

Input Buffers

Input buffers are an optional component of an automated storage system. The input buffer will accept items from the input UI (usually in the form of mixed-item-type shulker boxes) and hold them until the storage is given the instruction to "run".

Input buffers are usually used in the case that a storage does not have a ticking area attached to it, as a player cannot walk away from a running storage without danger of unloading it. The buffer allows the player to choose when the storage will run, and therefore allows them to leave immediately after inputting items.

Input buffers are also sometimes used as a speed optimization. Unloading arrays can only be fully utilized when their input volume is larger than a single box, and the more shulker boxes past that single one, the higher the rate that items will be stored. Thus, holding the input until at least a few boxes have built up is better for raw speed.

Input buffers have a minor drawback in that, until the storage is allowed to run, the most recently inputted items are inconvenient to access.

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