

Yuoki Industries 0.2.15  
a factorio-mod

<b>Boiler</b>							
Name	Designed Power (kW)	Eff. (%)	Net. Power (kW)	Notes			Native cost UC-A2
factorio-std	390	50	195	1 Fuel Slot, 1x1			
540/2	625	72	450	2 Fuel Slots, 1x1			
3M6/4	3.600	65	2.340	3 Fuel Slots, 3x3			
Obnisk (0.2.14)	30.000	90	27.000	1 Fuel Slot, 5x5			
Obnisk (0.2.15)	25.000	90	22.500	1 Fuel Slot, 5x5			

\*Net Power is max. possible Rate to transfer into fluid

<b>Fluid to Power</b>							
Name	fluid-flow	Eff. (%)	Out Power (kW)	Notes	power/fluid refund-rate	power/flow factor	Native cost UC-A2
factorio-std	0,1000	100	510	second	85,00	5100	
Steam-Generator-A	0,0765	102,5	400	primary	87,13	5228	
Steam-Generator-B	0,0747	105	400	second	89,25	5355	
Steam-Generator-C	0,0747	105	400	terciary	89,25	5355	
Steam Turbine	0,2382	107	1.300	second	90,95	5457	
Small Steam (S)	0,1462	110	820	second	93,50	5610	
Small Steam (B)	0,1462	110	820	terciary	93,50	5610	
Steam Plant (2.14)	0,7000	140	4.998	primary	119,00	7140	
Steam Plant (2.15)	0,7353	120	4.500	primary	102,00	6120	
Rensiur (2.14)	2,3750	95	11.507	primary	80,75	4845	
Rensiur (2.15)	2,2467	96	11.000	primary	81,60	4896	
Small Electric Generator	0,6602	98	3.300	primary	83,30	4998	
Medium Electric Generator	1,2800	95	6.202	second	80,75	4845	
Big Electric Generator	2,0470	91	9.500	second	77,35	4641	
Huge Electric Generator	3,6765	88	16.500	primary	74,80	4488	

\* all values if use vanilla-water **todo**

**not really relevant if use engines**

<b>Engines</b>			
Solid-Fuel-Engine	30/1 x 190°C Steam	steam, all-solid-fuel accepted, near boiler behavior, burner 3 MW w 85%, lubricant for working needed	
Fluid-Fuel-Engine	60/1 x 240°C Steam	steam, consumes heavy-oil, water for steam and cooling, self-consum 100 kW electric, lubricant for working needed	
Hydraulic-Engine	50/1 x 90°C Votaille Fluid	hydraulic-oil is working fluid and produced, consumes light-oil, lubricant, water, self-consum 200 kW electric	

\*for Engines Powers need to calculated or mesured, because this are not boilers

Yuoki Industries 0.2.15  
a factorio-mod

<b>Universal-Composit A2 -Trades</b>	
Material	Mat/UC-A2
Wood	20
Stone	20
Iron-Ore	20
Copper-Ore	20
Coal	20
Unicomp-Chunk	10
Charged-Chunk	10
Rich Dust	20
Toxic Dust	70
Mud-Balls	30
Liquid A2	0.1

\* reverse at same rate

<b>Fuels</b>		
Material	MJ	C-UCA2
Raw-Wood	4	0,050
Coal	8	0,050
Coal-Briquett	11	0,067
Coal-Stack	44	0,268
Wood-Briquet	9	0,100
Wood-Briquet-Stack	36	0,400
Wood-Pellet	19	-
Mud-Ball	10	0,033
Hydrogen Energy Cell	90	-
FC-Coal-Battery	12	
FC-CN4-Battery	18	
FC-PN4-Battery	28	
condensed F-C	12	
Reactor-Fuel	300	
Alien Fuel Cell	800	
Infused Mud	80	0,330
Transmuted UCA2	3.000	1,000
Fuel-Cell-C	10.000	8,000

can't no longer produced - older versions compatibility

<b>Tanks</b>				
Name	Stores Fluids	Size	Notes	Native cost UC-A2
factorio-std	2500	3x3	balance	
UG-Tank 3500	3.500	2x2	balance	
UG-Tank 8500	8.500	3x3	sucks, need pump out	
UG-Tank 15K	15.000	4x4	sucks, need pump out	
UG-Tank 48K	48.000	3x3	sucks, need pump out	

<b>Accumulator</b>						
Name	Stores MJ	Load Rate (kW)	Unload Rate (kW)	Cooldowns (s)	Size	Native cost UC-A2
factorio-std	5	300	300	30/60	2x2	
Small Adv Acc	1.75	100	100	15/30	1x1	
Medium Adv Acc	8	400	400	45/90	3x3	
Big Adv Acc	20	900	900	60/120	5x5	
UPS-Flywheel	50	200	1.800	5/5	5x5	
SCD-Acc	3.5	150	150	15/15	1x1	
MCD-Acc	16	600	600	20/40	3x3	
BCD-Acc	40	1.350	1.350	30/60	5x5	
AQE-Acc	100	2.500	2.500	60/120	5x5	
Crystal-Acc	900	5.000	5.000	30/50	3x3	