Environmental Energy 3 Wiki

This mod contains a vast selection of multiblocks focused on handling and generating energy. You will find Solar panels, and lightning rods as of the current version but there will be more to come as updates get put out.

Authors: ValkyrieofNight

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Solar Energy

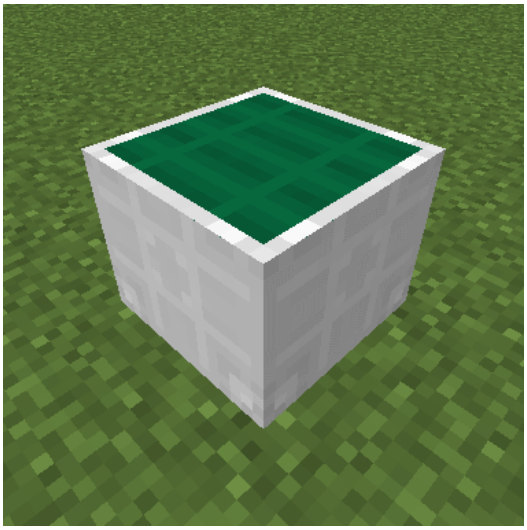
In this chapter you will find information about the Solar Arrays inside Environmental Energy, including information about each cells efficiency as well as base stats about each tier array.

Solar Cells

Solar cells are obviously the most important part of the Solar Panel. Any combination of cells(Any tier) can be used on any Panel, meaning you could potentially use Nanorite and Xerothium cells on a Litherite Solar Panel, or Litherite and Aethium cells on a Xerothium Solar Panel. You are not limited to what cells you want to use in your Solar Panel.

Efficiency

The main thing that is different between each tier of cell is the efficiency. The higher the tier of cell, the higher the efficiency. Keep in mind that the Solar Panels themselves also have a max efficiency that they will operate at.



Cell	Efficiency Multiplier
Litherite	0.30
Erodium	0.46
Kyronite	0.60
Pladium	0.72
Ionite	0.82
Aethium	0.90
Nanorite	0.96

Xerothium	1.00

Solar Panels

The Solar Panels in Environmental Energy are capable of generating large amounts of energy from the sun. The panels have a few ways of improving their output such as switching out the Solar Cells for higher tier variants, or switching out the null modifiers with other modifiers.

Basic Requirements

This multiblock obviously needs access to the sky in order to be able to actually generate energy however you do not need every cell exposed to the sky in order for it to function. Its fine to have cells covered by other blocks that don't let light through just don't expect to get any energy generated by those specific cells. The panel will only generate energy with the sky exposed solar cells. It is fine to have glass above the panel also.

Modifiers

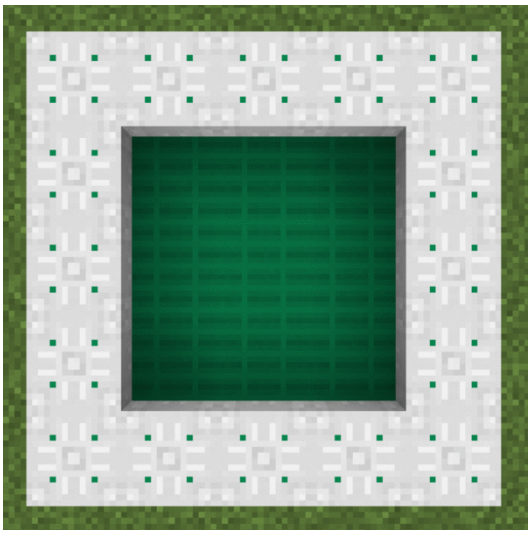
The following list are all of the usable modifiers on the solar panels:

- Piezo Modifier - Allows the panel to generate energy from rainy and thundery weather.

IO Blocks

Currently the only usable modifier on the Solar Panels is the FE Output. You can fill the other IO slots with any other IO Block although obviously it won't provide any functionality. One thing you should keep in mind is that the FE Inputs can be upgraded and you may need to do that in order to get the full amount of energy out of your panel. Alternatively you can use multiple FE Outputs.

Efficiency



Panel Tier	Max Efficiency
Litherite	0.56
Erodium	0.64
Kyronite	0.72
Pladium	0.80
Ionite	0.88
Aethium	0.96
Nanorite	1.00
Xerothium	1.00

Lightning Energy

In this chapter you will find all the needed information about the Lightning Rods in Environmental Energy and how they operate.

Lightning Rods

Lightning Rods in Environmental Energy are able to produce a ton of energy off of lightning strikes and are also able to be upgraded to produce some consistent energy also. Lightning can hit the rods in any weather type but is way more common in rainy or thunderous weather.

Basic Requirements

This multiblock will need access to the sky in order to function. Other than that there really aren't any other major requirements for this multiblock. Keep in mind that this multiblock will generate a very large sum of energy whenever lightning hits the rod so you will need to make sure that you have a high enough tier FE Output block in order to drain the energy from its buffer fast enough.

Modifiers

- Radiant - Allows the rod to generate a small amount of energy passively from the sun.
- Electrostatic - Allows the rod to passively generate energy from rainy and thunderous weather.

IO Blocks

Currently the only IO Block that will have any sort of functionality on the Lightning Rods is the FE Output. You will want to upgrade the FE Output as much as you can to be able to transfer the energy from lightning strikes out fast enough. Like any of the other multiblocks that have IO Slots you can use any IO Block but they will not provide functionality.