

What is a Modular Router?

The Modular Router has a single-slot buffer to hold items, and does nothing by itself, other than to execute (in order) any modules installed in it. These modules define the behaviour - moving items around, pulling from adjacent inventories, placing/dropping items & blocks in the world, etc. The MIT License (MIT) Copyright (c) 2016 Des Herriott

What is a router module?

Modules are the instructions on what to do. A router can have up to 9 of them and they get executed in sequence on each item in the buffer. The simplest Router function is to pull from an adjacent inventory and send items in a straight line to another chest.

Does modular routers have a vacuum module?

Modular Routers has a vacuum module! It picks up in a 6 block radius, so we also put 3 range upgrades in it to extend that range to 9, which is how far away the other side of the chicken coop is. The MK1 Sender module in this case is very simple and just sends items straight into the storage chest.

Is modular routers a good mod?

Modular Routers is a brilliant mod that has a relatively small number of craftable items for everything it is capable of. Here's the full set of items. We'll go through all of these in this post.

Do modular routers work with iinventory?

And a two-part mod spotlight, courtesy of TheWerdOfRa: This mod has specific integration with: In general, Modular Routers should work fine with any mods using standard Forge (capability-based) or legacy (IInventory/ISidedInventory-based) inventories, which should cover just about everything.

What is a Modular Router block?

The Modular Router block is essentially the container for the items that do all the work -- modules, upgrades, and augments. It sits in the world and interacts with it based on what you put inside it. Here's the inside of the Router. It has three main sections: Buffer - The router can hold up to a stack of a single item.

Tried using modular router with an activator module, but for some reason, it doesn't work? Have tried with many different items in the buffer slot to use, but for whatever reason none have ...

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...

Energy and Fluids. As of Modular Routers v1.2.0, item routers have the ability to manipulate the fluid and energy levels of containing items, e.g. batteries and tanks. When an energy-containing item is in the router's buffer, energy cables from other mods will connect to the item router, and can supply energy to the item in the buffer.

As of Modular Routers 12.0.2, the mod is built with Neoforge. While Modular Routers is likely to remain compatible with Forge for now, future compatibility is not guaranteed in any way; Player Module and Sender Module Mk3 now respect a dimension blacklist, dimensions which those modules cannot send items to or from

Example: say the first module in the router is set to match Stone, and the second module is set to match anything - if there's a stack of Stone in the router, and you want it all to be processed by the first module (e.g. send it all in a certain direction), you would enable Termination on the first module, so as soon as the router finds a match ...

This article presents a modular ac/dc system with both distributed and centralized power ports for energy router (ER) applications. In each module of the described system, photovoltaic (PV) power generation units, battery-type energy storage (ES) units, and critical loads are connected to the cascaded H-bridge (CHB)-organized medium-voltage (MV) ...

Welcome to Modular Routers! This is a highly flexible mod for moving items around the world in various ways. With a single block - the Item Router - and a selection of plug-in module items, you can: pull items from an inventory (including modded inventories like Storage Drawers) send them to other inventories near & far; place items as blocks ...

Modular Routers 1.14.2-5.0.0-1 (Forge) 0.67MB 5 years ago. Share to ... Clear Energy Distributor Module (or any of them) jdbhkf opened this issue 2 years ago &#183; 1 comments. jdbhkf commented 2 years ago. Describe the feature. It would be nice to have a key or something to be done that would clear all settings on a module. Wrench or really anything.

Minecraft 1.16.5 Forge 36.1.3 modular-routers-1.16.5-7.4.0-55 Sender, Distributor, and Puller modules all respect sidedness and appear to only use NSEW. With MK1 modules this can be solved by placing the router adjacent to the desired si...

First, you need a router with a fluid module in it, as well as needing to have a bucket within those routers to connect them to pipes. If you are doing both pulling and extracting on the same time, you need to first have the module in hand and set one to transfer into the router and the other to transfer out of the router.

It's easy to pipe energy into a router via pretty much any mod which handles energy. Will consider a direction toggle for the distributor. Guess it makes sense, given the item distributor can do it. ...



# Modular routers energy distributor Samoa

modular-routers-1.16.5-7.5.1-69. Describe your problem, including steps to reproduce it. When changing out the target of a Sender Mk 2 or Distributor (breaking the target block and replacing it), sometimes the router &quot;remembers&quot; ...

Using Modular Routers to power the Industrial Foregoing laser drill. comments sorted by Best Top New Controversial Q& A Add a Comment. Godlyeo o ... Each router has 2-3 energy distributor ...

Modular Router to Distribute Power. By putting an Energy Upgrade on a router, we can turn it into a battery. There are further upgrades that can allow it to hold more power ...



**Modular  
Samoa**

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