

CraftBook gates

Posted by Tunes - 17 Jan 2013 00:37

Gates are fence gates made of arbitrary shapes and sizes that can be toggled on and off.

They can be toggled by right clicking a sign, or;

They can be set with redstone input.

When toggled off, gates leave the top row of fences intact as so it knows where to restore the fence blocks.

Construction

Gates consist of two parts:

- Stacked fence blocks make up the gate. To stack fence blocks, place fences on top of each other. Repeat for each row. Make sure the top of the gate is covered.
- A nearby wall sign with [Gate] on the second line.

You must create the entire gate or it will not work. You can restock mechanics by right clicking with the required block.

Gates support redstone: just put a redstone current next to the sign.

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

Because gate signs work with an area effect (looking for fences), they may trigger adjacent gates accidentally. An alternative is to use the [DGate] sign which looks at most one block away and two blocks below for gates to open.

Uses

Gates can be used as:

- Flood gates to block water or lava.
- Gates to castles or doors.
- Trapping unfortunate creatures or players in an area
- Some other clever use that will blow all of our minds.

=====