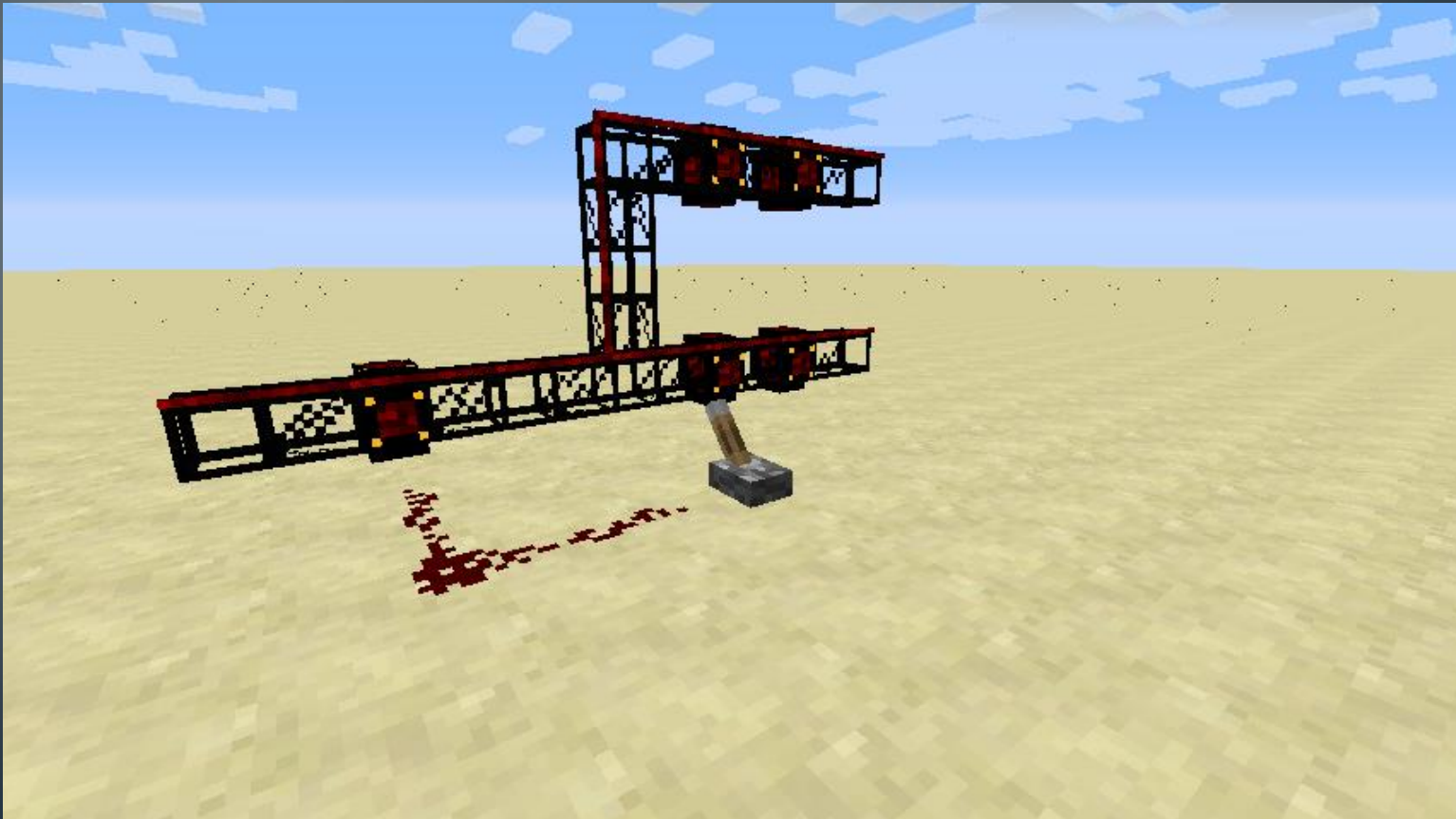# BuildCraft

by SpaceToad

Pavel Lieberzeit

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
- When turning a wire on/off, the change goes block by block
- 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 and it stays there and even propagates back

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