Fluid Generators

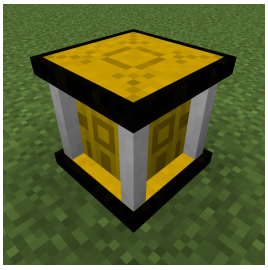
This chapter focuses on the Fluid generator variants of Simple Generators which includes their basic stats and what general item types they accept as well as how to add Fuels to the generators using Datapacks.

- Fluid Generator Variants
- Adding Fuels to Fluid Generators

Fluid Generator Variants

In Simple Generators there is not only item generators but a selection of Fluid generators also. Those range from Geothermal which generates energy off of hot fluids to Fluid Combustion Generators and beyond. Some of the basic information can be found about these generators below.

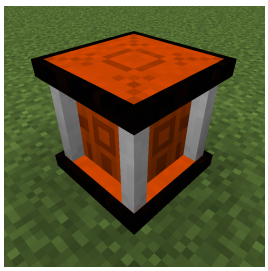
Fluid Combustion



Produces Energy From: Combustible fluids

	Simple	Upgradable
Base Energy Rate	80	160
Modifier Slots	0	4

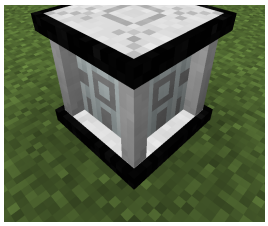
Geothermal



Produces Energy From: Hot Fluids

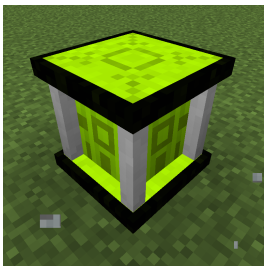
	Simple	Upgradable
Base Energy Rate	80	160
Modifier Slots	0	4

Turbine

Produces Energy From: Steam 

	Simple	Upgradable
Base Energy Rate	80	160
Modifier Slots	0	4

XP

Produces Energy From: Fluid forms of XP 

	Simple	Upgradable

Adding Fuels to Fluid Generators

In this article we will go through how to add new fluid fuels to any of the fluid based generators in the Simple Generators mod using Datapacks.

Creating the Recipe

Folder Location: `data/NAMESPACE_HERE/simplegens/fluid_generators/`

The following is the base fluid recipe.

```
{
  "generator": "",
  "fuel": {},
  "energy":
}
```

Setting the Generator Type

The generator that you want to add the fuel too, can be specified inside the `"generator": ""` section. A list of all the fluid variants follows:

- `"generator": "simplegens:simple_fluid_combustion"`
- `"generator": "simplegens:simple_geothermal"`
- `"generator": "simplegens:simple_turbine"`
- `"generator": "simplegens:simple_xp"`

Setting the Fuel

The fuel fluid that you want to add can be specified inside the `"fuel": {}` section using any type available in the Recipe Fluid Types article.

Setting the Energy Value

The energy value can be up to Max Long value which means you can have a max energy value of: `9,223,372,036,854,775,807`

Overriding Existing Recipes/Fuels

If you want to disable or replace any of the recipes for the Fluid Generators you can follow This Tutorial