

# Crafter Tech

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# Compactors

A device that uses a single item type and crafts it. Mainly used to compact blocks using the 3x3 grid like: ingots > blocks. You can also have a “2 step compactor” this is a device that craft nuggets > ingots > blocks got example

but can also be used for other recipes if possible.

# Uncrafter

The opposite of a compactor, it uncrafts a block back into its item form. Can sometimes also be used for any 1x1 recipes.

# Universal Crafter

Can be used to craft any recipe. (sometimes limitations apply, such as not being able to use recipes with an unstackable item in them)

## **Prefilled / Preset Universal Crafter**

Preset to a fixed recipe that cannot be changed dynamically, but can be set up for most recipes.

# Factories

Factories are larger, complete builds that may include a range of crafters to mass-produce either one or multiple different output items. They do not necessarily have to be part of a farm.

# Voiders

A system that crafts any items with durability with every inputed item. It will successfully craft if the two items match. And the output is sent directly back into the crafters second slot **this is important**

This works because you input two items and output one so we say the other was voided/deleted. It's used to sort items that normally can't like tridents from fishing rods in the example of a drowned farm. You void the fishing rods