What to put in the solar generator in the industrial mod of my world

The turtle set up the farm in the first run and plants and harvest the wood in subsequence runs. We start the Industrial Revolution mod by crafting a pump and a solar generator.

So that way you can put all your "materials" in one big chest, and then as they get pumped out, they"ll be filtered appropriately. If you want some ideas, check out these 2 videos of some of my factories ...

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The interface contains a slot for slowly charging something (like a battery, jetpack, etc.), and below that a small box that glows yellow during the daytime to indicate whether the Solar Panel sees sunlight and is therefore ...

If attempting to reclaim a solar panel do NOT use any type of pick, as this has adverse effects on the fragile components of the block. This will revert the panel back to a Generator.

In modded Minecraft, you might begin with a basic coal generator or solar panel. I found solar panels to be a great starting point--especially in peaceful mode--because they"re sustainable and safe.

Solar Panels will generate no power at night, and no power during storms. In order to generate power, the panel must be the tallest block in its location excluding Glass.

It can be used to charge any tier of energy storage unit by either connecting the two blocks by placing them directly next to each other, or using one of IC2"s different cable types. There is a slot in the GUI that is for ...

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