

Standard Format Add-ons

This is an example of the standard format where the name of the contraption, name of the creator, the version, the credits, the media/links/world downloads/structura/block list and site reference.

First is an example

Name of creation

By User1 (Discord: @user1)

Version 1.16.0 - Latest

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

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.

Important Information

- Experiments:
 - Beta API
- Features:
 - Fake players: Players that can spawn mobs and load chunks like regular players

Additional Information

- Download: <>
- Documentation: <>
- Support Server: <>
- Overview image: How does it look in-game?
- Showcase: <https://youtu.be/cHgN23>
- Website: <>

Extra Information

- Commands:

- `./player server ?` - Show help commands and other stuff.
- `./player server guide` - Show all player methods.
- `./player server reload` - Reload the fakeplayer module.

This format is worked out with examples, see below

Name of creation (With Examples)

By User1

Examples Creator

Creator

The creator is the maker of the build. It can be done by one person or by multiple, however it is important that the person has actively worked on. If the person contributed help through support or by their own build, then it can be listed in the *Credits*.

Choose **one** of the following methods:

“ **By** User1 (Discord: @user1)

The name 'User1' is a made up name and can be replaced by a Discord name or Minecraft (Xbox Live) name

While in Discord, you can use the @ feature to ping them. That way players can access the profile of the creator

“ **By** User1 (Discord: @user1) and User2 (Discord: @user2)

If there are two users, use this

By: User1 (Discord: @user1), User2 (Discord: @user2) and User3 (Discord: @user3)

If there are 3 or more, then use commas to separate the users.

“ **By** User2 (Discord: @user2), improved by User1 (Discord: @user1)

It is possible that an user created the original design, but someone made it in Bedrock (if the original creator was Java) or that someone made a first design and then gets improved by another user

“ **By** Lots of people, archived by User1 (Discord: @user1)

“Lots of people” isn’t a specific person. It implies that either:
- The creator of the contraption is unknown
- The farm or contraption is so easy to build, that anyone could come up with it, that it cannot be pointed towards one person that made/discovered it

The 'archived by' will be the person that is submitting the creation

“ **By** User1 (YouTube: <https://www.youtube.com/@User1>)

Instead of a Discord ping, a YouTube link is also possible. Choose one, not both.

“ **By** User1 (Twitter: <https://www.twitter.com/@User1>)

Instead of a Discord ping, a Twitter link is also possible. Choose one, not both.

Although Twitter is called X now, it will still be called Twitter in this channel (to avoid confusion)

“ **By** BilibiliUser1 (Bilibili: <>)

Instead of a Discord ping, a Bilibili link is also possible. Choose one, not both.

Version 1.16.0 - Latest

Examples Version

Version

It's important to know in which version a creation can work, as sometimes a creation works in one version but not the other due to changes in the game (game changes or bugs). For someone that wants to build it in their world should know if it is compatible with the version they play in.

Choose **one** of the following methods:

“ **Version:** 1.16.0 - Latest

Usually, the first version is around 1.16.0, as then most contraptions are archived.

It does not mean it cannot work in below 1.16, but it is unlikely it

works

“ **Version:** 1.16.0 - 1.18.20

Here the version range is mentioned
Version range is used when the creation no longer works, due to changes in Minecraft (bugs or bugfixes)

“ **Version:** 1.16.0 - ?

- Note: Broken in 1.20.30, possibly broken in an earlier version

or

“ **Version:** 1.16.0 - ?

- Note: Broken in 1.20.30, possibly broken in an unknown version

An explanation must given for the “?”

There are two explanations, choose one

- Last tested version is given and said it may be broken earlier (first example with the '1.20.30)
- 'Broken in an unknown version' (second example)

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

Credits

It is important to give credit where it is due. There are many content creators on the Internet that steal builds of others. In the *Technical Bedrock Archive* we aim to give everyone the proper credit for their help.

Credit can be done in different ways:

- Support; Another person helps the creator(s) with giving advice on how to improve the build
- Inspiration; Another person build something and the creator(s) used the idea for their own creation, but not directly copy it 1:1,
- Using another creation; Using a creation of another person in the build
- Mechanic discovery; Using the discovery of a certain mechanic in their builds (e.g. Scaffolding in mob farms is discovered by jx67)

Choose **one** of the following methods:

“ Credits None

Sometimes there are no credits as a person was the first one to develop it (or didn't had any inspiration from anywhere except Mojang related sources)

“ Credits None

- **Note:** Unknown list

When no credits are mentioned, even though there should be some credit, then this note is added

Credits

- User1 (Discord: @user1) for inspiration of this
- User2 (Discord: @user2) for providing information about [certain] mechanics
- User3 (Discord: @user3) for using this mechanic

If the inspiration has a image/video link, it is favorable to include this like this: inspiration of build

“ Credits

- User1 (Youtube: <>) for inspiration of this
- User2 (Twitter: <>) for proving information about [certain] mechanics
- User3 (Bilibili: <>) for using this mechanic

If a user has no (public) YouTube account or Discord account, an external link is favorable

“ Credits

- User1 (Discord: @user1)
- User2 (Discord: @user2)
- User3 (Discord: @user3)
- **Note:** Incomplete list

If people are mentioned without explaining why they are credited, this note must be added

Credits

- User1 (Discord: @user1)
- User2 (Discord: @user2)
- User3 (Discord: @user3)
- **Note:** See the website for the entire list

If more than 3 people are credited, the list will be listed on the website to reduce clutter in the Discord. On the website this note will not be added

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 NormalUser found, allowing for more rates.

Examples Description

Description

The description is a short summary of how the build works. Any mechanics that are being used or any people that have worked on it can be explained here. To help out, here are some questions that can help to write the description:

- How does the farm or contraption work?
- How to use the build?
- Special mechanics used?
- Special contraptions used by others? (credits required!)
- Is the build a proof of concept?
- Etc.

Important Information

- Rates (1.16.0):
 - 1500 items per hour
 - Note: Unknown what type of items

Examples Important Information

Important Information

Below here is an overview of what is possible

Per creation there are different information that are required. You can find them in the pages for the 'standard format' for the category.

- [Important Information Overview](#)

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

Additional Information

This type of information includes showcases, tutorials, 'updates' for the build, structura's, block lists and the link to the submission on this website.

World downloads are required for every submission

Overview images are required for every submission

A tutorial is highly recommended, however not required

Structura, block list and showcases are recommended, but not required

See below examples for each type of information:

World Download

World downloads are required for every submission

World downloads should have the `.mcworld` extension. Installing these worlds may be tricky on certain devices. See how it can be done for your device on [Article: How to download worlds in Minecraft Bedrock]. To add a world download to the submission:

Choose **one** of the following

- World Download (1.16.0): See below for `MyWorld.mcworld`

The version added behind the World Download is the minimal version you can open the world in. This is required. It is possible the world can be opened in versions below, but there is a chance it can corrupt the world and therefor not recommended.

If the world download is in a newer version, doesn't mean the build cannot be build in versions lower that version. Example if it says '1.16.0', then it doesn't mean you can't build it in versions below 1.16.0

- World Download (1.16.0): See below for `MyWorld.mcworld` or use this [link](#)

External links are not recommended as the link may expire

If the world download is larger than 25 mb, an external link is allowed

However, if the build can be rebuild in a new world, it is required to do so.

The provided link must not embed, therefor use < > before the link

- “ • World Download (Design 1, 1.16.0): See below for `MyWorld1.mcworld`
- World Download (Design 2, 1.16.0): See below for `MyWorld2.mcworld`

If there are multiple World Downloads, stack them below each other.

The difference must be explained (like Design 1 or Design 2)

The minimal version the world can be opened with is required to be added, separated with a comma

Examples Overview Image

Overview Image

Overview images are required for every submission

To see how the build looks, it is required to add an image to the build so it is easy to see how the builds look. In the submission you must explain what you see in the overview image(s). There are some requirements to overview images

Choose **one** of the following

- Overview Image: Overview of how the farm looks (it looks like a zombie head)



The overview image must be clear

The description must give a short explanation of what you can see. Especially if it is a big build, there are multiple angles you can choose the screenshot from

The overview image should have no GUI elements visible

- “
- Overview Image: Overview of how the farm looks (it looks like a zombie head)

1.

This is not accepted. You can see GUI elements (the mobile controls) for example

- “
- Overview Image:
 - Image 1: Overview of how the farm looks (it looks like a zombie head)
 - Image 2: Overview of a module

1.

2.

It is possible to have multiple overview images to show different angles or to show different designs. There must be an explanation for it

The order of the images must be done like shown: Image 1, Image 2, Image 3, etc.

Examples Showcase/Tutorial

Showcase/Tutorial

BUILDS can have videos showcase (showing) the build or even have a dedicated tutorial for it. Not all submissions have a tutorial as they are very time consuming, which a lot of people that submit builds don't have. Therefore it is not obligated to have one, but it is recommended.

Choose **one** of the following

- “
- Showcase: <https://youtu.be/link>

If no link is provided, then this part can be skipped

- “
- Showcase and tutorial: <https://youtu.be/link>

If the showcase also has a tutorial, use this format

- Showcase: <https://youtu.be/link>
- Tutorial: <https://youtu.be/link>

If there is a separate video for the showcase and tutorial, place the two links below each other.
If there are more links, stack them below each other

- “
- Showcase (Design 1): <https://youtu.be/link>
 - Showcase (Design 2): <https://youtu.be/link>

If there are separate designs, it can be done similarly when a video has separate video for showcase and tutorial.
The separate designs can also be 'update' videos where the creator recommends to upgrade the build to work in newer versions or get better results

Examples Structura

Structura

Structura is a method similar to the java mod: [Litematica](#). It allows the player to have a hologram-like build made of ghost-blocks. This allows the player to know where to place the blocks for the build, making it easier to build the creation. Structura is the bedrock equivalent and consist of a resource pack rendering the build.

[Structura](#) is an external program that allows you to convert a minecraft build with the `.mcstructure` extension into a resource pack consisting of those ghost-blocks. You can use the website (see linked), a bot in the Discord or using the external program (PC-only). The program gives you a resource pack with `.mcpack` extension, which allows you to open in Minecraft. If you want to know how to install it for your device, use this article: [Article: How to install resouce packs in Minecraft]

Choose **one** of the following methods:

- Structura: See below for `MyStructura.mcpack`

If no structura is provided, then this part can be skipped

Structura must have the `.mcpack` file extension

- “
- Structura: See below for `MyStructura.mcpack` or use this [link](#)

External links are not recommended as the link may expire

If the structura is larger than 25 mb, an external link is allowed

The provided link must not embed, therefor use `< >` before the link

- “
- Structura (Design 1): See below for `MyStructura1.mcpack`
 - Structura (Design 2): See below for `MyStructura2.mcpack`

If there are multiple structurass (either too big of a build and therefor split up in smaller parts or different designs), then they are stacked below each other

Examples Material List

Material List

Structura can also generate a material list automatically. This is useful for people that want to build the creation in their own world.

Choose **one** of the following methods:

- “
- Material list: See below for `MyMaterialList.txt`

If no material list is provided, then this part can be skipped

Material list must have the `.txt` file extension

- “
- Material List: See below for `MyMaterialList.txt` or use this [link](#)

External links are not recommended as the link may expire

If the material list is larger than 25 mb, an external link is allowed

The provided link must not embed, therefor use `< >` before the link

- “
- Material list (Design 1): See below for `MyMaterialList.txt`
 - Material list (Design 2): See below for `MyMaterialList.txt`

If there are multiple material lists (either too big of a build and therefor split up in smaller parts or different designs), then they are stacked below each other

Examples Website

Website

The creations are also archived on this website, due to the limited file size and character limit a submission can have in the Discord. Every submission has a corresponding link to this website.

The website is currently under construction so this is not included until it is finished

Extra Information

- Gamerule `domobloom` is set to `true`
- 2 dimensional, 2 players
- Note: Due to Campfires no longer burning XP in 1.19.60+, the farm breaks
 - Source: [Minecraft 1.19.60 Bedrock, MCPE-98931](#)
 - Possible fix: Use a Sculk Catalyst or Lava to remove XP

Examples Extra Information

Extra Information

Information that is good to know about the build, like where to build it (dimensions, biomes), what tools you need (tridents), what gamerules are used and if there are any bugs or features affecting the build.

There is a two types of *Extra Information*:

- Extra Required Information; Information that is required in most builds to give a whole picture of the build
- Extra Other Information; Information that isn't obliged, it is good to provide this information, but it isn't required

Extra information is only mentioned on the website

The information is not on Discord due to character limit in the Discord and it is irrelevant for most people

Extra Required Information

Extra Required Information

This type of information must be included, multiple combinations are possible. The order they are list here, is also the order how they must be added to the submission

The difference between “Extra” and “Other” is that other important information is more generic compared to extra information.

Due to the amount of possible options, see an overview on this website: [Extra Required Information Overview](#)

The link is to a page with all possible options, but it will tell you which information is required for which kinds of submissions

Extra Other Information

Extra Other Information

This type of information must be included, multiple combinations are possible. The order they are list here, is also the order how they must be added to the submission

The difference between “Extra” and “Other” is that other important information is more generic compared to extra information.

The list of *Extra Other Information*-types can also be found on this page: [Extra Other Information](#)

Multiple dimensions

Choose **one** of the following methods:

“ If no Nether or End portals are being used, this does not have to be included

“ • 2 dimensional, uses 2 players

This must only be included if the farm uses more than 1 dimension (E.g. Overworld ⇌ Nether)
Applies for 3 dimensions as well

- “ • 2 dimensional, uses 1 player and a tickingarea

This must only be included if the farm uses more than 1 dimension.

Applies to 3 dimensions as well

A ticking area may despawn mobs if no player is nearby. In mob farms that don't have persistent mobs, this cannot be used.

Gamerule

Choose **one** of the following methods:

- “ If there are no gamerule required for the farm to function, this does not have to be included

- “ • Gamerule `[gamerule]` must be set to `[true/false]`

In the case of Portal Based gold farms some require the gamerule `dofiretick` set to `true`

Notes

Notes cover the following things:

- Bugs, and possible workarounds
- Mechanic changes, and possible workarounds
- Mechanics, and possible workarounds (intended mechanics and how they can be avoided)

How this is done, see the format below

- “ • **Note:** Due to [a bugfix or change of a mechanic] in [version], [the farm breaks/the rates changed/usage changed]
- Source: [link bugreport/changelog/wiki]
 - Possible fix: [possible workaround]

If no version is provided or the version is just simply unknown, use an unknown version
 For source, use:
 - Source: Unknown

If there is an intended mechanic, a version does not have to be provided

A bugreport, changelog or wiki link must be linked to show when the problem was introduced or where it comes from (as reference)
 Preferably both bugreport and changelog

If no fix is possible, use:
 - Possible fix: None

To provide more context how this works look at the provided examples, see below:

Examples Notes

- “ • **Note:** Due to Campfires no longer burning XP in 1.19.60+, the farm breaks

- Source: [Minecraft 1.19.60 Bedrock, MCPE-98931](#)
- Possible fix: Use a Sculk Catalyst or Lava to remove XP

If you over the links you can see more information (e.g. the bugreport link shows the title of the bug)

“ • **Note:** Due to changes to pistons in 1.19.50+, the TNT transport system breaks

- Source: [Minecraft 1.19.50 Bedrock, MCPE-146597](#)
- Possible fix: Use a different transport system

“ • **Note:** Due to a change in mob spawning in 1.16.0+, the roof needs to be replaced

- Source: Unknown
- Possible fix: Use a different roof, check the article [Surface spawns in mob farms]

The possible fix can be found in an article explaining what to do

The given article is not made yet

“ • **Note:** Due to a Signs not being able to be placed on Scaffolding in 1.16.100+, a different block needs to be used to hold the water

- Source: [MCPE-107011](#)
- Possible fix: Use open Fence Gates instead

This changed is not mentioned in a changelog, but the bugreport provides the information (the mechanic is being reported as 'Work as intended' meaning it works like Mojang intended it)

- “
- **Note:** Due to mobs no longer spawning inside campfires in 1.18.30+, the farm breaks
 - Source: [Minecraft 1.18.30 Bedrock, MCPE-152770](#)
 - Possible fix: Use a different design

The bugreport is set to private, meaning it cannot be seen

- “
- **Note:** Due to the trident killer breaking in an unknown version, the farm breaks
 - Source: Unknown
 - Possible fix: Use a different trident killer
 - **Note:** Due to changes to pistons in an unknown version, the mob transport system breaks
 - Source: Unknown
 - Possible fix: Use a different transport system

The version is unknown

Multiple notes can be added to the same submission

- “
- **Note:** Due to changes to fish spawning in 1.18.0+, the farm can only be build between y=54 and y=64
 - Source: Vanilla resources 1.18.0

- Possible fix: Build the farm between y=54 and y=64

The vanilla resources is also a valid source for the behavior if no changelog or bugreport mentions this

- “
- **Note:** Due to changes to big mobs fitting in Boats in 1.19.80+, Hoglins cannot fit inside boats
 - Source: [Minecraft 1.19.80 Bedrock, MCPE-161197](#)
 - Possible fix: Use a different trident killer
 - **Note:** Due to changes to big mobs fitting in Boats in 1.19.80+, Ghosts cannot fit inside boats
 - Source: [Minecraft 1.19.80 Bedrock, MCPE-161197](#)
 - Possible fix: Use a different trident killer

Here again, a different design is recommended and thus be provided in the submission. Otherwise a different build can be used.

- “
- **Note:** Due to Campfires no longer burning mobs in 1.19.60+, the farm will only drop Raw Porkchop
 - Source: [Minecraft 1.19.60 Bedrock, MCPE-98931](#)
 - Possible fix: Burn the mobs using Lava

In this case a possible fix is provided in the form of a text and not necessarily a different design

- “
- **Note:** Due to Ghosts no longer spawning in spaces smaller than 4x5x4 in 1.17.30+, the farm breaks

- Source: [Minecraft 1.17.30 Bedrock, MCPE-133687](#)
- Possible fix: Have at least 5 blocks between spawning platforms

- “
- **Note:** Due to XP not able to go through the small gaps of the pistons in 1.16.100+, the XP gets stuck in the trident killer
 - Source: [MCPE-64039](#)
 - Possible fix: Stand nearby the farm to collect the XP or use a Sculk Catalyst in version 1.19.0+
 - **Note:** Due to XP not able to go through the small gaps of the slabs in 1.16.100+, the XP gets stuck in the trident killer
 - Source: [MCPE-64039](#)
 - Possible fix: Use a Trapdoor (But, small mobs can escape the farm)

- “
- **Note:** Due to End Portal blocks being no longer obtainable in 1.16.100+, the farm can no longer be made (but can still be used)
 - Source: [Minecraft 1.16.100 Bedrock, MCPE-68229](#)
 - Possible fix: None

It's possible that there is no possible fix. The farm may work in later versions but it can no longer be build if started from the version the item is no longer obtainable from

- “
- **Note:** Due to End Crystals no longer breaking blocks in 1.19.70+, the farm breaks due to the Obsidian platform staying

- Source: [Minecraft 1.19.70 Bedrock](#)
- Possible fix: None

“ • **Note:** Due to Blazes floating up in trident killers, try to AFK below the farm

- Source: [Minecraft 1.19.70 Bedrock](#)
- Possible fix: None

Example how an intended mechanic could possibly break the farm

“ • **Note:** Due to chunk borders interfering with observers, try to use a different design

- Source: [MCPE-105821](#)
- Possible fix: Use the “Chunk Border”-design if it crosses a chunk border. See third image

Example how chunk borders can influence the build and a different design must be used

Revision #4

Created 22 February 2025 16:30:37 by ItsRichHeart

Updated 28 February 2025 14:32:11 by ItsRichHeart