



# BuildCraft

by SpaceToad

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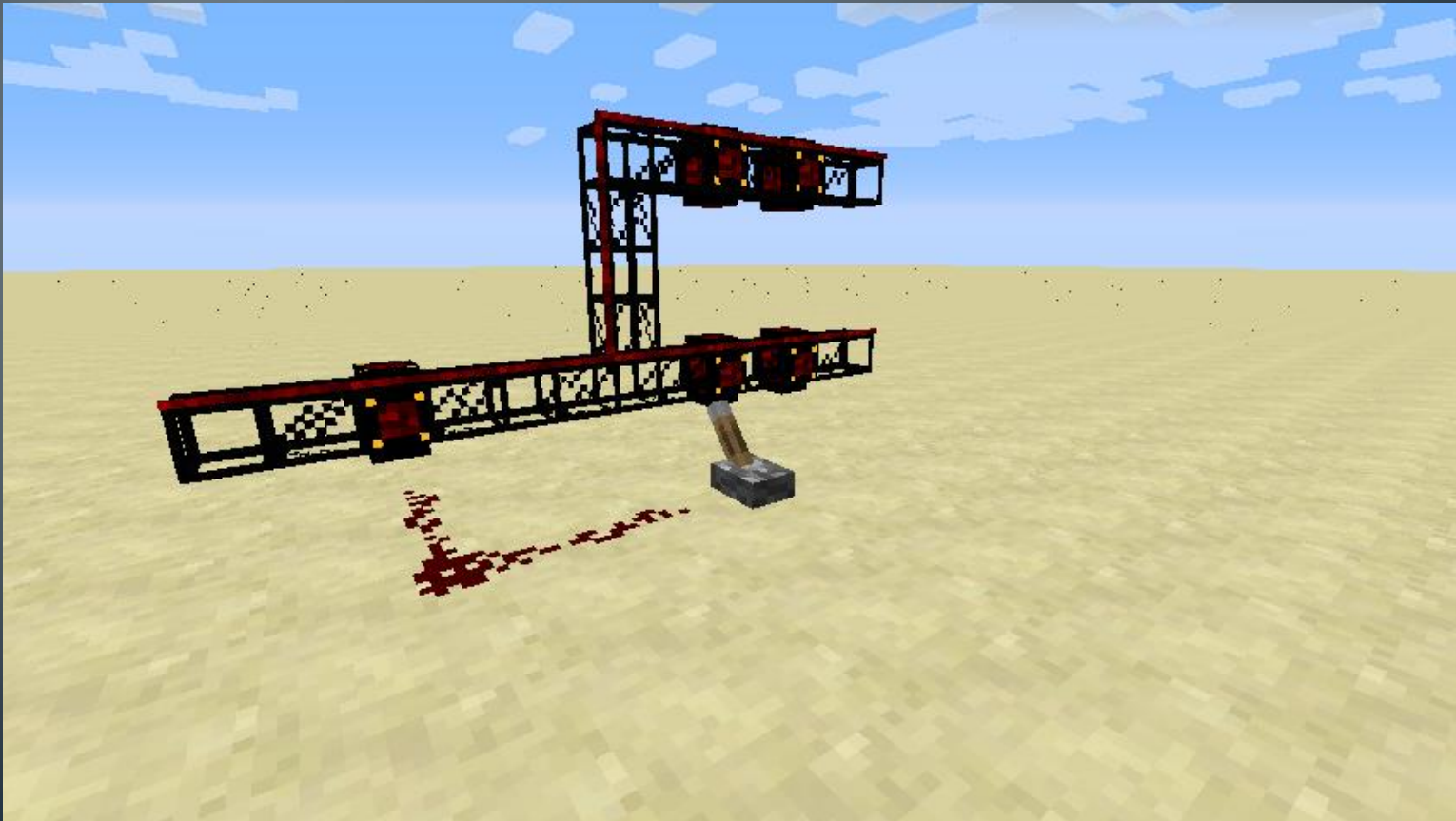
# What is BuildCraft?

- Modification of Minecraft
- Adds new items and mechanics
  - Item transport, manufacture automatization
- Current development version is 6.1.x
- JAVA



# What was I supposed to do again?

- When a logic gate stops emitting redstone signal, a wire signal without a clear source appears



# What caused it?

- Problem between Minecraft and BuildCraft code
- MC: Announces redstone signal change to block's neighbours as a general state change and the neighbours react
- BC: Wire signal change is normally propagated without using this mechanic. Pipes react to the above announcement by reading wire signal of neighbour pipes
- If a redstone signal is changed by a logic gate on a wire being turned off, the wire signal is "stolen" from a not-yet-turned-off neighbour
- This signal has no source and thus travels through the wire and gradually weakens until it reaches zero strength

# What to do?

- Two solutions have been presented:
  1. Make the wires (pipes) ignore the redstone signal change caused by gates
  2. Rework the reaction to neighbour change so that it doesn't read nearby wire signals
- The second solution came out victorious

# How did it go?

- See for yourself (video)

# And what about the others?

- Pull request was **accepted** by the community
- Communication went smoothly – SpaceToad (the owner) responded quickly and well
- Other developers were helpful, too
- BuildCraft development advances at a fast pace

**Slide for all your questions**