I'm not a bot

Nuclearcraft fission reactor 24x24x24 design

Nuclearcraft fission reactor. Nuclearcraft fission reactor 24x24x24. Nuclearcraft fission reactor design.

You cannot perform that action right now Step 1: First, enter the dimensions of the reactor's interior: × × Next, click on the fuel you want to use from the table below Most modpacks use the default config except for E2E and PO3 Alternatively, you can manually input the fuel data in the textboxes below The fuel details can be found by hovering over the fuel item in your inventory Do not use the data shown in JEI as it may be incorrect You can also utilize fuels from IC2 and ExtremeReactors see below the table for more information Fuel Type Base Power: RF/t Fuel Type Base Heat: H/t For ExtremeReactors' Yellorium or Blutonium, click LEU-235 Normal and then click here once For IC2's Enriched Uranium Nuclear Fuel, click LEU-235 Normal and then click here once For IC2's MOX Nuclear Fuel, click MOX-239 and then click here once Step 2: If you want to limit the use of a specific type of block, enter the maximum number allowed in the table below Enter zero to completely disable that block You can hover over the acronym to see the full name of each block Active coolers are disabled by default To enable them, remove the zeros Step 3: Load the cooling rate data by clicking on one of the following modpack configs: Default E2E PO3 Alternatively, you can enter the data yourself Passive cooling rates are in the tooltip of each cooler item Active cooling rates are in JEI Scan this QR code to download the app now Or check it out in the app stores View source NuclearCraft offers three main methods of power generation The Solid-Fuel Fission Reactor directly harnesses the energy of splitting atoms The Tokamak Fusion Reactor generates power by fusing atomic nuclei together under immense heat The new Molten Salt Fission Reactor passes the heat of nuclear fission to coolant which is then transferred to water to produce steam in a Heat Exchanger This steam is used by one or two stages of Steam Turbines to generate power NuclearCraft takes a semi-realistic view of reactor design and optimization making it well-suited for players who enjoy complex design challenges - Description from FTB Wiki If you choose not to meet the build parameters, here are some essential guidelines: Each reactor needs to adhere to certain specifications. The interior of the reactor must be at least 3x3x3 in size, with no reactor blocks in corners or edges (except for Fission Controller blocks). Unused reactor walls should consist of Fission Reactor Casing, Transparent Fission Reactor Casing, Reactor Door, or Reactor Trapdoors. Placing adjacent Reactor Cells increases power but generates heat, which can lead to a meltdown if not managed with Coolers. To create power, you'll need to add Reactor Cells and Reactor Coolers. There are multiple ways to cool a reactor effectively. You can use pre-existing fission reactor planners like the NC Reactor Generator or NuclearCraft Fission Reactor Design Generator. Activation of fission reactors doesn't require external power; instead, they rely on redstone signals. However, you must provide the reactor controller with fuel for it to produce power. Different fuels have unique heat and power production stats. Be sure your reactor can handle new fuels before introducing them. All fuels can be oxidized, increasing power and heat output. The basic fuel available after obtaining uranium is LEU-235. Community content is available under CC-BY-SA unless otherwise noted. This Java application features both pre-overhaul mechanics and overhaul, enhanced drawing tools, and active development. It's an application for simulating and designing NuclearCraft nuclear reactors. Find more information about NuclearCraft at . Feature list: 20list.txt Changelog: You'll need the "Latest release" tagged builds for current mod versions (v1.x). Pre-release builds with the tag "Pre-release" are available for a separate, beta version of the mod. You can find all releases at this link. Feel free to work together or fork the repo and create your own version if I'm not responding or have ended active development. The source code is licensed under CC0 1.0 (. The reactor planner is written in .NET, making it best suited for Windows but also compatible with *nix-like platforms using Mono. For detailed instructions on setting up Mono, visit . To successfully run the planner, first download and install Mono, which is capable of replicating Windows applications on Linux, although some minor errors may arise. In case you encounter any issues, refer to the "Common Errors" section or seek assistance on our Discord server (link provided). To execute the program, simply download the target release and the corresponding Mono executable file. The process will automatically extract a few necessary resources during execution. Alternatively, you can keep the executable in a folder and run it using a shell script. A sample script is included: `#!/bin/bash` - navigate to the location, run `mono NC_Reactor_Planner.exe`, then modify the permissions with `chmod +x ` for easy double-clicking from your desktop environment.