Factorio

- Spaghetti Factory
- Factory Ideas
- Basic Designs
- Factorissimo on rails, to space

Spaghetti Factory

Rough goals

- No bus
- No hyper-optimisation
- Get to spidertron

Current tasks

- ~~Get to Logistics chests~~
- ~~Fix Iron (will need landfill)~~
- Figure out what's wrong with science - **it's BLUE CIRCUITS**
- Defences for all outposts & smelter
- Remake mall based on requestor chests
- Remake low-throughput items with requestor chests

Factory Ideas

Factory-in-factory Factory

Using Factorissimo, build a factory that minimises any construction built outside

Vanilla+

A set of QoL mods - like long reach, logistic manager, squeak through, etc. - nothing too overhaul-y.

Ratios

Using production-reporting focussed mods - calculate proper ratios, caring about belt throughput, etc.. Will be very bus-y

Basic Designs

Basic Smelter

MadClumberWiQF.jpg

Factorissimo on rails, to space

Mod List

Game

- Factorissimo
- Space Exploration
- Loader Redux
- Waterfill

QoL

- Squeak Through
- Alien Biomes
- Afraid of the Dark
- Helmod