**Bio Industries**

Main feature of the mod is to introduce a way to produce raw-wood and adds a lot of uses for that wood you produce.

**Core:**

Bio Nursery - Produce Seeds and Seedlings

Bio Farm – Grow Raw wood from Seedlings

You can Plans seedlings and they will grow into trees. Depending on the Terrain type they might or might not grow. Deserts have a lower change and Grass has a much higher change.

You can use fertilizer and change the terrain type to Grass, so your trees will grow if you’re in a desert.

**Wood Products:**

Big Wooden Pole

Huge Wooden Pole

Wooden Fence

Wooden Floors

Wood Pipes

Large Wooden Chest

Wood Rail

Wood Bridge Rail – Can cross water – Nice Graphic thanks to [d3x0r](https://forums.factorio.com/memberlist.php?mode=viewprofile&u=44344)

Coal from Wood, including Ash, Charcoal and Pellet-Coal.

**Other Entities:**

Bio Garden – Reduces pollution.

(the nursery and bio farms also reduces pollution, but not as effective as the garden)

Solar Farm – Condenses a lot of solar panels into a single energy producing unit.

(New) Bio Accumulator - Condenses a lot of accumulators into a single energy storage unit.

(New) Musk Solar Floor – A floor tile that produces energy like a solar panel.

(New) Dart Turret – Early defensive turret (Another use for wood) – Nice Graphic thanks to [darkfrei](https://forums.factorio.com/memberlist.php?mode=viewprofile&u=4551)

There are now 3 types of rail – Wood rail that uses a lot of wood. Concrete rail, the old vanilla rail, that now needs concrete to produce and Wooden Bridge rail, uses a lot of wood, but can cross water.

Bio Cannon – Large range 90, but can only attack Spawners

(New) **Bio Fuel** (Completely re-done since V1.1.0)

Bio Boiler – Can hear water to a higher temperature

Bio Plastic – Can produce Plastics through a Bio process

Bio Batteries – Can produce Batteries through a Bio process

New ways to get Light oil, petroleum-gas, sulfuric-acid& sulfur

**Game Tweaks** – Optional in Settings:

Concrete uses iron sticks vs. iron-ore

Stone Walls use Iron sticks

Rail uses crushed stone

Trees randomly produce 1-6 raw wood when chopped.

Steel axe uses iron axe for upgrade.

Adds some disassemble recipes to get rid of old stuff.

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There’s probably stuff I’m forgetting, but that’s what I can think of.