

CIRCUITRY

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Binary Related Contraption Format

Name of creation

(Examples Name of creation)

By User1 (Discord: @user1)

(Examples Creator)

Version 1.16.0 - Latest

(Examples Version)

Credits

- User2 (Discord: @user1) for the idea
- User3 (Twitter: <https://x.com/User3>) for the testing
- User4 (YouTube: <https://www.youtube.com/@User4>) for helping
- **Note:** See the website for the entire list
- (Examples Credits)

Description

This farm consists of 5 separate modules, each in their own density area. This allows more mobs to spawn. This farm also uses a special mechanic that User2 found, allowing for more rates.

(Examples Description)

Important Information

- Simulation distance
 - (Examples Simulation Distance)
- Rates
 - (Examples Rates)

Additional Information

- World download: See below or use this [link](#)
- Overview Image: Overview of how the farm looks (it looks like a zombie head)

- Showcase/Tutorial: <https://youtu.be/cHgN23>
- Structura: See below
- Block list: See below
- Website: <>
- (Examples [Additional Information](#))

Extra Information

- **Creation Date**
 - (Examples [Creation Date](#))
- Archived Date
 - (Examples [Archived Date](#))
- Size
 - (Examples [Size](#))
- Gamerule
 - (Examples [Gamerule](#))
- Dimensions
 - (Examples [Dimension](#))
- Biome
 - (Examples [Biome](#))
- Kill Method
 - (Examples [Kill Method](#))
- Loot Delivery
 - (Examples [Loot Delivery](#))
- Experience Delivery
 - (Examples [Experience Delivery](#))
- Notes
 - (Examples [Notes](#))

Decimal Related Contraption Format

Name of creation

(Examples Name of creation)

By User1 (Discord: @user1)

(Examples Creator)

Version 1.16.0 - Latest

(Examples Version)

Credits

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Hexadecimal Related Contraption Format

Name of creation

(Examples Name of creation)

By User1 (Discord: @user1)

(Examples Creator)

Version 1.16.0 - Latest

(Examples Version)

Credits

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 - (Examples Simulation Distance)
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 - (Examples Rates)

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Display Format

Name of creation

(Examples Name of creation)

By User1 (Discord: @user1)

(Examples Creator)

Version 1.16.0 - Latest

(Examples Version)

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RAM Format

Name of creation

(Examples Name of creation)

By User1 (Discord: @user1)

(Examples Creator)

Version 1.16.0 - Latest

(Examples Version)

Credits

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 - (Examples Rates)

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Logic Gate Format

Name of creation

(Examples Name of creation)

By User1 (Discord: @user1)

(Examples Creator)

Version 1.16.0 - Latest

(Examples Version)

Credits

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Other Computational Redstone Contraption Format

Name of creation

(Examples Name of creation)

By User1 (Discord: @user1)

(Examples Creator)

Version 1.16.0 - Latest

(Examples Version)

Credits

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(Examples Description)

Important Information

- Simulation distance
 - (Examples Simulation Distance)
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 - (Examples Rates)

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- **Experience Delivery**
 - (Examples [Experience Delivery](#))
- **Notes**
 - (Examples [Notes](#))

Redcoder Format

Name of creation

(Examples Name of creation)

By User1 (Discord: @user1)

(Examples Creator)

Version 1.16.0 - Latest

(Examples Version)

Credits

- User2 (Discord: @user1) for the idea
- User3 (Twitter: <https://x.com/User3>) for the testing
- User4 (YouTube: <https://www.youtube.com/@User4>) for helping
- **Note:** See the website for the entire list
- (Examples Credits)

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(Examples Description)

Important Information

- Simulation distance
 - (Examples Simulation Distance)
- Rates
 - (Examples Rates)

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- Loot Delivery
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- Experience Delivery
 - (Examples Experience Delivery)
- Notes
 - (Examples Notes)

Latch Format

Name of creation

(Examples Name of creation)

By User1 (Discord: @user1)

(Examples Creator)

Version 1.16.0 - Latest

(Examples Version)

Credits

- User2 (Discord: @user1) for the idea
- User3 (Twitter: <https://x.com/User3>) for the testing
- User4 (YouTube: <https://www.youtube.com/@User4>) for helping
- **Note:** See the website for the entire list
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Description

This farm consists of 5 separate modules, each in their own density area. This allows more mobs to spawn. This farm also uses a special mechanic that User2 found, allowing for more rates.

(Examples Description)

Important Information

- Simulation distance
 - (Examples Simulation Distance)
- Rates
 - (Examples Rates)

Additional Information

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- Notes
 - (Examples Notes)

Pulse Multiplier Format

Name of creation

(Examples Name of creation)

By User1 (Discord: @user1)

(Examples Creator)

Version 1.16.0 - Latest

(Examples Version)

Credits

- User2 (Discord: @user1) for the idea
- User3 (Twitter: <https://x.com/User3>) for the testing
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- **Note:** See the website for the entire list
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(Examples Description)

Important Information

- Simulation distance
 - (Examples Simulation Distance)
- Rates
 - (Examples Rates)

Additional Information

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- Kill Method
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- Experience Delivery
 - (Examples Experience Delivery)
- Notes
 - (Examples Notes)

Pulse Limiter Format

Name of creation

(Examples Name of creation)

By User1 (Discord: @user1)

(Examples Creator)

Version 1.16.0 - Latest

(Examples Version)

Credits

- User2 (Discord: @user1) for the idea
- User3 (Twitter: <https://x.com/User3>) for the testing
- User4 (YouTube: <https://www.youtube.com/@User4>) for helping
- **Note:** See the website for the entire list
- (Examples Credits)

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This farm consists of 5 separate modules, each in their own density area. This allows more mobs to spawn. This farm also uses a special mechanic that User2 found, allowing for more rates.

(Examples Description)

Important Information

- Simulation distance
 - (Examples Simulation Distance)
- Rates
 - (Examples Rates)

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Pulse Extender Format

Name of creation

(Examples Name of creation)

By User1 (Discord: @user1)

(Examples Creator)

Version 1.16.0 - Latest

(Examples Version)

Credits

- User2 (Discord: @user1) for the idea
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 - (Examples Notes)

Pulse Length Divider Format

Name of creation

(Examples Name of creation)

By User1 (Discord: @user1)

(Examples Creator)

Version 1.16.0 - Latest

(Examples Version)

Credits

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Flip Flop Format

Name of creation

(Examples Name of creation)

By User1 (Discord: @user1)

(Examples Creator)

Version 1.16.0 - Latest

(Examples Version)

Credits

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 - (Examples Simulation Distance)
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Adder Format

Name of creation

(Examples Name of creation)

By User1 (Discord: @user1)

(Examples Creator)

Version 1.16.0 - Latest

(Examples Version)

Credits

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Pulse Length Detector

Format

Name of creation

(Examples Name of creation)

By User1 (Discord: @user1)

(Examples Creator)

Version 1.16.0 - Latest

(Examples Version)

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Block Update Detector

Format

Name of creation

(Examples Name of creation)

By User1 (Discord: @user1)

(Examples Creator)

Version 1.16.0 - Latest

(Examples Version)

Credits

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Pulse Generator Format

Name of creation

(Examples Name of creation)

By User1 (Discord: @user1)

(Examples Creator)

Version 1.16.0 - Latest

(Examples Version)

Credits

- User2 (Discord: @user1) for the idea
- User3 (Twitter: <https://x.com/User3>) for the testing
- User4 (YouTube: <https://www.youtube.com/@User4>) for helping
- **Note:** See the website for the entire list
- (Examples Credits)

Description

This farm consists of 5 separate modules, each in their own density area. This allows more mobs to spawn. This farm also uses a special mechanic that User2 found, allowing for more rates.

(Examples Description)

Important Information

- Simulation distance
 - (Examples Simulation Distance)
- Rates
 - (Examples Rates)

Additional Information

- World download: See below or use this [link](#)
- Overview Image: Overview of how the farm looks (it looks like a zombie head)
- Showcase/Tutorial: <https://youtu.be/cHgN23>
- Structura: See below
- Block list: See below

- Website: <>
- (Examples Additional Information)

Extra Information

- **Creation Date**
 - (Examples Creation Date)
- Archived Date
 - (Examples Archived Date)
- Size
 - (Examples Size)
- Gamerule
 - (Examples Gamerule)
- Dimensions
 - (Examples Dimension)
- Biome
 - (Examples Biome)
- Kill Method
 - (Examples Kill Method)
- Loot Delivery
 - (Examples Loot Delivery)
- Experience Delivery
 - (Examples Experience Delivery)
- Notes
 - (Examples Notes)

Block Swapper Format

Name of creation

(Examples Name of creation)

By User1 (Discord: @user1)

(Examples Creator)

Version 1.16.0 - Latest

(Examples Version)

Credits

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(Examples Description)

Important Information

- Simulation distance
 - (Examples Simulation Distance)
- Rates
 - (Examples Rates)

Additional Information

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- (Examples Additional Information)

Extra Information

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 - (Examples Creation Date)
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 - (Examples Archived Date)
- Size
 - (Examples Size)
- Gamerule
 - (Examples Gamerule)
- Dimensions
 - (Examples Dimension)
- Biome
 - (Examples Biome)
- Kill Method
 - (Examples Kill Method)
- Loot Delivery
 - (Examples Loot Delivery)
- Experience Delivery
 - (Examples Experience Delivery)
- Notes
 - (Examples Notes)

C/P Pulse

Generator/Detector Format

Name of creation

(Examples Name of creation)

By User1 (Discord: @user1)

(Examples Creator)

Version 1.16.0 - Latest

(Examples Version)

Credits

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(Examples Description)

Important Information

- Simulation distance
 - (Examples Simulation Distance)
- Rates
 - (Examples Rates)

Additional Information

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- (Examples [Additional Information](#))

Extra Information

- **Creation Date**
 - (Examples [Creation Date](#))
- Archived Date
 - (Examples [Archived Date](#))
- Size
 - (Examples [Size](#))
- Gamerule
 - (Examples [Gamerule](#))
- Dimensions
 - (Examples [Dimension](#))
- Biome
 - (Examples [Biome](#))
- Kill Method
 - (Examples [Kill Method](#))
- Loot Delivery
 - (Examples [Loot Delivery](#))
- Experience Delivery
 - (Examples [Experience Delivery](#))
- Notes
 - (Examples [Notes](#))

Selector Panel Format

Name of creation

(Examples Name of creation)

By User1 (Discord: @user1)

(Examples Creator)

Version 1.16.0 - Latest

(Examples Version)

Credits

- User2 (Discord: @user1) for the idea
- User3 (Twitter: <https://x.com/User3>) for the testing
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- **Note:** See the website for the entire list
- (Examples Credits)

Description

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(Examples Description)

Important Information

- Simulation distance
 - (Examples Simulation Distance)
- Rates
 - (Examples Rates)

Additional Information

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- Website: <>
- (Examples Additional Information)

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 - (Examples Biome)
- Kill Method
 - (Examples Kill Method)
- Loot Delivery
 - (Examples Loot Delivery)
- Experience Delivery
 - (Examples Experience Delivery)
- Notes
 - (Examples Notes)

Redstone Clock Format

Name of creation

(Examples Name of creation)

By User1 (Discord: @user1)

(Examples Creator)

Version 1.16.0 - Latest

(Examples Version)

Credits

- User2 (Discord: @user1) for the idea
- User3 (Twitter: <https://x.com/User3>) for the testing
- User4 (YouTube: <https://www.youtube.com/@User4>) for helping
- **Note:** See the website for the entire list
- (Examples Credits)

Description

This farm consists of 5 separate modules, each in their own density area. This allows more mobs to spawn. This farm also uses a special mechanic that User2 found, allowing for more rates.

(Examples Description)

Important Information

- Simulation distance
 - (Examples Simulation Distance)
- Rates
 - (Examples Rates)

Additional Information

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- (Examples Additional Information)

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 - (Examples Biome)
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 - (Examples Kill Method)
- Loot Delivery
 - (Examples Loot Delivery)
- Experience Delivery
 - (Examples Experience Delivery)
- Notes
 - (Examples Notes)

Piston Extender Format

Name of creation

(Examples Name of creation)

By User1 (Discord: @user1)

(Examples Creator)

Version 1.16.0 - Latest

(Examples Version)

Credits

- User2 (Discord: @user1) for the idea
- User3 (Twitter: <https://x.com/User3>) for the testing
- User4 (YouTube: <https://www.youtube.com/@User4>) for helping
- **Note:** See the website for the entire list
- (Examples Credits)

Description

This farm consists of 5 separate modules, each in their own density area. This allows more mobs to spawn. This farm also uses a special mechanic that User2 found, allowing for more rates.

(Examples Description)

Important Information

- Simulation distance
 - (Examples Simulation Distance)
- Rates
 - (Examples Rates)

Additional Information

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- Website: <>
- (Examples Additional Information)

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- Experience Delivery
 - (Examples Experience Delivery)
- Notes
 - (Examples Notes)

Vertical/Horizontal Piston Door Format

Vertical/Horizontal Piston Door

All piston doors. This format is for the following doors:

- Vertical piston door of any size and shape
- Horizontal piston door of any size and shape

For a list of what shapes and constructions are possible, see wiring restrictions, door frame and door speed.

Name of creation

(Examples Name of creation)

By User1 (Discord: @user1)

(Examples Creator)

Version 1.16.0 - Latest

(Examples Version)

Credits

- User2 (Discord: @user1) for the idea
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- (Examples Credits)

Description

This farm consists of 5 separate modules, each in their own density area. This allows more mobs to spawn. This farm also uses a special mechanic that User2 found, allowing for more rates.

(Examples Description)

Important Information

- Doorframe
 - (Examples [Doorframe](#))
- Circuit Visibility
 - (Examples [Circuit Visibility](#))
- Door Pattern
 - (Examples [Door Pattern](#))
- Wiring Restrictions
 - (Examples [Wiring Restrictions](#))
- Door speed
 - (Examples [Door Speed](#))
- Size
 - (Examples [Size](#))

Additional Information

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- Structura: See below
- Block list: See below
- Website: <>
- (Examples [Additional Information](#))

Extra Information

- **Creation Date**
 - (Examples [Creation Date](#))
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 - (Examples [Archived Date](#))
- Gamerule
 - (Examples [Gamerule](#))
- Biome
 - (Examples [Biome](#))
- Notes
 - (Examples [Notes](#))

Other Circuit Format

Name of creation

(Examples Name of creation)

By User1 (Discord: @user1)

(Examples Creator)

Version 1.16.0 - Latest

(Examples Version)

Credits

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- (Examples Credits)

Description

This farm consists of 5 separate modules, each in their own density area. This allows more mobs to spawn. This farm also uses a special mechanic that User2 found, allowing for more rates.

(Examples Description)

Important Information

- Simulation distance
 - (Examples Simulation Distance)
- Rates
 - (Examples Rates)

Additional Information

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- Website: <>
- (Examples Additional Information)

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