

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
- 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

- 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

- 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](#))
- Gamerule
 - (Examples [Gamerule](#))
- Biome
 - (Examples [Biome](#))
- Notes
 - (Examples [Notes](#))

Revision #3

Created 25 February 2025 17:41:37 by ItsRichHeart

Updated 28 February 2025 14:30:29 by ItsRichHeart