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

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