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Quantum portal qcraft

Quantum ore generates in the world and can be extracted. Other quantum blocks (qBlocks) always require quantum dust (or a breeding ingredient that itself requires quantum dust). When a minecraft world is created with qCraft Mod installed, quantum ore naturally generates in a similar way to redstone ore (in the lower 16 layers of the minecraft world), but it is rarer, appearing only four times per piece instead of eight. Starting with version 1.01 of the mod, you can turn off quantum ore generation in configuration settings. Quantum ore can only be extracted with an iron pick or better. When extracted, it knocks out quantum Dust in a similar way to Redstone. Quantum dust falls from quantum ore. In version 1.01 and later, if enabled in settings, you can also enable quantum dust creation by combining a single redstone unit with lime green dye. It is recommended that users enable this setting if quantum ore generation is turned off during worldwide creation, otherwise there is no path to creating quantum items. Quantum Dust used in the creation of the following items: essence of the essence of superposition (EoS) essence of entanglement (EoE) essence of observation (EoO) Essence of Observation (EoO) is an item created that itself has no function, but is used as an ingredient in quantum creation recipes to imbue other items worked with Quantum behavior. It is made by combing four units of Quantum Powder as follows: Input ingredients » Quantum output powder Like EoO, essence of observation (EoS) is a breeding ingredient used in certain recipes of quantum creation. It is also made of Quantum Dust as follows: Input ingredients » Quantum output powder Like EoS and EoO. The EoE is a breeding ingredient used in certain quantum creation recipes. It is also made of Quantum Dust and EoS as follows: Input ingredients » Quantum input quantum powder Essence of blocks dependent on superposition observers (ODBs) exhibit properties of any standard non-fluid and non-inferior minecraft blocks used in their construction, but only when observed in certain ways. ODBs are created by placing EoO in the center slot of the creation table and then placing the default Minecraft blocks around them. The position of the default blocks in the creation grid determines how the ODB will resolve when first observed as follows: Consider the following example: In this case, once the resulting ODB is placed in the world, it will appear as stone 100% of the time if its north or south face is first observed. If your east face is observed, it will always appear as gravel, and if your west face is the first one observed, it will always appear as dirt. If the top or bottom face is the first observed, it will remain invisible and permeable (as if it is not a block there). The following video provides an example of creating ODBs and what they can do: As indicated by the examples above, the rules for determining how an ODB resolves in the first observation are as follows: 1. Determine the face on which the block is being observed (north, south, east, upper or lower west). 2. Refer to the creation recipe used to make this face of the block and resolve the ODB for the block used in the corresponding slot in the creation recipe (or to ascertain whether no block was used in that slot) Note that when an ODB resolves based on the observation, the entire block resolves the type of block dictated by the above rules, not just the face or shaft that was observed. When an ODB resolves itself based on observation, it resolves the same definitive state for all players in the world (even those players who did not perform the observation). Once an ODB is observed, it will remain in any state the observation has yielded, until it is no longer observed by anyone and then observed by someone again, at which time it will resolve again based on the rules of observation. In other words, the block remains in the state that resolved after observation even when no one observes it any longer until another observation occurs. In a multiplayer situation, this means that a) the first observer of a block will determine its state, and b) the block will remain in that state until it is not observed by any player and then observed again by someone else. In inventory, ODBs will stack with other ODBs made with an identical creation recipe. In inventory, they will appear as an animated block with an appearance that indicates their mutable nature. When placed in the world, your appearance will be governed by the rules of observation. When maintained by the player until placed in the world, an ODB will visually pedal between its possible states, interspersed with an animation designed to evoke quantum uncertainty. ODBs can be made with Redstone blocks. This makes it possible to feed buildings in Minecraft based on observational dependency. Effects that can be achieved with ODBs • Phasing – leaving a blank directional space in the creation recipe, the block will be invisible and permeable when resolved to the state represented by the empty slot • Chameleon – the ODB block will resolve a standard block of minecraft when viewed from the indicated direction. The 'Chameleon' blocks take on several characteristics of the blocks to which they resolve, such as: drops of flammability-looking transparency items required mining tools redstone signals (if worked with a redstone block, will transmit a redstone signal) light source (i.e. glowstone) • Gravity - ODBs will fall when not supported if they solve a gravity-affected block (e.g., sand, gravel). This block is manufactured similarly to the standard ODB, except that EoS is used in the creation recipe instead of EoO, as in: Consider the following example: In this case, once the resulting QB is placed in the world, it will appear as stone 100% of the time if its north or south face is the first observed. If your east or west face is the first it will have a chance to appear as dirt and a chance to appear as gravel. If the top or bottom face is the observed, will remain invisible and permeable (as if there was no block there) As indicated by this example, the rules for determining how a QB resolves in the first observation are as follows: 1. Determine the axis on which the block is being first observed (north-south, east-west, or up) 2. See the craft recipe used to make the block for this 3 axis. If the same default block was used in both slots creating this axis (or if both slots were empty), resolve the ODB for that block (or nothing if both slots were empty) 4. If different default blocks were used in both slots creating this axis (or if one of the slots was empty), it will resolve to one or the other. In addition to their quantum nature, as described in the above rules, rules, behaviors, and effects that can be achieved with QB are the same as the standard ODB. Players can create tangled blocks (EBs) of any ODB or QB. Tangled blocks assume the same characteristics as the ODB/QB from which they are created. Tangled blocks created at the same time will always be in the same state, no matter where they are in the world. This means that if any of a set of tangled blocks is observed, all other blocks in that set will resolve to the same state instantly, no matter where in the world they are. New EBs can be manufactured as follows from version 1.01 of the Ingredients Input » Output Observer dependent block mod or Quantum Block (X 2) Entanglement Essence In this case, the ODBs or QBs used in both slots must have been made with identical creation recipes. To add additional EBs to an existing group of EBs, this recipe should be used: Ingredient Input » Existing Block-dependent Output Of The Tangle Block Observer or Quantum Block (X 2) Entanglement Essence The Player can create a special pair of glasses that can be used in the slot normally reserved for helmets. With them equipped, the player can see the 'superpositional' state of all the ODBs, EBs and QBs in the world. This allows the player to see hidden or camouflaged blocks. It can also lead to certain puzzles that require the glasses to complete. The creation formula is as follows: Input ingredients » Quantum powder Glass panel When equipped in the helmet slot, the anti-observation glasses prevent the player from causing quantum observations. In other words, from the point of view of any quantum block/phenomenon in the game, it's as if that player wasn't there. Unlike Quantum Glasses, quantum blocks are not made visible by the Anti-Observation Goggles. Note that even if a player has the AOG equipped, other observers in the vicinity of the player may still cause observations, which the player will still see happening even if he has the AOG equipped. AOG can be useful in a multiplayer environment where it is only desirable for some, not all players to trigger observations (for example, when trying to solve certain types of puzzles). The breeding formula is as follows: Ingredients Ingredients » EoO Output Glass Panel AO is a redstone device that, when powered, causes quantum observation to occur. This can be useful for triggering quantum phenomena remotely through a redstone signal without having a player physically present to cause observation. Note that when they are directional when placed (similar, for example, pistons). When placing an AO, the input side (i.e. the side that must be connected to the redstone signal source) will always be placed on the side closest to the player, without the output side (the side that acts as the observer when fed) directly in front of it. By staying in the block where you intend the redstone signal to come and facing the thing you intend the AO to notice, you will achieve the proper placement. The output side of the block must be adjacent and touch the block you intend to observe. The creation formula is as follows: Input of Ingredients » Output Stone EoO Redstone Dust The Quantum Computer is used as a component of the quantization/teleportation system (see Quantization/Teleportation). Starting with version 1.1, quantum computers can be powered for teleportation and portal purposes via a redstone signal. Its creation recipe is: Input ingredients » Glass output glass iron ingot The Quantum Tangled Computer is used as the main component of the teleportation system (see Quantization/Teleportation). His creation recipe is: Input ingredients » Quantum Computer Essence output of emlement Quantization/Teleportation Quantization/Teletransportation Uses the power of quantum computers to 'scan' a region of the minecraft world. This region can then be copied (quantization) or transported instantly (teleportation) to another place in the world. A single QC is required for quantization, while a tangled pair is required for teleportation. Build the teleporter matrix is (intentionally) a bit technical, so you can find this video tutorial useful: Obsidian Full Gold blocks ice (requires pick axe with the enchantment touch of dummy) Glass Blocks 2. Create the necessary ODBs Each one solves the gold when observed from a different cardinal direction, otherwise it resolves itself to the obsidian. Let's call them anchor ODB. 3. Ship the quantum computer (qC) (see Quantum Computer, above) Choose an area to quantify in the center, place the qC adjacent to an ice block to provide cooling On the perimeter, build 4 Obsidian Pillars and ODB along each Cartesian axis (N, S, E, W), aligned with the qC. The pylon must be anchored by the ODB's anchor, which must be at the same level as the qC. The anchor ODBs must be placed so that the gold block faces resolves in the direction of the QC. Obsidian should then be placed above and/or below the ODB anchor to indicate the height (or depth) of the area to be quantified. The total area to be can extend up to 16* blocks on either side of the anchor ODBs on the x, y, and z axes. Place a single block of glass at the top of each pillar (i.e. so that the device does not violate Special Relativity) If you want to teleport, recreate exactly the same array at the destination location using the paired tangled QC. If you want to quantify, recreate exactly the same matrix at the destination location, but don't put a QC there. **The numem blocks that the quantization field can extend can be configured in the qcraft config file. The default is 8. 5. Use the quantum computer Right click on the QC to access a select select control menu quantize or teleport 6a. If quantize, mine and collect the QC. Transport it to the destination location, place it inside the array and access the QC menu to deva quantity. 6b. If teleportation, the contents of the two matrices will be immediately exchanged. The dimensions of the qC/pebble array do not exactly match at source and destination The destination is water or lava that can flow and damage source/destination structures contains blocks with extra information (Tile Entities) that would be lost in the transfer (for example, any blocks with an inventory such as chests, ovens and funnels and blocks from other mods with unusual methods of storing data.) Quantum portals use quantum computers to establish a link through which players can instantly travel between two points in the same minecraft world (intra-server portals) or between a world-specific point on a Minecraft server and a specific point in the world on a different Minecraft server (inter-server or server portals). Players can travel through a portal, exit the other side at a predefined destination and, if they wish, make their inventory with them. Important note portals only work between points in the same dimension (for example, you cannot create a portal between the world and the nether). To facilitate the portals, all servers involved and the user's client must have the qCraft mod installed. You cannot use a portal to gain access to a server that you normally wouldn't have access to if you tried a normal login (for example, if you don't have the password, get banned, etc.). Depending on the configuration options set by the server administrator, it may only be possible for administrators (non-non-ordinary users) to enable portals and/or establish the portal's initial link between two different servers. Administrators can also configure the mod to allow any user to activate portals and/or establish portal links. Regardless of who can configure portals (as above), any user of a server can travel through an existing portal (assuming that he also has access to the destination server if traveling between servers). When traveling intra-server, your inventory always comes with you. When traveling between servers, you will receive a warning asking if you want to do your inventory with you. If you select this option, you will be to the target server with your inventory. Note that this will result in you having an empty inventory on the source server (unless you travel back through a portal to the source server inventory). If you take your inventory with you, a failure during the connection process to the target server can result in a loss of your inventory, although if you log back in to the source server within 24 hours of the failed attempt, your inventory should be restored. Inventory is added to your current inventory on the target server (if any). Untangled quantum computers containing quantized data can be transported through a portal in your inventory with quantized data intact. This can be used to transport, for example, a structure through a portal, quantizing it, mining the quantum computer and placing it in its inventory, traveling through a portal, building a quantizing matrix of the same dimensions and placing the quantum computer in it and desva quantifying. The construction of a Quantum Portal Quantum portals are built similarly to the lower portals. To build one, you will need the following materials: complete gold blocks Obsidian Glass Blocks Complete Ice Essence of Observation Quantum Computer (un-angled) As with teleporters, you will need to build four anchorODs. In this case, all four will have exactly the same recipe. The blocks must have obsidiana in all slots except the two slots along the axis that represents the direction of travel, which must be gold. In other words, when the portal is complete, these ODBs must settle the gold when viewed from any of the directions through which you can travel through the portal and must resolve obsidian when viewed from all other directions. Place two of the anchor ODBs on the ground (or wherever you want the base of the portal frame to be) with at least two ** empty spaces between them. Place glass blocks in each of the two empty spaces you left in step 2. Place at least three glass blocks** on top of each of the anchor ODBs you placed in Step 2. Place an Anchor ODB on top of each of the tallest glass blocks you placed in Step 4. Place two more glass blocks between the ODBs you placed in Step 5. Now you should have a complete frame made of glass with ODBs in each corner. Place a quantum computer (untangled) adjacent to the portal frame. Place an ice block adjacent to the quantum computer (to provide cooling). **The maximum number of glass blocks, determining the maximum portal size, can be configured in the qcraft config file. The default is 5. For the minimum size of the portal, its completed construction should be like this: Establishing Portal Links and Activating Note Portals, according to the above, that not all users can be allowed to establish portal links on a given server. In the 'This Portal' field, type a unique name for this particular portal (for example, 'Mushroom Beach' or 'Temple of If you do not want to set a target, you can hit Escape at this time (the name entered will be saved). If you want to set up a target, type the name of the target portal in the appropriate field. If your destination is on the same server, leave 'This server' option activates. If your destination is on a different server, click the 'On The Server' button to scroll through a list of servers for which connections are allowed. Depending on the administrator configuration, you may also be able to specify a server address by clicking the '+' button and typing the server address and clicking 'OK'. Once setup is complete, click 'Energize' to activate the portal. The portal will now glow green to indicate its active state: Portal Mechanics Although portals may have only one destination at a given time, the portal system allows a variety of different settings: If you configure a portal according to the above, it represents a single-way quantum tunnel between that portal and its destination portal. Entering, for example, Portal 1 will take you to Portal 2, but not vice versa. If you repeat the procedure in the destination portal and configure the reciprocal relationship (for example, Portal 1 – Portal 2 and Portal 2 – Portal 1), you will effectively pair the two portals. In this scenario, entering, for example, Portal 1 will always send you in Portal 2 and vice versa. You can have any number of portals connected to the same destination portal. For example, Portals 1, 2, and 3 could have a single portal (call it Portal 4) as their destination. This can be used, for example, to allow players to access a central location from a variety of entry points. Similarly, you can also daisy chain portals. For example, entering Portal 1 can take you to Portal 2. Entering Portal 2 can take you to Portal 3, etc. The above applies to intra- and inter-server tunnels. Once the target of a specific portal is set, it can be viewed by right-clicking the quantum computer. Users with appropriate permissions (depending on the server configuration) can disable a portal, change its destination, and reactivate it. Removing any of the blocks that make up the portal frame, QC, or ice will cause the portal to be disabled. The settings will be saved and the portal can be reactivated by repairing and reactivating it via the QC GUI. Once a user authorized to create and verify portals on a particular server actually travels through a portal link between servers, they will receive a request asking you to verify the connection (performed by typing '/qcraft verify' in the chat). Once verified, this server will be available to other authorized users of the source server as the destination for them to create their own portals. Missing item (Item) When playing Minecraft on a server with other mods in addition to qCraft, you may want to take some items from another mod with you to other servers. Because qCraft uses the item's unlocalized name, for example: minecraft:stone, to determine a match since qCraft 1.2.2, such item will no longer be on another item on the other server if the server numeral ID is mapped. However, it is still possible that the target server completely does not have the item or block that you are taking with This may be because of the different settings of a mod, or because the target server is lacking an entire mod. Before qCraft 1.2.2, this would typically cause an error and you would lose most or all of the other items you were taking to that server as well, with no means of recovery. On most trips between servers, this item will not be relevant, but for the special cases it is in, there is the missing Container Item. The Missing Item Container is an item that is created automatically when a player caresss an item for a server that has a unique name that does not match the name of any of the items that are loaded on that server at that time. The MIC contains all the information about the original item and if the Lost Items Container is taken to another server through a portal, it will be converted back to the original item information before the trip. If the original item does not exist on this new target server as well, the item is of course wrapped in a new MIC again. Reasons Using an inter-server portal may fail The user client cannot connect to the target server (this will likely result in a 'Connection Declined' error and the user winding in the main menu) The destination server is not running or is unreachable The destination server is running (other versions of) mods that you have not installed on your client The user is not authorized to access the destination server The destination server is running a version other than the destination server qCraft mod The destination portal does not exist or is not currently in an active state (this will result in the user being transported to the destination server, but to its default location instead of to the foot of the destination portal) The inter server connection is not checked (yet) (yet)

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