you have considerably more of, like the products of trees and just add more when you find you have more of a certain item.

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What you see is the first small step: A self-expanding train grid. In its current stages it grows by as many rings as you put stone bricks into a chest (yeah, my circuitry is always a bit weird and convoluted), but it would be easy enough to just have it grow forever. You can put a few generic "storage" train station on the design of your

Need help with farming in sky factory 3. I have been starting mystical agriculture and since I am not the most familiar with this pack I have been doing the farming by hand. I was wondering how could I automate the use of a watering and filling up at once, and a way to harvest automaticall