

FAQ FOR THE 1.19 WARDEN SWITCH TUTORIAL by MadMan25:

 [How to Stop Warden Spawning in 3 Minutes | Warden Switch Tutorial 1.19](#)

and the sequel 1.20+ version with redone timings:

<https://youtu.be/2R7oZFvBZyA>

Question	Answer
<i>Does it work on Bedrock?</i>	No
<i>Does this work on servers?</i>	Some server plugins and mods can skip ticks and modify redstone or spawning mechanics which can break the warden switch so if you're 100% sure you've done everything right then this may be the cause of your issues and you'll have to change or modify the plugins to resolve your issue
<i>Does this work in 1.20?</i>	If you're playing in 1.20 then you'll need to make the updated version which uses slightly different redstone. You can find a tutorial, also done by us, here: https://youtu.be/2R7oZFvBZyA
<i>It's still spawning wardens!!</i>	Hey so this could be happening for a variety of reasons • The simplest one is that you misplaced a block or 2 in which case either rewatch the tutorial and take your time or have a look at the world download or schematic • If you're on a multiplayer server then you'll need to make one switch per player as each player has their own warden spawn cooldown timer
<i>It was working fine but then when I left and came back to it, it was spawning wardens again</i>	This is most likely because when you left the switch, it unloaded and so when you reloaded it again the redstone and arrow could desynchronise and allow wardens to spawn. An easy fix for this is to build a chunkloader which we give an example of at the end of the tutorial video
<i>Does this work on paper?</i>	It depends on the specific configuration of paper but we've received some issues from people saying their arrow despawns which is due to the clear lag setting which can brazenly remove all entities, including our little arrow

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