

Item Generators

This chapter focusses on the Item generator variants of Simple Generators including their basic stats and what general item types they accept and how to add fuels to the generators using Datapacks.

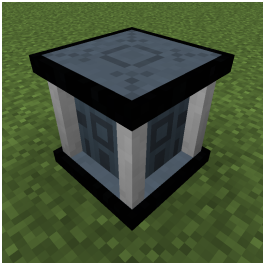
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Item Generator Variants

Simple Generators contains a vast selection of different generators that produce energy off of item based fuels. These range from regular combustibles items, to food and other exotic items found in Minecraft. You will find some of the basic stats about each generator below. Currently the Upgradable variants are not in the latest 1.16.5 builds but those will be coming in a future release.

Combustion Generator

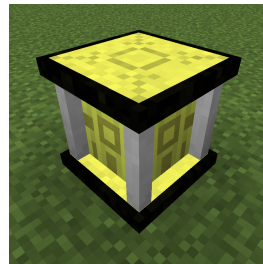
Produces Energy From: Non-fluid furnace fuels.



	Simple	Upgradable
Base Energy Rate	80	160
Modifier Slots	0	4

Culinary Generator

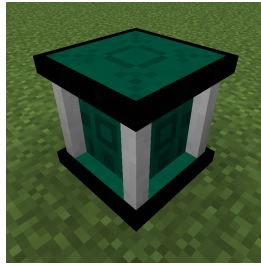
Produces Energy From: Food items.



The better the food, the more total energy it will produce.

Base Energy Rate	80	160
Modifier Slots	0	4

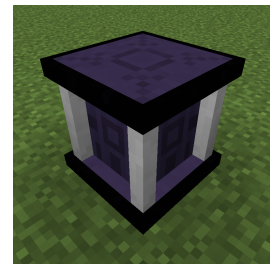
Ender Generator



Produces Energy From: Ender related items.

	Simple	Upgradable
Base Energy Rate	80	160
Modifier Slots	0	4

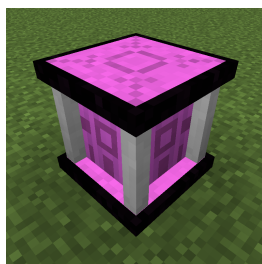
Nether Generator



Produces Energy From: Nether related items, mostly the Nether Star.

	Simple	Upgradable
Base Energy Rate	160	320
Modifier Slots	0	4

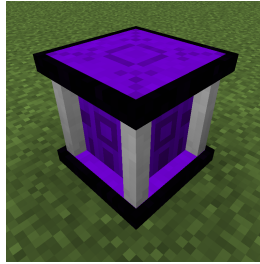
Pink Generator



Produces Energy From: Pink items

	Simple	Upgradable
Base Energy Rate	80	160
Modifier Slots	0	4

Potion Generator

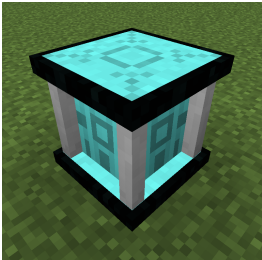


Produces Energy From: Potions

	Simple	Upgradable
Base Energy Rate	80	160
Modifier Slots	0	4

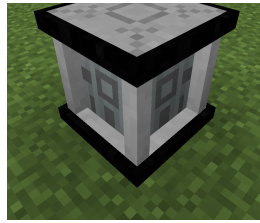
Soul Generator

Produces Energy From: Mob heads, eggs, bones etc. The remnants of dead creatures.



	Simple	Upgradable
Base Energy Rate	80	160
Modifier Slots	0	4

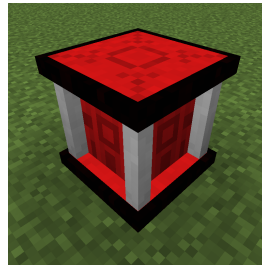
Statue Generator



Produces Energy From: Statues from the Statues mod.

	Simple	Upgradable
Base Energy Rate	80	160
Modifier Slots	0	4

TNT Generator



Produces Energy From: TNT and other explosives.

	Simple	Upgradable
Base Energy Rate	80	160
Modifier Slots	0	4

Adding Fuels to Item Generators

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

Creating the Recipe

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

The following is the base item 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 item variants follows:

- `"generator": "simplegens:simple_combustion"`
- `"generator": "simplegens:simple_culinary"`
- `"generator": "simplegens:simple_ender"`
- `"generator": "simplegens:simple_nether"`
- `"generator": "simplegens:simple_pink"`
- `"generator": "simplegens:simple_potion"`
- `"generator": "simplegens:simple_soul"`
- `"generator": "simplegens:simple_statue"`
- `"generator": "simplegens:simple_tnt"`

Setting the Fuel

The fuel item that you want to add can be specified inside the `"fuel": {}` section using any type available in the [Recipe Item 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 Item Generators you can follow [This Tutorial](#)