Simple Generators 3 Wiki

This mod contains a vast selection of Simple and Upgradable generators that convert various item and fluid based fuels into Forge Energy. These fuels range from typical Furnace Fuels to more exotic items like Mob Heads and bones.

You will also find information on how to add your own fuels to these generators using Datapacks.

- Item Generators

    - Item Generator Variants
    - Adding Fuels to Item Generators

- Fluid Generators

    - Fluid Generator Variants
   - Adding Fuels to Fluid Generators

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.

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.
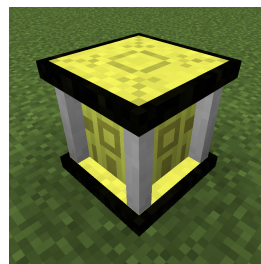
Combustion Generator

Produces Energy From: Non-fluid furnace fuels.
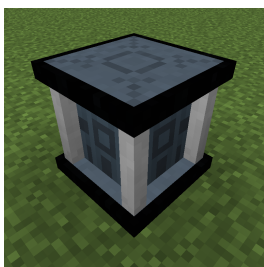
	Simple	Upgradable
Base Energy Rate	80	160
Modifier Slots	0	4

Culinary Generator

Produces Energy From: Food items.

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

	Simple	Upgradable
Base Energy Rate	80	160
Modifier Slots	0	4

Ender Generator
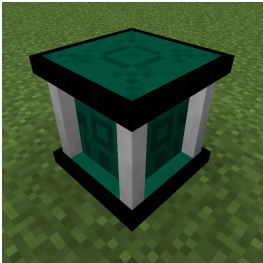
Produces Energy From: Ender related items.

	Simple	Upgradable
Base Energy Rate	80	160
Modifier Slots	0	4

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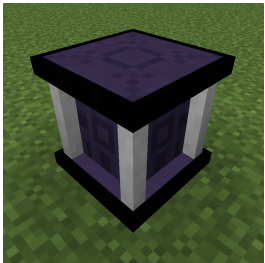
Produces Energy From: Nether related items, mostly the Nether Star.

	Simple	Upgradable
Base Energy Rate	160	320
Modifier Slots	0	4

Pink Generator
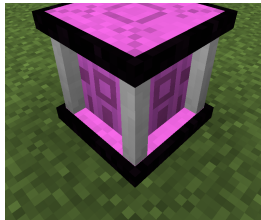
Produces Energy From: Pink items

	Simple	Upgradable
Base Energy Rate	80	160
Modifier Slots	0	4

Potion Generator
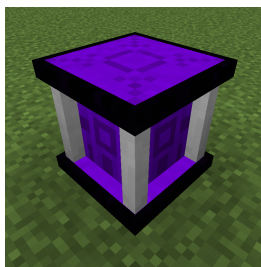
Produces Energy From: Potions

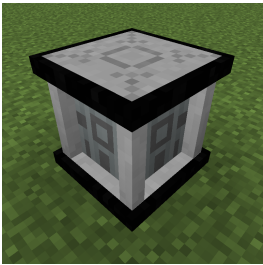|	Simple	Upgradable
Base Energy Rate	80	160
Modifier Slots	0	4

Soul Generator

Produces Energy From: Mob heads, eggs, bones etc. The remnants of dead creatures.
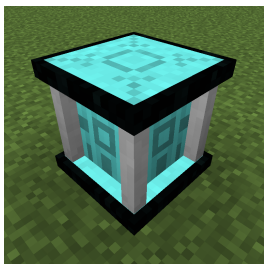
	Simple	Upgradable
Base Energy Rate	80	160
Modifier Slots	0	4

Statue Generator

Produces Energy From: Statues from the Statues mod.

	Simple	Upgradable
Base Energy Rate	80	160
Modifier Slots	0	4

TNT Generator
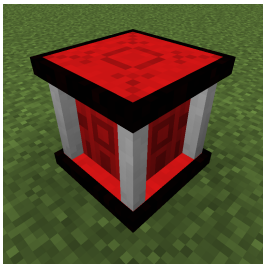
Produces Energy From: TNT and other explosives.

	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](#)

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

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.
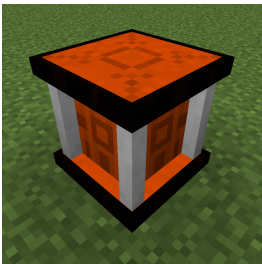
Fluid Combustion
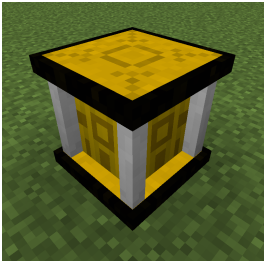
Produces Energy From: Combustible fluids

	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
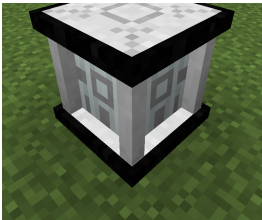
Produces Energy From: Steam

	Simple	Upgradable
Base Energy Rate	80	160
Modifier Slots	0	4

XP
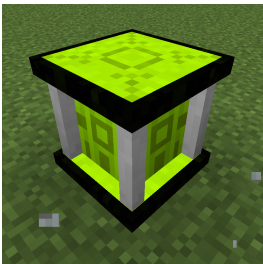
Produces Energy From: Fluid forms of XP

	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](#)