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Generated: 19 May, 2024, 20:56 CraftBook Doors Posted by Tunes - 17 Jan 2013 00:23 Doors are 3-wide flat vertical sections of the world that you can toggle on and off. They are similar to Bridges, but bridges are horizontal. Doors can be toggled by right clicking a sign, or; Doors can be set with redstone input. As doors they are not very fancy, but you can re-purpose them for a number of other uses. If you want to toggle an actual fancy door, check out toggle areas. Construction Doors consist of three parts: - The door part made out of one material. By default, you can use stone, dirt, cobblestone, wood, log, glass, wool, double stone slabs, stone slabs, brick, bookshelves, snow blocks, or clay blocks, but this list can be configured. - One sign post at the bottom in the middle. The second line of the sign must be [Door Up]. - A sign post at the top in the middle. The second line of the sign must be [Door Down]. If you want one side to be un-right clickable, use [Door] as the second line Doors support redstone: just put a redstone current next to the sign.

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- An active input creates the door.
- An inactive input removes the door.

Uses

- Aside from the obvious use as a retractable door, some possibilities include:
- Use as a hidden bookshelf entrance.
- A toggle for flooding the area directly below with either water or lava, which could be useful for either PvE or PvP.
 - A trap to temporarily contain hostile mobs, only to release them at a later time in a PvP situation.
 - A basic logic test for newcomers to a server.
- A door that one person must keep open by remaining on a pressure pad or pressing a stone button from a distance while another passes through.

Re: CraftBook Doors Posted by LordChaosMind - 18 Jan 2013 00:28 Very nice! I look forward to trying these. Thank you, Tunes! Re: CraftBook Doors Posted by GeneralDonno - 18 Jan 2013 01:29 Awasome Time to make some UBER defences

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