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Rftools dimensions building guide

I would like to comment on this particular mod called RFTools, whose function is basically the same as Mystcraft, but with some differences and the use of power of course ... I've worked a bit with this mod and I was surprised at how op this mod can get as seriously op !!! I created myself a liquid world of blatonia and set some pools to turn into a block and send to the net as well as I made peace with Ender the Dragon!! Both worlds are pretty cheaty and a little expensive in the RF, but when you got the op fuel world, it's all possible... For example : Before I started working with RFTools, I got a 5x5 reactor and a turbine that I don't remember the size, but the RF generation was kinda poor (13k/tick), so after I worked in this world I created a new big reactor, 19x19 and blutonium as fuel... And the generation of the Russian Federation now is 95k/tick !!! I would also point out that my world blutonium has a maintein value of 3,238RF/tick and Ender Dragon 10,952RF/tick, I also got a normal flat world for a career of it, which is 1.000RF/tick.. So how op this mod can go?!?! And I'd like to see some of your RFtool sizes as a showcase... Any mod that allows custom sizes will be innately overpowered. The ability to build a whole world of fuel sources allows for any power requirements to be met after your first trip, thereby devaluing the power requirements required for future sizes. Both Mystcraft and RFTools have different approaches to balance this, and thus have different pros and cons when it comes to their use (both for casual and OP-gross builds). After all, the responsibility lies with the player to have some self-control. Some will use it to create the perfect setting for their base (some on servers do this to avoid griefers). Others will use this absolutely breaking mod progression (ala, the life of the Essence of the Oceans, to completely break the Bloody Magic). Others will use it as a career peace and nothing else. No one is right or wrong to use it as they see fit. The developer of fashion can not force players to play by some ethical code, even if he is given the opportunity. Any package designers should keep this in mind and some (if not many) have decided to disable the option from RFTools. MOD offers enough other content to justify its presence even without the dimensional aspect, so it doesn't cut out completely. Others leave the option, but set up recipies to gate it at the end of the game where you probably don't need a raise it would provide ok. If you see something completely out of order, talk to the developer about it. I know @McJty changed spending on some dimlets because of the feedback player (Life Essence in particular) and most are decent folk, as long as you don't complete a hole about it (some have less tolerance than others). As far as the showcase goes, I love to see pictures of exotic locations builds into it. Reactions: RedBoss Any mod that allows custom sizes to be innately overpowered. The ability to build a whole world of fuel sources allows for any power requirements to be met after your first trip, thereby devaluing the power requirements required for future sizes. Both Mystcraft and RFTools have different approaches to balance this, and thus have different pros and cons when it comes to their use (both for casual and OP-gross builds). After all, the responsibility lies with the player to have some self-control. Some will use it to create the perfect setting for their base (some on servers do this to avoid griefers). 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I know @McJty changed the cost of some dimlets because of the feedback from the player (Life Essence in particular) and most are decent folk, until you have a full hole about it (some have less tolerance than others). As far as the showcase goes, I love to see pictures of exotic locations and builds into this. I did three measurements, one mining aspect, and the other two measurements I made seemed to break the game... like a sea of blue and an ender dragon measuring. Yes, it is extremelly overpowered even by the cost of power to use them ... I mean shut off both worlds and leave only the mining dimension. The ender dimension I'll close, of course, but I'm thinking about the blutonium sea XD. I don't really care about making things easy like a massive giant reactor and a blutonium sea measurement... I always say if its in the game, its allowed to use ... I don't agree on a basic level, but at some point you have to ask yourself what content you are actually depreived yourself. If this is your tenth time through Blood Magic and you've avoided it for the rest of the game, then I don't feel like you missed out on anything by skipping the early grind using Ocean of Life Essence. If the first thing you do in the world is to do overpowered Mystcraft age and jump 5 tiers of technology, you only rob yourself. That's why I veiw measuring building as the ultimate end of the technology game (if you you're you Mystcraft in a vacuum, just for taste and knowledge). The potential for abuse is too tempting for most to treat with any reverence. If you have everything else that makes the measurement to help make life easier as no big deal and no consequences. When you use it as a basis for getting things out of your reach, the scales balance quickly shift. Again, this is a personal preference. In my current package, I have a strong Rotarycraft base with some other mods thrown in for personal convenience (Thermal extensions, for example). I made a promise to myself that the whole generation of Russia will be made through Dynamo. Of course, I could use the Enervation Dynamo and feed it from the Redstone Agricraft crops I have growing, but it won't challenge me, so I avoided it. If others were to play my package (not published), I wouldn't expect anyone else to have that level of restraint. Measuring a building is a similar experience to me. Of course I can, but if life is too easy, I have nothing to do to push myself towards a creative genius. To each his own. Reactions: Adonis0 and RedBoss I disagree on a basic level, but at some point you have to ask yourself what content you are actually depreived yourself. If this is your tenth time through Blood Magic and you've avoided it for the rest of the game, then I don't feel like you missed out on anything by skipping the early grind using Ocean of Life Essence. However, if the first thing you do in the world is to do overpower mystcraft age and jump 5 tiers of technology, you only plunder yourself. That's why I veiw measuring building as the ultimate end of game technology (if you have Mystcraft in a vacuum, just for taste and knowledge). The potential for abuse is too tempting for most to treat with any reverence. If you have everything else that makes the measurement to help make life easier as no big deal and no consequences. When you use it as a basis for getting things out of your reach, the scales balance quickly shift. Again, this is a personal preference. In my current package, I have a strong Rotarycraft base with some other mods thrown in for personal convenience (Thermal extensions, for example). I made a promise to myself that the whole generation of Russia will be made through Dynamo. 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In fact, I'm new to RFTools, I've been testing a lot of measurements in the future, someday, someday, I'll create a new world with rules like you did, as limited use of RF, right now I'm in the testing phase, creating op worlds, I'm not taking it seriously, but ineed pretty op With great power comes a big responsibility. I definitely passed the testing phase with Mystcraft and RFTools sizes. For me, Mystcraft was more of an art form. Creating a stable age with all the right bits and no extras was a massive change. On the server we were playing, I was the person people went to see when they needed a new playground with specific terrain gen. RFTools worlds were a little more rough forced on the other hand. The small Cursed Land farm at the end of the grind of dimlets was all it takes to get me all the parts while I was either afk or working on another project (endless free RF, in my case). Then I just started making the worlds I though would look cool. Without the threat of instability, I was free to explore these worlds without worrying. Somewhere I have a file of all the combinations that I used and my thoughts on the results. You know... For science. One of my favorites. Jade cliffs biom over the ocean Essence of Life. Glowing whiskers in the eternal night age. Got a random add in this one of the spawning iron Golems naturally, which was awesome. Reaction: Celestialphoenix and Lethosos I did dragon measurement some time ago and posted a bunch of screenshots here. The jaded cliffs in your very nice touch, I would say-the-sinusoidal hills in the mine are just too regular mathematical to measure with lakes and sky fire and a swarm of matter eating dragons. With great power comes a great responsibility. I definitely passed the testing phase with Mystcraft and RFTools sizes. For me, Mystcraft was more of an art form. Creating a stable age with all the right bits and no extras was a massive change. 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Unfortunately, our Infinity server shut down shortly after it's amazing and blood magic is singeding. Not that these things were necessarily related, really, but our.players were running their course and we were itching for something new. Since then I have not had the opportunity to play with RFTools in the package, so further experiments will have to wait. I have a question... What happens if I set a quarry in measurement and unpower this dimension? I have a question... What happens if I set a quarry in measurement and unpower this dimension? If properly chunkloaded and powered, it will allow you to break a giant hole in the ground without paying maintenance costs to measure. I know that at some point there was a discussion about how to prevent this feat, but I'm not sure if it was actually fixed (or if the fixation was a reasonable goal). If properly chunkloaded and powered, it will allow you to break a giant hole in the ground without paying maintenance costs to measure. I know that at some point there was a discussion about how to prevent this feat, but I'm not sure if it was actually fixed (or if the fixation was a reasonable goal). This has been corrected when the measurement runs out of power, all the objects and tiles of the persons in it stop working. As power goes down, the sky darkens, players get increasingly nasty debuffs, and finally everything freezes and all non-Creative players without a particular item die immediately. The only way to survive is eating with a charged phase field generator on a hot panel that will create a bubble around you where objects (but not blocks) will start working again. If you visit a quarry in the frozen dimension, you will find ... frozen quarry. There's no such thing as a free lunch. Reactions: DeathOfTime, ICountFrom0 and Inaeo This has been corrected when the measurement runs out of power, all entities and tiling entities in it cease to work. 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The ability to build a whole world of fuel sources allows for any power requirements to be met after your first trip, thereby devaluing the power requirements required for future sizes. Both Mystcraft and RFTools have different approaches to balance this, and thus have different pros and cons when it comes to their use (both for casual and OP-gross builds). After all, the responsibility lies with the player to have some self-control. Some will use it to create the perfect setting for their base (some on servers do this to avoid griefers). Others will use this absolutely breaking mod progression (ala, the life of the Essence of the Oceans, to completely break the Bloody Magic). Others will use it as a career peace and nothing else. No one is right or wrong to use it as they see fit. The developer of fashion can not force players to play by some ethical code, even if he is given the opportunity. 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Since I play on FTB Infinity Evolved Expert mode and the measurement builder is really ridiculously annoying to get, it's very well balanced as well, since I got well suffering and altar tier 6 before I even got a chance to make a measurement builder, the life essence of the ocean would be kinda useless because I use the magic of blood mainly to move thaumcraft knots around with teleposes teleposings

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