



I'm not robot



Continue

Tinkers construct guide reddit

Page 2 9 Comments I noticed a lot of Mindcrack guys getting to TiCo in their first few episodes, and it seems like a solid majority of them are completely new to mod. Those of you who have been keeping up with the FTB through the final, abandoned/Unhinged, and recently Monster/Horizon/etc., you've used TiCo now. However, a lot of Mindcrack guys (and fans here who only watch Mindcrackers and don't worry about other youtubers like DW20) are very new to mod. I thought I'd be a quick one here to help both with MCers and fans. So this helps you get the material and you book to get started. You start with it, and when you take the material tool station and you drop the second volume of the book into your inventory. When you have something that is used to melt, the mighty melting book drops into your inventory. All three are very useful, and definitely worth reading for the catch. I have plans to do a walkthrough step by step from everything here, but I am happily doing what I can to sort of sum up the most important issues in the book. The first advice I want to give is to start Taumcroft early to get yourself to the point where you can make Thaumium relatively easily due to awesome Thaumium in TiCo. You even need to melt to use thaumium to make instrument parts - this is the only loot type of material that doesn't have to melt. In fact, if you try to put it in melting, nothing happens - not only doesn't it need to be smelt, it literally can't be. Thaumium gives you an extra modifier, that's what paper is, yes, but it's a significant improvement on paper in any other feature. Mine speed is 7 to paper 2. Durability is 400 to 30 paper. Batch Modifier is 1.3 to Paper 0.3. Mine level is 3 (obsidian) to paper 0 (stone). The way yomium works with paper is different in one way, though. With Thaumium, a tool section = 1 extra modifier, but you need three pieces of thaumium instrument to get an additional second modifier. On the other hand, each part of the paper tool up to 3 will grant you an additional modifier. This means that the most modifier possible is 4 - three pieces of paper and one thaumium. There are a few ways to get the initial iron. If you don't have problems with losing out on productivity, you can always melt it like you do in vanilla. If you don't have problems with taking a little extra time to ore twice as early, a quartz stone mill from AE. The last option is melting, which you'll eventually need anyway. Regardless, double doubles in the FTB is incredibly important, and I recommend starting as soon as possible. Whenever I play I don't smelt anything until I can double it in a molten stone or mill, personal preference, of course. So to start everything, there's a kind of three-phase Tinkers making. My phase is before melting. This is the stage where you use materials like wood, stone, flint, bone, paper and cactus to make your tools. If you have priority one it can take as little as an hour in real time, if not less. If you first go thaumcraft and give yourself some Thaumium, you can actually jump straight from this stage to the third stage, but you obviously still need to melt into your ultimate end-of-the-match TiCo weapon/tool. The best non-thaumium tools in this phase include bouquets of blue sludge, paper connection or Flint (for speed) or green sludge (for the mining surface) of the tool head. If you have thaumium at this point, the tools that involve three pieces (rod+connection+head) should be pure time, while the tools that involve two pieces (rod+head) should have a tayum head + blue sludge rod. If you have a tool at this dummy point, the tool that contains four pieces must have three sections of thaumium, one paper section. That combination gives you three additional modifiers. At this point, you have a meltdown, and you're aiming to catch alumite so you can mine the next rare level ore in nether - those cobalt and ardite. Another option is steel, but if you can get steel, you've already been nether and have access to cobalt and ardite. Alumite can mine anything in the game (save for obvious things like bedrock/section blocks) but you just really need it until you can get cobalt. Cobalt is the ultimate mineral. Which brings us to... Phase III, the final stage and the final game of your TiCo. At this point, you have a molten setup, access to nutter, and plenty of cobalt, ardite, and steel. That's it, fellas. Ardite Minerals is your final game. Manyulyn (a cobalt + a ardite = a manyulyn) material is your endgame weapon. The fastest tool you can possibly create is full ardite. The way stonebound enchantment works is based on loss of durability, so with a full ardite hammer (e.g.), you have a maximum durability of 10,800, which, when worn to 1, due to the accumulation of stonebound bonuses, gives you a total of +19.18 mining speeds. That bonus builds up over for Ardite having 3 base mining speeds lower than cobalt because if you switch hammer heads to cobalt, stonebound bonuses in 1 durability goes down to +14.69. For endgame/weapon tools, durability doesn't matter. All of your endgame weapons and tools should have an electric modifier or flux on them, and make them rechargeable. When you add this modifier, your durability goes away, and that's why it doesn't make sense in the long run. Remember, full ardite for tool speed, manyulyn blades for weapons. If you are planning on using flux upgrades, don't bother with more complex capsules, just opt for one of the potatoes. It's a potato, a lead sheng, and a piece of Redstone dust, and you get the same maximum RF power on the instrument (400,000) as you would if you were using the enderium fridge. Don't waste materials on making a better capsule for upgrades, it's pointless. This is more of a hint of quality of life... You need Lapse and Redstone, Kelly Lapse and Redstone because of this, I want to. Reach the twilight and find a large hollow hill. Those things are filled with both Laps and Redstone, which can be said, touch silk is far from useless. I love mine block lapses and see blue things explode across the place the size of the next guy, but the optimal way to do things with everything but coal and diamonds is still getting ore and processing it in thermal expansion or IC2. With TE, you can pulverize red stone stones for a 25% chance of receiving a cinnamon. Inducing smelt any toxins with a cinnamonbar gives you a 3x output as well as a 100% chance of receiving a bonus ball. An iron over + one cinnamon = three iron beaks + a shiny sheng (platinum). Very useful things. Plus you also have six redstone dust per tombstone, so this is a decent deal. If you're Etho and looking to get more redstone and don't worry about cinnamon, inducing red rock melting with sand nets will make you a redstone block. And finally, realize that even with the most optimal, most efficient pickaxe, you'll never get that awesome rush II productivity v iniesta mine in rock satisfaction from a TiCo tool by itself. I know it's a great feeling and makes caving significantly more satisfying, but you still need to beacon at your second speed to achieve it with a pickaxe. Full Ardite hammers will definitely come close, though. Page 2 Hello! If you're reading this then you want to know more about Tinkers' build and hopefully, your name starts with 'Li!' and ends with 'J!' Well, I'm a big fan of making Tinkers (and Iguana Tweaks for TC), so I try to get some useful advice! (While giving too much away. TC: Tinkers' Construct (This is the main mod)ITFC: Iguana's Tweaks for Tinkers' Construct (This adds the ability to replace parts and level up tools)mb: millibuckets (Liquid measurement)First Rule: Be careful what you put into the Smeltery! Metals can alloy into new things. This can be useful at times, but it will most likely cause pain. Molten before putting more stuff in the blank! Rule 2: Read books and/or wiki! If I don't provide enough information here, the book, while verbose, are the things you may be looking for. And Google is your friend! Rule three: The small toolbar above that tells you what the issues are? Works with TC! For example, if you fill a fried basin with copper, you'll see how many megabytes of metal is in the basin. To build a cast, you need either 2 diagonal gold or 1 loot of aluminum rice. To build a cast of an episode (from the part station), a cobblestone stone version of the section, put it at the melting table, then pour gold/AB onto it. The cobblestone rock section will be destroyed, but a reusable cast will remain. (Hint: Try pouring some metal into the cast!) More Help: Parts are shown for a semi-instrument at the instrument station. One of TC's books will also explain what pieces are needed for different tools. (Hint: There is a tool that is made with shovel heads and axe heads, acts all-in-one.) More help: 1 loot = 144 MB. 1 block = 9 * 144mb = 1296 mb Further Help: With ITFC, tools will level up as you use them and the parts can be replaced to improve them. So when you have a tool, stick with it! Don't turn that TC wooden peacock around! Put it (completely repaired) at the utility station with the iron pickaxe head to make it better! More help: Tools can be repaired with your original material at the tool station! (Hint: I wonder what the main material of the iron pickaxe would be? More help: Higher row cases can be made in forging tools (improved tool stations). While most of these items are not great, the IMO, classic medieval op weapon range is as cannon. But his ammunition will know a little more help: leveling the tools?! I don't have time for this, Sutry. #value Further Guide: Make sure to look at what different types of metals to do for your instruments! Obsidian can help you mine issues, but durability is low! Iron is great for the head, but makes the toolbars terrible! More help: Oh, I'll think about something later. Maybe something about bringing metals back to melting? More help?: P 2 10 Comments Comments