

# Geshrinari Anti-Matter Generator



The [Geshrinari Shipyards](#) manufactured anti-matter generator is an option for newer ships that want a power source other than [Aether](#).

The generator consists of the reactor, and its connected to the following components; turbines, generators, and condensers. The reactor is usually kept in a low power state, so that in an emergency it can be brought up quickly to supplement the main reactor. It takes time to start a cold fusion reactor, and it requires a source of power, either external or a secondary power supply.

## Impulse Turbines

Upon exiting the heat exchanger the super heated fluid (high pressure steam) at this point, is then channeled into the [impulse turbines](#). Each reactor has three turbines, depending on the reactor level and load requirements one or more of the turbines will be active.

## Generators

Each of the turbines is attached via a transmission to a generator. This allows the turbines to spin the generators. Each generator has integrated circuitry to ensure that the output is stable. Once the generator is up to speed (80% of rated capacity), the output is connected to the ship's power grid.

## Condenser

After passing through the turbines the steam enters the condenser. This device cools and stores the steam so that it can be sent back through the heat exchangers. The waste heat is radiated into space through radiator fins.

## Details

Design should specify fuel supply in time the reactor can operate at normal level.

Last  
update:  
2023/12/21 04:21 corp:geshrinari\_shipyards:component:ge\_g3302 [https://wiki.stararmy.com/doku.php?id=corp:geshrinari\\_shipyards:component:ge\\_g3302](https://wiki.stararmy.com/doku.php?id=corp:geshrinari_shipyards:component:ge_g3302)

---

From:  
<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:  
[https://wiki.stararmy.com/doku.php?id=corp:geshrinari\\_shipyards:component:ge\\_g3302](https://wiki.stararmy.com/doku.php?id=corp:geshrinari_shipyards:component:ge_g3302)

Last update: **2023/12/21 04:21**

