

Yuoki Industries 0.2.19  
a factorio-mod

Boiler							
Name	Designed Power (kW)	Eff. (%)	Net. Power (kW)	Notes			Native cost UC-A2
factorio-std	390	50	195	1 Fuel Slot, 1x1			6
540/2	625	72	450	2 Fuel Slots, 1x1			29
3M6/4	3.600	65	2.340	3 Fuel Slots, 3x3			172
Obnisk (0.2.15)	25.000	90	22.500	1 Fuel Slot, 5x5			

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

Fluid to Power							
Name	fluid-flow	Eff. (%)	Out Power (kW)	Notes	power/fluid refund-rate	power/flow factor	Raw Mats
factorio-std	0,1000	100	510	second, 15T=34/T	85,00	5100	20
Steam-Generator-P (2.19)	0,1476	105	790	primary, 4T=100/T	89,25	5355	12
Steam-Generator-S (2.19)	0,1420	105	760	second, 4T=100/T	89,25	5355	
Steam-Generator-T (2.19)	0,1420	105	760	terciary, 4T=100/T	89,25	5355	
Steam Turbine (2.19)	0,3299	107	1.800	second, 20T=65/T	90,95	5457	115,5
Steam Plant (2.15)	0,7353	120	4.500	primary, 25T=180/T	102,00	6120	194
Rensius (2.19)	1,5977	135	11.000	primary, 9T=1220/T	114,75	6885	

T.N - Generator -P	0,5802	98	2.900	primary, 6T=550/T	83,30	4998	
T.T - Generator -S	0,6602	98	3.300	second, 6T=550/T	83,30	4998	
F.F - Generator -S	1,1146	95	5.400	second, 9T=600/T	80,75	4845	
N.S - Generator -S	2,0674	92	9.700	second, 15T=647/T	78,20	4692	
FT.S - Generator -S	3,2754	88	14.700	second, 21T=700/T	74,80	4488	
Alien - Generator	0,5000	400	10.200		340,00	20400	

\* all values if use vanilla-water todo hypo not really relevant if use engines

Engines			
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, or light-oil, water for steam and cooling, self-consum 100 kW electric, lubricant for working needed
Hydraulic-Engine	50/1 x 90°C Votale Fluid		hydraulic-oil is working fluid and produced, consumes light-oil, lubricant, water, self-consum 200 kW electric
Stirling Engine	4.5/1 x 380°C Hot Air		burns solid fuel ~ 80% total eff. / burner 65% - 800 kW
Fatmice Cycle Engine	4.5/1 x 280°C Hot Air		heats per electricity, 600 kW-heater, beacons should used to get efficiency

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

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<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	T	MJ/T	LR/T	UR/T	Dep.Time	Native cost UC-A2
factorio-std	5,00	300	300	30/60	2x2	4	1,25	75,0	75,0		
Small Adv Acc	2,00	50	70	20/20	1x1	1	2	50,0	70,0		
Medium Adv Acc	8,00	250	350	20/40	2x2	4	2	62,5	87,5		
Big Adv Acc	18,00	675	945	20/40	3x3	9	2	75,0	105,0		
UPS-Flywheel	45,00	270	1.575	5/5	3x3	9	5	30,0	175,0		
SCD-Acc	3,50	150	150	15/15	1x1	1	3,5	150,0	150,0		
MCD-Acc	14,00	600	600	20/40	2x2	4	3,5	150,0	150,0		
BCD-Acc	31,50	1.350	1.350	30/60	3x3	9	3,5	150,0	150,0		
AQE-Acc	108	1.800	1.800	60/120	3x3	9	12	200,0	200,0		
Crystal-Acc	200	1.000	1.000	30/50	2x2	4	50	250,0	250,0		

\*need re-think recipes

<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>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