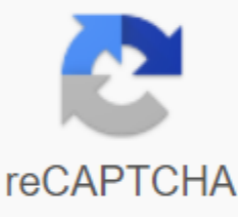




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Quantum portal qcraft

Hey all, just to know that the other mod I'm working on, qCraft, just got a lot of updates. Here's Toby from mcspotlights with the lowdown: There are a bunch of new features for manipulating quantum mechanics using redstone, but there's a stellar feature of something bigger: Quantum Portals. If you take inspiration from the many worlds of interpretation of quantum physics, quantum portals allow you to teleport yourself and your objects around the world, between dimensions and even into different servers. With quantum portals network it is now possible to connect all the different servers on which you play to make a single, persistent world! Grab download now from qCraft.org, and expect this to appear in some of your favorite mod packages shortly. This disambiguation page is a stub. You can help wiki by expanding it. This article needs cleaning. You can help wiki by clearing the article. qCraft (in short QuantumCraft) is a mod that introduces certain principles of quantum physics into Minecraft. It adds one ore, quantum ore, which, when minesweems, releases quantum dust that can be used to make a variety of Essences that will affect blocks when you look at them. The mod also adds quantum glasses to see these quantum blocks without affecting them, and a quantum computer to store or teleport regions of blocks in the world. Video[edit code] External links[edit code] Official site official mod wiki Edit comments Parts quantum computer is a useful block added by qCraft. It can be made using 1 quantum powder, 1 glass pane and 7 iron ingots. This block must be combined with four blocks dependent on observers, which are nad with obsidian (as high as you want) imbued with glass. The towers, depending on the observer, must be four blocks from the computer to the work. then you need to set the ice block next to your computer to make this page functional. Then you need to create a different setting in a different place (for example, at a friend's home), and then you can place the blocks within the square that you have now created with the observer-dependent block towers and teleport them. Crafting[edit | edit source] Quantum computer block Community content articles are available under CC-BY-SA, unless otherwise stated. Now practically I played on the server with qcraft in survival and found that its little to no real use.> Complicating (merged) blocks are far to the expensive, needing 12 (!) dust on a twisted block, making it unpaksatic to build everything great with it. It seems a little rarer than redstone.> There is no compressed block 9 powder than having any vanilla, so I save a little iritira.> Automatic observer thatactivates through a redstone signal works only from the sides not top/bottom which makes it more difficult/impossible to build any redstone activated structures.> You can't pickup once qcraft blocks, which is only from the sides not top/bottom which makes it more difficult/impossible to build any redstone activated structures.> You can't pickup once qcraft blocks, which is only from the sides not top/bottom which makes it more difficult/impossible to build any redstone activated structures.> You can't pickup once qcraft blocks, which is only from the sides not top/bottom which makes it more difficult/impossible to build any redstone activated structures.> You can't pickup annoying.> just a few basic types of full block can be used as quantum blocks, no tile entities and no blocks from other mods (zero mod interoperability)> the portal player is ugly > attached to even size (even multi-block structures are annoying) > why no teleport across dimensions, I mean its expensive enough> ... It seems to me that this mod is very unfinished and in fact not made to survive nor created by the people who actually play the game, and I think its annoying to introduce its own ore into the world with so little practical application. If anyone thinks this is too harsh to critique, you should be aware of how minecraft's good fashions have become, such as seeing thaumcraft. The bar is much taller now when it comes to mod quality. [1] ... Quantum ore is being ampli200 in the world and can be mined. Other quantum blocks (qBlocks) always require quantum dust (or a craft ingredient that itself requires quantum dust). When the minecraft world is created with the qCraft Modo installed, quantum nuts naturally mince in a similar way to red (in the bottom 16 layers of the minecraft world), but it is rarer, which occurs only four times per piece instead of eight. From version 1.01 fashion can disable the quantum ore generation in configuration settings. Quantum ore can be blasted only with iron pickaxe or better. When it eludes, it releases quantum dust in a similar way to Redstone. Quantum dust drops from quantum ore. In version 1.01 and later, if enabled in configuration settings, it is also possible to enable artisanal quantum dust by combining one unit of red stone with lime green dye. It is recommended that users enable this setting if the quantum ore generation is disabled while creating the world, otherwise there is no path to making quantum objects. Quantum dust used in creating the following items: the essence of superposition (EoS) the essence of entanglement (EoE) the essence of observation (EoO) Essence Observation (EoO) is a crafted object that itself does not have a function or serves as an ingredient u quantum crafting recipes for imbue other crafted objects with quantum behavior. It is produced by making four units of quantum dust as follows: Ingredients Input » Outgoing quantum dust Like EoO, the essence of observation (EoS) is a craft ingredient used in some quantum craft recipes. It is also made from quantum dust as follows: Ingredients Input » Outgoing quantum dust like EoS and EoO, EoE is a craft ingredient used in some quantum craft recipes. It is also made of quantum dust and EoS as follows: Components Input » Outgoing quantum dust The essence of dependent blocks of superposition Observer (ODB)turns out the properties of all non-running, non-worthless standard minecraft blocks used in its construction, but only if observed certain methods. ODB are designed by placing EoO in the center of the craft table and then place standard Minecraft blocks around it. The position of standard blocks in the craft grid determines how the ODB will be resolved when it is first observed as follows: Note the following example: In this case, when the ODB result occurs in the world, it will appear as a stone 100% of the time if its northern or southern face is first observed. If her eastern face is spotted, he will always appear as a gravel, and if his western face is first sighted, it will always appear like dirt. If the upper or lower face is first sighted, it will remain invisible and nightly (as if there was no block). The following video contains an example of the creation of odb and what they can do: As mentioned in the examples above, the rules for determining how the ODB is resolved at the first observation are as follows: 1. Specify the face on which the block is first observed (whether north, south, east, west peak or bottom). 2. Consult the craft recipe used to make this part of the block and resolve the ODB to the block used in the appropriate slot in the craft recipe (or air, if no block has been used in this slot) Please note that when the SEB is resolved on the basis of observation, the entire block is eliminated on the block type indicated by the above rules , not only the face or wasp which has been observed. When the ODB is resolved on the basis of observation, it is resolved to the same definitive state for all players in the world (including those players who have not made observations). Once the ODB is observed, it will remain in whatever condition the observation has had until no one is observed before, and then someone will monitor it again, and then it will be resolved again under the observation rules. In other words, the block remains in a state that saved it from observation, even if no one will be watching it again until a second observation occurs. In a multiplayer situation, this means that a) the first block observer will determine his condition and b) the block will remain in that state until any player notices and then someone is looking at him again. In the inventory, the ODB will be stacked with other ODBs made with the same recipe for making. They will appear in the inventory as an animated block with a look indicating their variable nature. When they're in the world, their appearance will be governed by the rules of observation. When a player holds it, until it is placed in the world, the ODB cycle visually between its possible countries, interleaved with animation that is designed to summon quantum uncertainty. ODB can be done with Redstone blocks. This allows the constructions in Minecraft to be powered by dependence on observation. Effects that can be achieved by ODB • Phasing -- leaving the directional space empty in a craft recipe, will be both invisible and insurmountable when it goes to the country represented by an empty slot • Chameleon -- the ODB block will be salvaged on a standard minecraft block when you view it from the specified direction. Chameleon blocks take on several features of the blocks they solve, For example: the appearance of flammability transparency item drops required mining tools redstone signals (if crafted with a redstone block, will transmit a redstone signal) light source (i.e. glowstone) • Gravity - ODB will fall when neupuppupped if they resolve a block gravity affected by (e.g. sand, gravel). This block is made much like a standard ODB, except EoS is used in a craft recipe and not an EoO, as in: Note the following example: In this case, when the result is QB in the world, it will appear as a stone 100% of the time if its northern or southern face is first sighted. If its eastern or western face is first spotted, it will have the ability to appear as dirt and the possibility of appearing as gravel. If the upper or lower face is first sighted, it will remain invisible and nightly (as if there was no block). As mentioned in this example, the rules for determining how the QB resolves at first observation are as follows: 1. Specify the axis on which the block is first observed (north-south, east-west or upward) 2. See the production recipe used to create a block for this axis 3. If the same standard block has been used in both craft slots of that axis (or if both slots were empty), resolve the ODB to that block (or to zero if both slots were empty) 4. If different standard blocks have been used in both craft axis slots (or if one of the slots was empty), it will be resolved on one or the other. In addition to its quantum nature, as described in the above rules, the rules, behaviours and effects that can be achieved by qB are the same standard ODB. Players can create engraved blocks (EB) from any ODB or QB. Clogged blocks have the same characteristics as the ODB/QB from which they are created. The mixed blocks created at the same time will always be in the same state, no matter where they are in the world. This means that all the other blocks in this kit will be immediately rescued to the same state, no matter where in the world they are. The new EB can be manufactured as follows as version 1.01 mod Components Input » Output observer dependent block or quantum block (X 2) The essence of complications In this case must be ODB or QB, used in both slots, made with the same craft recipes. To add additional EB to an existing EB group, the following recipe should be used: Ingredients Entry » Exit Existing block closure observer dependent block or quantum block (X 2) Essence of complication The player can create a special pair of glasses that you can wear in the slot, which is usually reserved for helmets. With them equipped, the player can see the superpositional state of all the ODB, EB and QB in the world. Thus, the player can see otherwise hidden or camouflage blocks. It can also lead to certain puzzles that require glasses to complete. The formula for making is as follows: Ingredients Input » Output Quantum Dust Glass Pane When equipped in helmet slot, anti-Observation Glasses prevent the player from causing quantum observations. In other words, from the point of view of all quantum blocks/phenomena in the game, it is as if this player is not there. Unlike quantum glasses quantum blocks are not visible with anti-observation glasses. Note that even if an AOG player is equipped, other observers in the vicinity of the player can still make observations that the player will still see happening, even if the AOG is equipped. AOG can be useful in a multiplayer environment, where it is desirable only that some, but not all players, initiate observations (for example, when trying to solve certain types of puzzles). The formula for making is as follows: Input components » EoO output glass Glass pane AO is a redstone device that causes quantum observation when powered. This can be useful for triggering quantum phenomena remotely via the Redstone signal without the player having a physical presence to cause observation. Note that AO is directed at the layout (similar to e.g. pistons). When setting AO, the input page (that is, the page that must be connected to the Red Stone signal source) will always be on the side of the nearest player, with no output page (a page that acts as a power observer) directly opposite. By standing on a block where you plan to red stone signal to come out and reverse the thing you plan to observe for AO, you will achieve the correct layout. The exit side of the block must be next to the block you intend to observe and touch. The formula for manufacturing is as follows: Ingredients Input » Output Stone EoO Redstone Dust Quantum computer is used as an integral part of the quan ting/teleportation system (see quantification/teleporation). Since version 1.1, quantum computers can be powered for teleportation and portal purposes via the Redstone signal. His handilytic recipe is: Ingredients Input » Outgoing quantum dust Glass pane Iron ingot Wrapped quantum computer is used as the main component of the teleportation system (see quantification/teleportation). His craft recipe is: Ingredients Input » Outgoing quantum computer The essence of entanglement Quantification/teleportation Quantum/teleportation uses the power of quantum computers to digitize the region Minsk-craft world. This region can then be copied (quantified) or transported immediately (teleportation) to another place in the world. A single QC is required for quantification and a single QC is required for teleportation. Designing the teleporter matrix is (intentionally) a little technical, so you might find this video tutorial useful: Obsidian Full Gold Blocks Led (requires pickaxe with silk touch glasses) Glass blocks 2. Craft required ODB Each is saved on gold when observed from another cardinal's direction, otherwise it resolves to obsidian. We're going to call this the ODB anchor. 3. Craft quantum computer (qC) (see quantum computer, above) Select the area you want to quantify in the center, place qC along the ice block to provide cooling On the perimeter, build 4 Pylons from Obsidian and ODB along each Carcassic axis (N, S, E, W), aligned with qC. The pylon must be anchored to an ODB anchor, which must be at the same level as the QC. The ODB anchor must be repaired by resolving the face of the golden block in the direction of the QC. Obsidian should then be insitaneous above and/or under the ODB anchor to indicate the height (or depth) of the area to be quantified. The total area to be quantified may be extended up to 16* blocks on either side of the ODB anchor to x, y and by axe. Place one glass block on top of each column (it's important that the device does not violate special relativity) To teleport, re-instruct exactly the same matrix at the target location with a combined QC. To quantify, re-make the same matrix at the target location, but don't place a QC there. *The maximum number of blocks that can be expanded by the quantification field can be configured in the qcraft config file. By default, it's 8.5. Use quantum computer Right-click QC to access the CONTROL MENU GUI Select quantified or teleport 6a. If it is quantifying, mine and collect the QC. Move it to the target location, place it in the matrix and access the QC menu for denavantics. 6b. If teleported, the contents of the two matries shall be replaced immediately. The dimensions of the qC/pylon matrix do not exactly match the origin and destination Destination is an outpouring of water or lava that could flow and damage the structures Source / destination contains blocks with additional data (Tile entities) that would be lost in transmission (e.g. There were blocks with inventory, such as breasts, furnaces and hopper i blocks from other testicles with uninvented methods for storing data.) Quantum portals use quantum computers to establish a connection through which players can currently travel between two points in the same minecraft world (portals within the server) or between a specific point in the world on one Minecraft server and a specific world point on another Minecraft server (between the server or portals). Players can travel through the portal, come to the other side at a predetermined destination and, if they like it, take their inventory with them. Important notes Portals only work between points in the same dimension (for example, you cannot create a portal between a stuffing and no). To facilitate portals, all included servers and client users must have qCraft mod installed. You cannot use the portal to access a server that you would not normally have access to if you tried a normal login (e.g. if you are missing a password, they are prohibited, etc.). Depending on the configuration options set by the server administrator, administrators (not ordinary users) can activate portals and/or establish an initial portal connection between two different servers. Administrators can also configure mod to allow each user to activate portals and/or establish portal connections. Regardless of who can set up the portals (as mentioned above), any server user can travel through an existing portal (assuming they also have access to the destination server if they travel between servers). When you travel within the server, your inventory always comes with you. When you travel while you're traveling on the server, you'll be prompted to ask if you want to take the stock with you. If you select this option, you will be transported to the destination server with your stock. Note that this will cause you to have an inventory on the source server (unless you are traveling back through the portal to the source server with inventory). If you take the inventory 24 hours after the failed attempt, there may be a failure during the connection process to the destination server, but if you log back to the source server within 24 hours of the failed attempt, the inventory must be restored. Inventory is added to the current inventory on the destination server (if any). Unrelated quantum computers containing quantitative data can be transported through a portal in your inventory with quantitatively intact data. This can be used for transport, e.g. for transport. The production of quantum portals Quantum portals are built in a way similar to any of the portals. To build one, you will need the following materials: Obsidian Full gold blocks Full glass blocks Ice Essence of Observation Quantum Computer (un-entangled) Just like with teleporters, you will need to build four anchor ODB. In this case, all four will have exactly the same recipe. Blocks should have obsidian in all slots, except for two slots along the axis, representing the direction of travel that should be gold. In other words, once the portal is complete, The ODB should go to the gold when you view it from any of the directions

through which you can travel through the portal and should head to obsidian when you look from all other directions. Place two of the ODB anchors on the floor (or wherever you want the portal frame base) with at least two** blank spaces between them. Place the glass blocks in each of the two empty spaces you left in step 2. Place at least three** glass blocks on top of each ODB anchor that you have inlaied in step 2. Place the ODB anchor on top of each of the most cutting-edge glass blocks you have inflated in step 4. Place two more glass blocks between the ODB that you have inestlamable in step 5. Now you must have a glass frame with ODB completed in each corner. Place the quantum computer (unrelated) next to the portal frame. Place a block of ice next to the quantum computer (to ensure cooling). **The maximum number of glass blocks that determine the maximum portal size can be configured in the qcraft config file. By default, 5. For the smallest portal size, the completed construction must look like this: Establish portal connections and activate the Note portals on the above page so that not all users can have the allow to establish portal connections on a given server. In the This portal box, type a unique name for this portal (for example, if you do not want to set the destination, you can hit Escape (the name you entered will be saved) at this time). If the destination is on another server, click the On This Server button to run through the list of servers that connections are allowed to use. Depending on your administrator configuration, you can also specify a server address by clicking the +button, entering the server address and clicking OK. When the installation is complete, click Energize to activate the portal. The portal will now glow green to indicate its active status: Portal Mechanics Although portals can have only one destination at any given time, the portal system allows for different different settings: If you configure the portal on the above, it represents a one-way quantum tunnel between that portal and your destination portal. For example, portal 1 will take you to portal 2, but not the other way around. If you repeat the procedure on the destination portal and set up a mutual relationship (e.g. Portal 1 → Portal 2 and Portal 2 → Portal 1), you will actually be a pair of two portals. In this scenario, portal 1 will always send you to portal 2 and vice versa. It is possible that any number of portals connects to the same destination portal. Portals 1, 2 and 3 could, for example, all portal (called Portal 4) as their destination. This could be used, for example, to give players access to a central location from different entry points. Similarly, daisy chain portals can. For example, if you get to portal 1, it can take you to portal 2. The above applies both to tunnels within the server and to server tunnels. Once the portal destination has been set, you can view it by right-clicking on the quantum computer. Users with the appropriate permissions (depending on the server installation) can deactivate the portal, change its destination, and reactivate it. Removing any block that makes a portal frame, QC, or ice will result in portal deactivation. The settings will be saved and the portal can be reactivated by correcting and reactivating it via the QC GUI. When a user who is authorized to create and verify portals on a given server actually travels via a connection between the server portal, they will receive a prompt to verify the link (done by typing /qcraft verifikati in the chat). After verification, this server will be made available to other authorized users of the source server as a destination for creating their own portals. Missing container items (item) When playing Minecraft on a server with other fashions, besides qCraft, you may want to take some items from another fashion with you to other servers. Because qCraft uses an unlocalized item name, for example: minecraft:stone, to determine the match from qCraft 1.2.2, such an item will no longer change to another item on another server if the incoherence of the number IDs of both servers is inconsistent. However, it is still possible that the target server completely lacks the item or block you are taking with you. This may be due to different mod configs, or because the target server is missing the whole mod. Before qCraft 1.2.2 this would normally cause an error and you would lose most or all of the other items you have also taken to this server without the means to retrieve it. In most server trips, this item will not be appropriate, but for specific cases where there is an item in which it is, it is an item of the missing item container. A missing item container is an item that is automatically created when the Player records an item on a server that has a unique name that does not match the name of the items that were then loaded on that server. MIC contains all the information about the original item, and if the container of the missing item is set off on another server through the portal, it will be converted back to the original item information before the trip. If the original item does not also exist on this new destination server, the item will of course be wrapped again in the new MIC. Reasons The use of the portal between the server may fail The user client may not be able to connect to the destination server (this will be cause error Connection rejected and user ends in the main menu) The destination server is not running or is not reaching the Destination Server running (other versions) of mods that you do not have installed on the client The user is not authorized to access the destination server The destination server is running a different version of fashion qCraft Destination portal does not exist or is not currently in active state (this will cause the user which is transported to the destination server but to the default location instead of at the foot of the destination portal) The connection between the server is not verified (yet) (yet)

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