

PowerCraft Inventions

Welcome to PowerCraft's inventions gallery.

You can read about useful machines and factories here, and learn something about PowerCraft.

You can help with this document by adding your own photos and descriptions.

If you want to edit, ask for sharing.

(right up side - there is a button for that)

-- MightyPork

Rules:

1. Follow the [formatting rules](#).
2. Images must not be taken in fullscreen (because of their size)
3. Always add a good description to the image.
4. After adding something, refresh the **Contents** list.

Making a “shortcut” link

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Formatting rules

Use the drop-down menu in the edit bar to select styles.

“Heading 1”

Title of a group of articles (eg. MightyPork’s factory)

“Heading 2”

Title of an article (eg. Roaster room)

“Normal”

The article text (image description).

Each article should be on it’s own page, starting with a H2 title.

Make “page break” using CTRL+ENTER

Making a “shortcut” link

Sometimes you want to make a link to some other article in this document.

How to do that:

1. Find where you want to link, and use Menu > Insert > Bookmark.
2. Then while creating the link, click “bookmark” in the left menu, and select your bookmark.
3. There is a problem that once you click the bookmark link, you can’t click this link again, but it is a bug in google documents. New visitors will not have this problem. As a workaround, edit your address bar and remove the #bookmark... thing at the end, and press enter to reload.

Advanced farms

1. Gold farm.

Zombie pigmen are killed by laser, generated by mob spawner and spawner chip. Nuggets are then crafted to ingots for more compact storage (another ACT could be used to craft ingots to gold blocks)



2. Fully automated potion factory.

3 level conveyor, 6 potions are made in parallel. No wasted materials or wasted conveyor time.



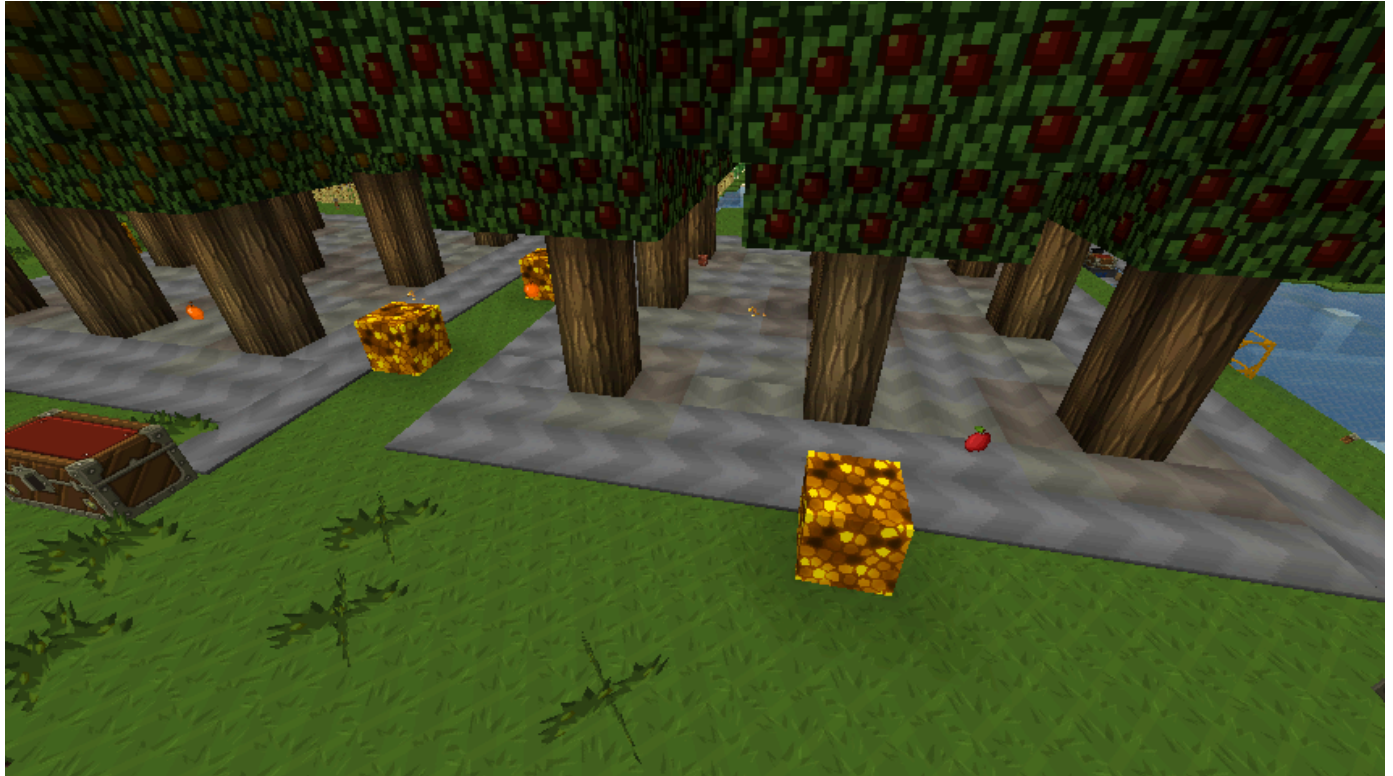
3. Massive fish farm with automated coal distribution

Drop 64 coal at the input, coal is distributed 8 to each device



4. Apple and orange farm (using better farming mod)

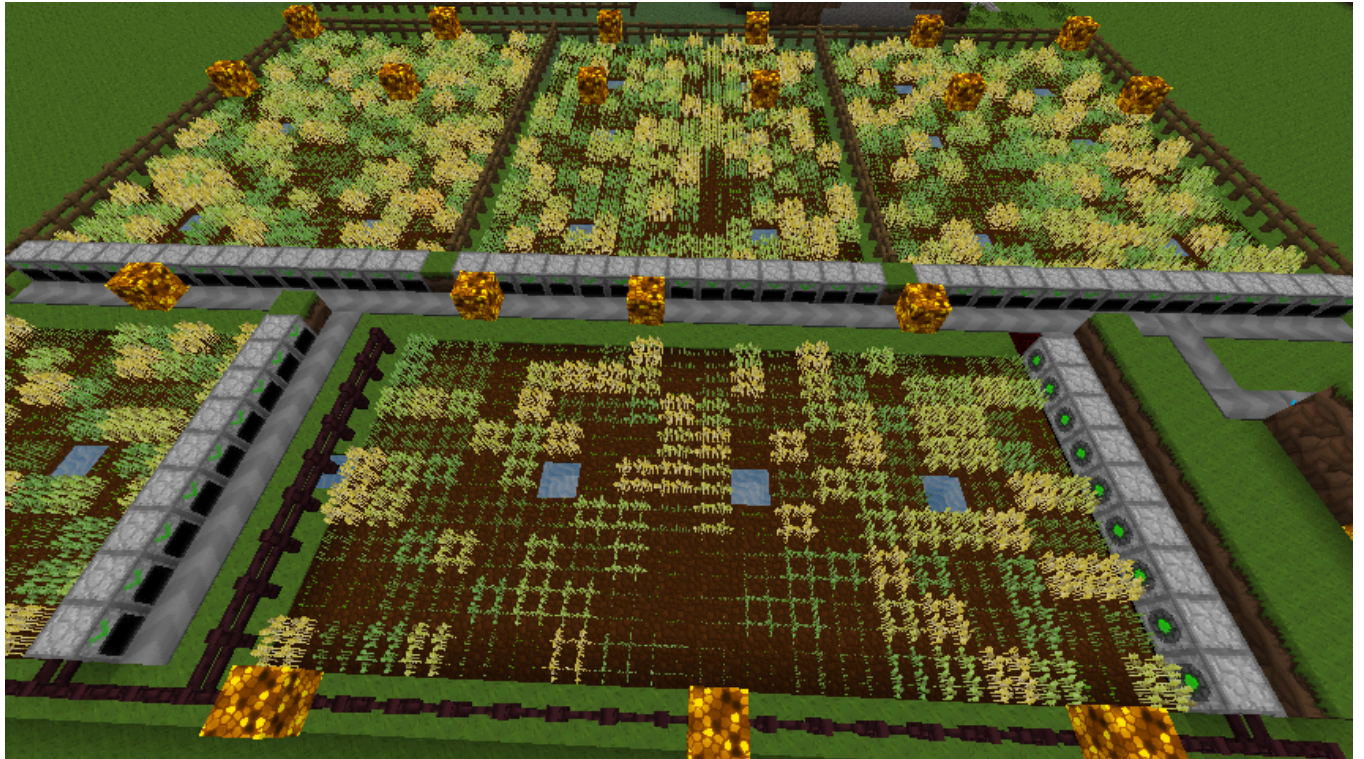
You could use water to collect the drops, if you are playing it without cheating and think the belts are too expensive.



5. Massive wheat farm

Right here we have harvesters that harvest the wheat and then the wheat comes out of the back from the harvesters onto a conveyor belt then goes into a dirt house and tada WHEAT!!!!!!!!!!!!!!

Wheat is automatically replanted by the harvesters.



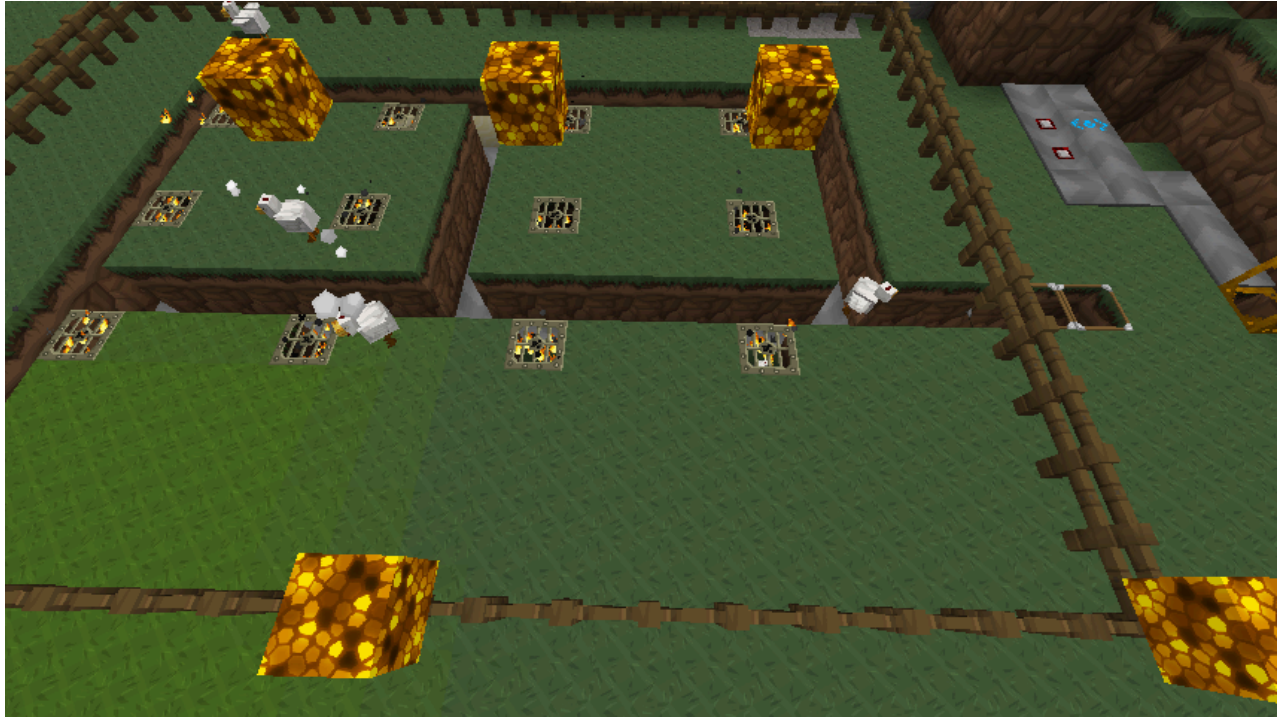
6. Über mob killer.

Uses laser killer and multiple prisms. After 3 minutes of killing water is flushed automatically and loot is driven to the chests.

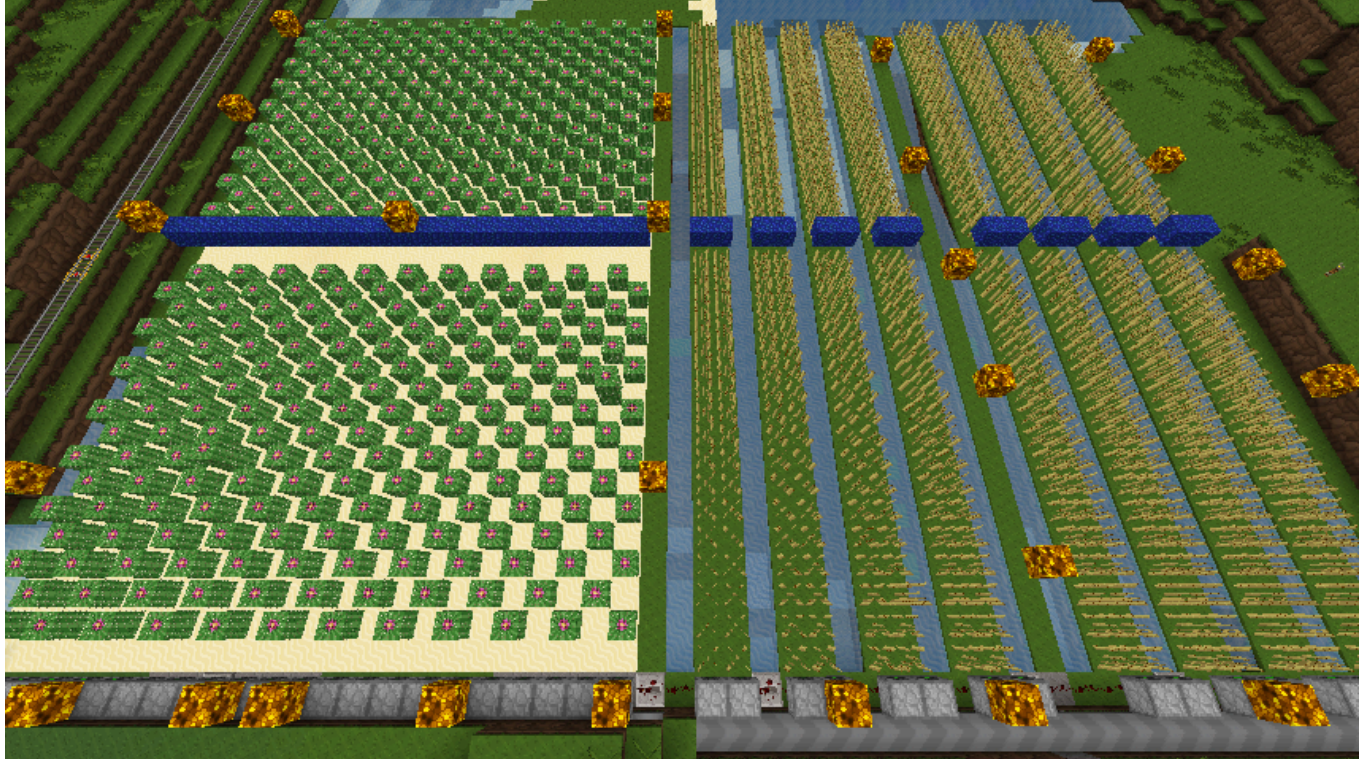


7. Chicken farm.

Chickens are generated by the spawner. Then they fall to conveyor and are smashed to death by pistons.



8. Massive cactus and sugar cane farm



The cactus farm could also be built without the harvesters, using the simple harvesting method described in Minecraft Wiki. Such farm then can be really compact and high, and conveyors can be used to move the dropped cactus pieces.

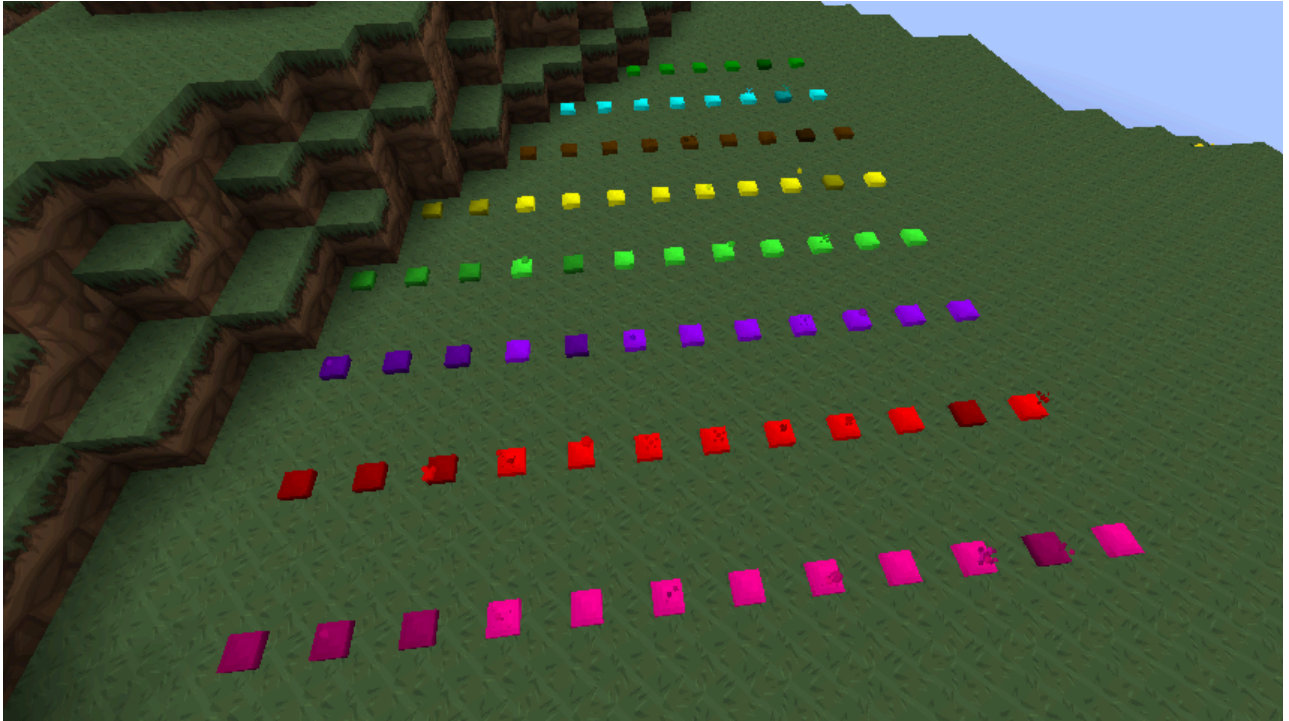
9. Automated sand wall builder.

Sand (or gravel) is put on the pistons by block dispenser, then piston goes up. Then simultaneously piston goes down and new block of sand is dispensed. Thus creating a wall upwards. When wall is no longer needed the block harvester deletes all wall and distributes sand back to the dispensers to allow the wall to be built again and again.



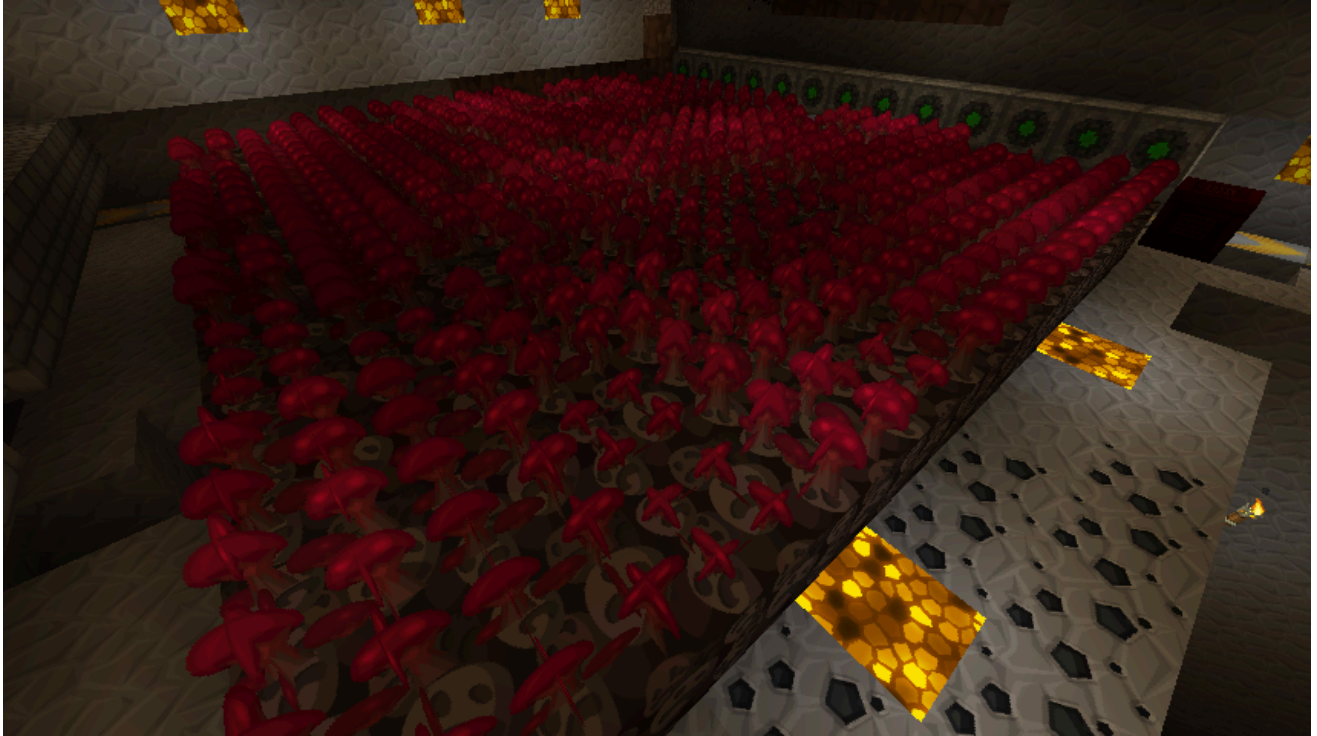
10. Dance floor.

The colored lights are powered by the redstone below. The redstone pulsar generating pulses and logic device scrambles the output to make the dancefloor look random.



11. Nether wart farm.

When Netherrack is placed in the roaster it produces nether field allowing nether wart to grow at normal world.



12. Tree/charcoal farm.

The trees are collected by block harvester. Then they burnt by the roaster (using themselves as a fuel) and charcoal is stored in the chest.



13. Spawner loot display

This lets you see the output of your underground mob spawners. Loot comes from the spawner, and then goes into the processing rooms with automatic workbenches.



Leather, pork & steak factory

Hi, my name is Goomuin and here are my creations using Power craft.

The Leather, Cooked Pork chop and Steak Factory



The chimneys are another mod made by MightyPork. The yellow/red markings are paths for the security laser beams. yellow is a sensor beam and red the killing beam. The killer is this activated only if the sensor beam is interrupted, which saves fuel in the roaster.

This factory makes leather and meat at a fast rate and exports them. It is designed for bigger servers because of the mass-production of meat and leather.

Please remind the factory project is not completely done yet.
Advice is always welcome.

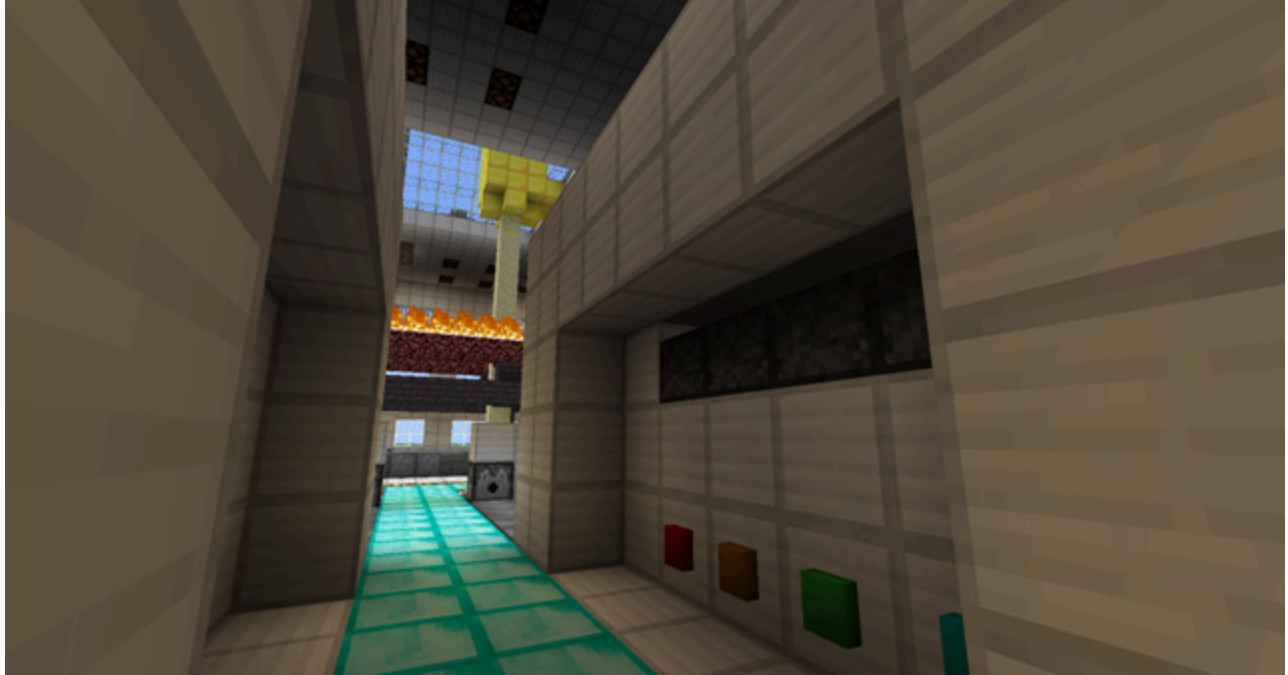
The main control chamber.



Left switch controls the charcoal part, right switch is the emergency brake. Green light means the factory is working, red light means there is a problem somewhere. If both lights are on, the factory is turned off. The floating signal is a Rail-craft signal, which shows if a train is ready to load. The white light flashes when the harvester is collecting trees. The brown light shows if the cow dispensers are empty. The pink light does the same, but for pigs.

On the right are teleporters which teleport the goods to the export station next to the factory, where they are loaded into the train. The yellow light flashes every time an item passes under it.

The roasters



The factory uses 8 roasters for burning the poor little animals into delicious cooked meat and useful leather. The lights under the roasters show whether the roasters are active or not.

Behind the roasters are six dispensers, 3 for each roasting-machine. the dispensers on the left side dispense pigs and the other side cows. I think this machine can burn most of the mobs, but it may be possible that need more roasters for it. If the dispensers are empty, the roasters stop burning and an alarm sound will go off. The dispensers are quickly empty, I'm trying to fix that while using the same speed. If someone else knows how, please tell me ;)

(that would be a nice addition to Powercraft, an empty/full dispenser-sensor)

The Charcoal Machine



This works almost the same as the tree/charcoal farm above this part. It cut down trees and turn them into charcoal, while the roasters feed themselves.

But my version had to be compact. Every Block Dispenser is filled with saplings at one side and bonemeal on the other side. Every 2 seconds, the dispensers grow trees, which are cut down by the block harvester. Every time the harvester cuts a tree, it will take a block of sand too, which will pop out again at the top of the factory (see the first picture). This is only used to see if the machine works at the front of the factory.

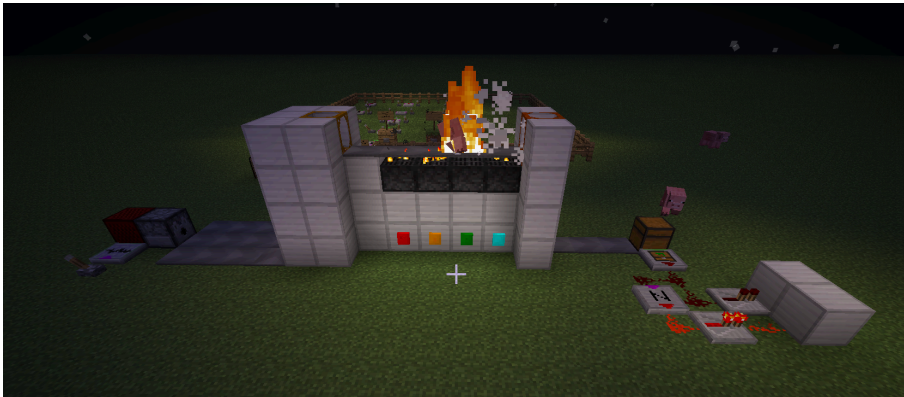
The small device at the back is one of the Charcoal Creators. It detects the wood coming through it and burns it into charcoal. If a piece of wood isn't burned enough yet, it will go back into the Charcoal Creator.

Entrance / Exit



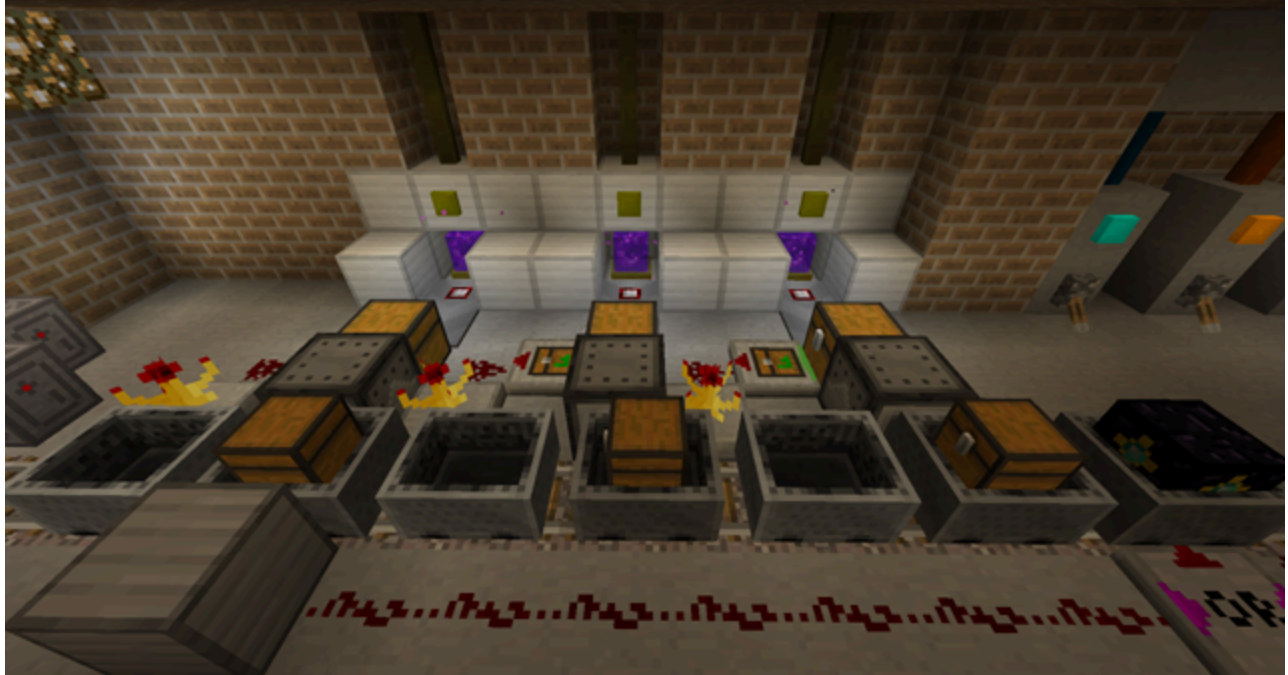
The door received an update! The Player Detector will now start a bunch of pistons to open the steel door.

Prototypes



An early version of the factory, only making Cooked Porkchop. The factory uses the same strategy, only a bit more advanced.

The Export Station with Minecarts



Since this mod is compatible with the Railcraft mod, it can be useful to fill your freight trains with your created goods. (you can of course use teleporters, but I like trains :P)

The meat and leather are teleported here and go into the chests, which are linked to the Item Loaders of Railcraft which fill the chests. If the chests on the ground are full, the train is send of automatically. In the Export Station, you can control the main switches of the factory if you are too lazy to go to the factory itself.

(I still have to make the Unloading Station, I'll update the pictures if the factory is working again)

NOTE: There are some problems with the export station, this contraption doesn't work really well D:

RailRoad Crossing



Another mixture between Railcraft and Powercraft, but mostly Powercraft. The 'any' detectors of Railcraft will send a signal using the Radio Transceiver to the railroad crossing to open or close the boom barriers. Here is how it works:

Signalling



When a train is detected, a pulse goes through the T flip-flop block and through the XOR gate. This will power off the Special Controller, so the pulsar blocks will pulse an alarm sound and the typical flashing red lights.

Boom Barrier Mechanism



The first part is the same as the signalling, but it doesn't pulse the gates. The redstone powder powers the sticky pistons which will push the gates up, so no one can pass.

I hope to see more awesome machines using Powercraft :D

Coming soon: TNT-factory, Cake Factory and maybe a Rainbow Factory

-Goomuin

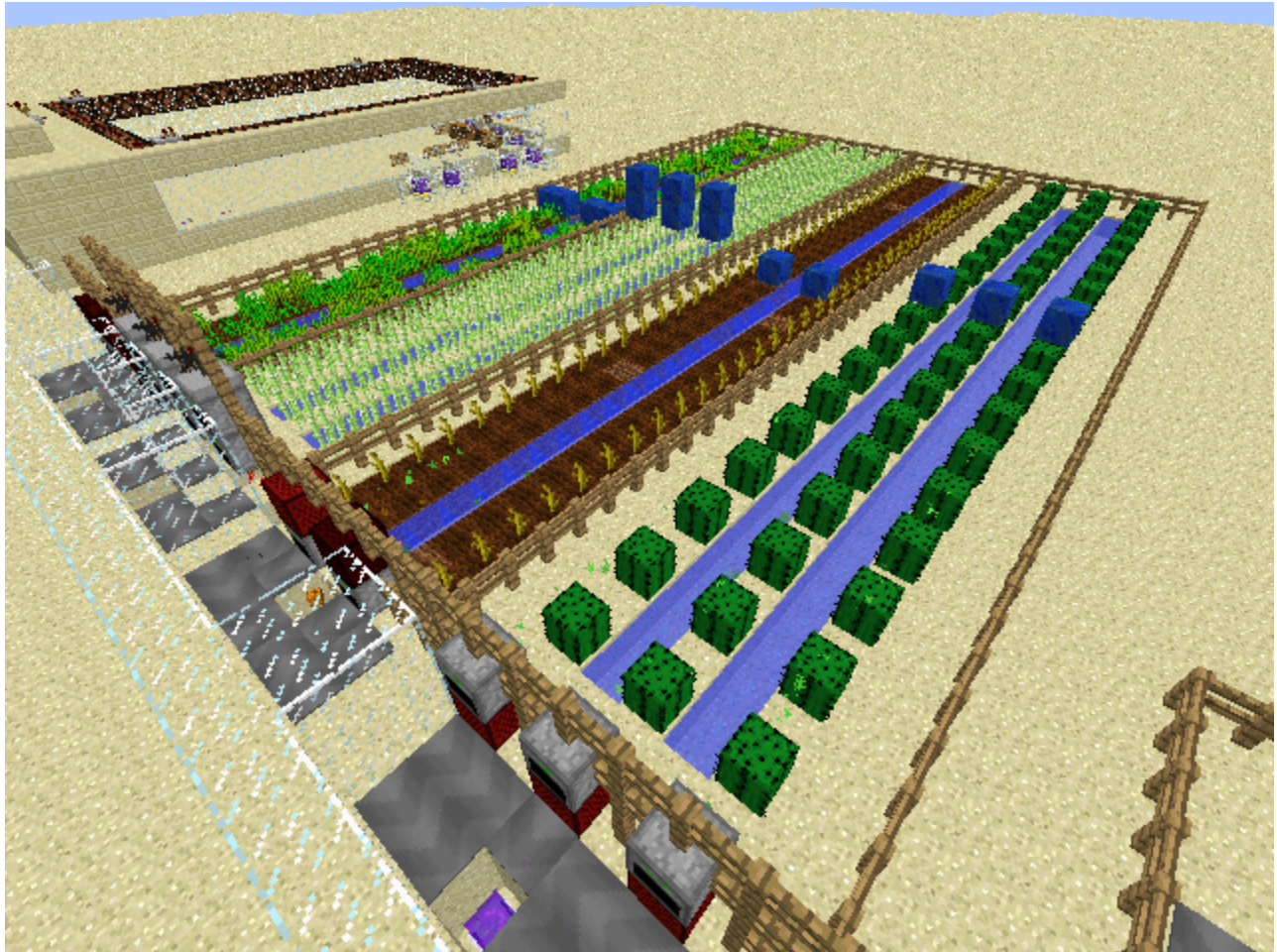
RxD's creations

Hai, RxD here and i'm going to show my creations using Powercraft

If you want to download my world,search on google for RxD Automated World v2.5.2

More creations screens to come soon!

1. Automated Wheat, Sugar Cane, Melon, Pumpkin & Cactus Farm



They grow, and after growing block harvester automatically harvests and throw items into storage/work room.

2. Monster Grinder/Killer



Monsters spawn underground from spawners and they get teleported to killing room where killing lasers kill them and all items/xp get sorted and go to storage/work room.

all two killing lasers are supplied from wooden planks from wood farm

3. Automatic Wood Farm

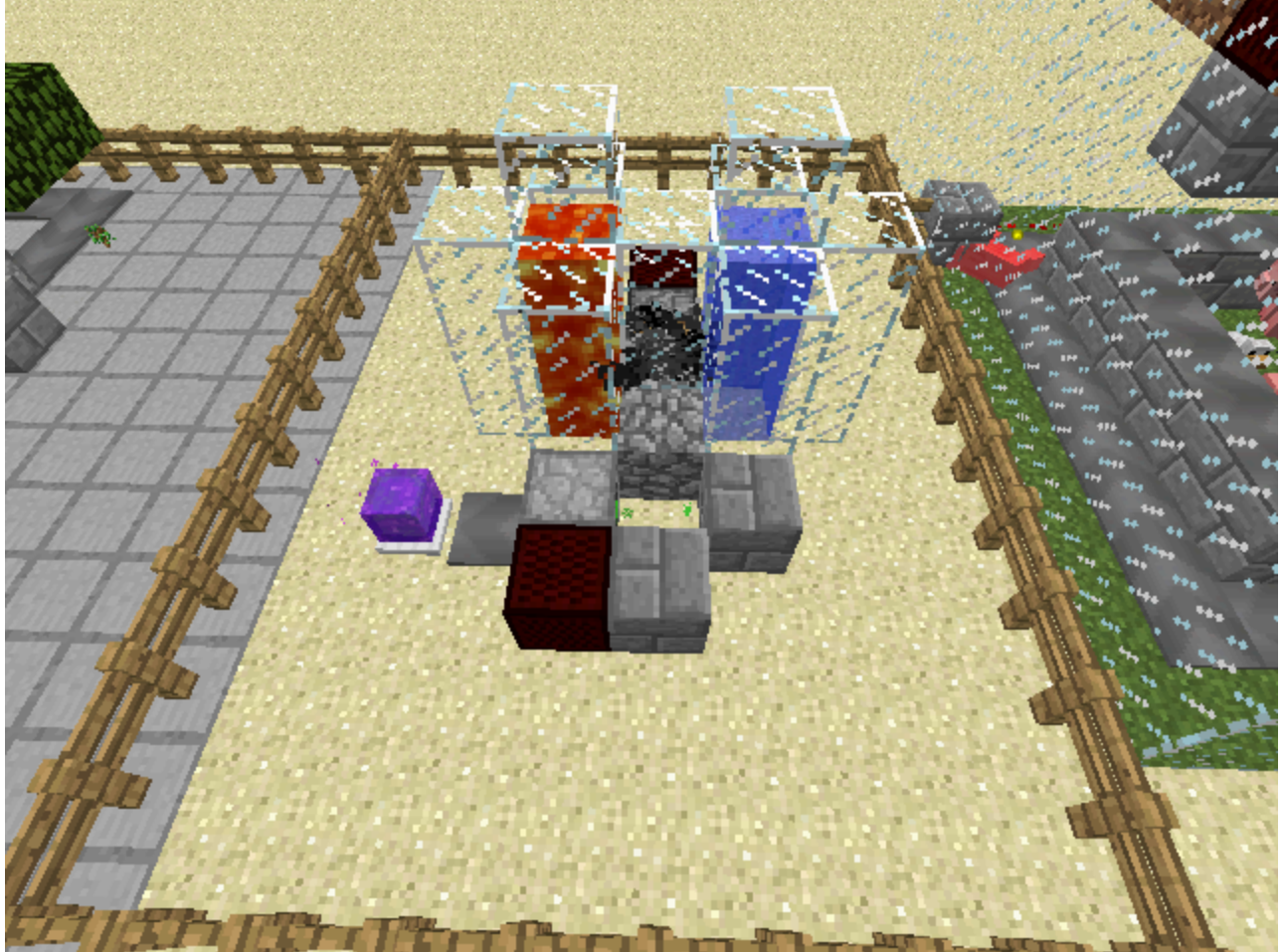


Every 40 secs,the harvester destroy tree and then block dispenser grows a new tree.

the wood is processed into wooden planks and sorted to smelting machine,monster farm and animals farm,and to storage/work room.

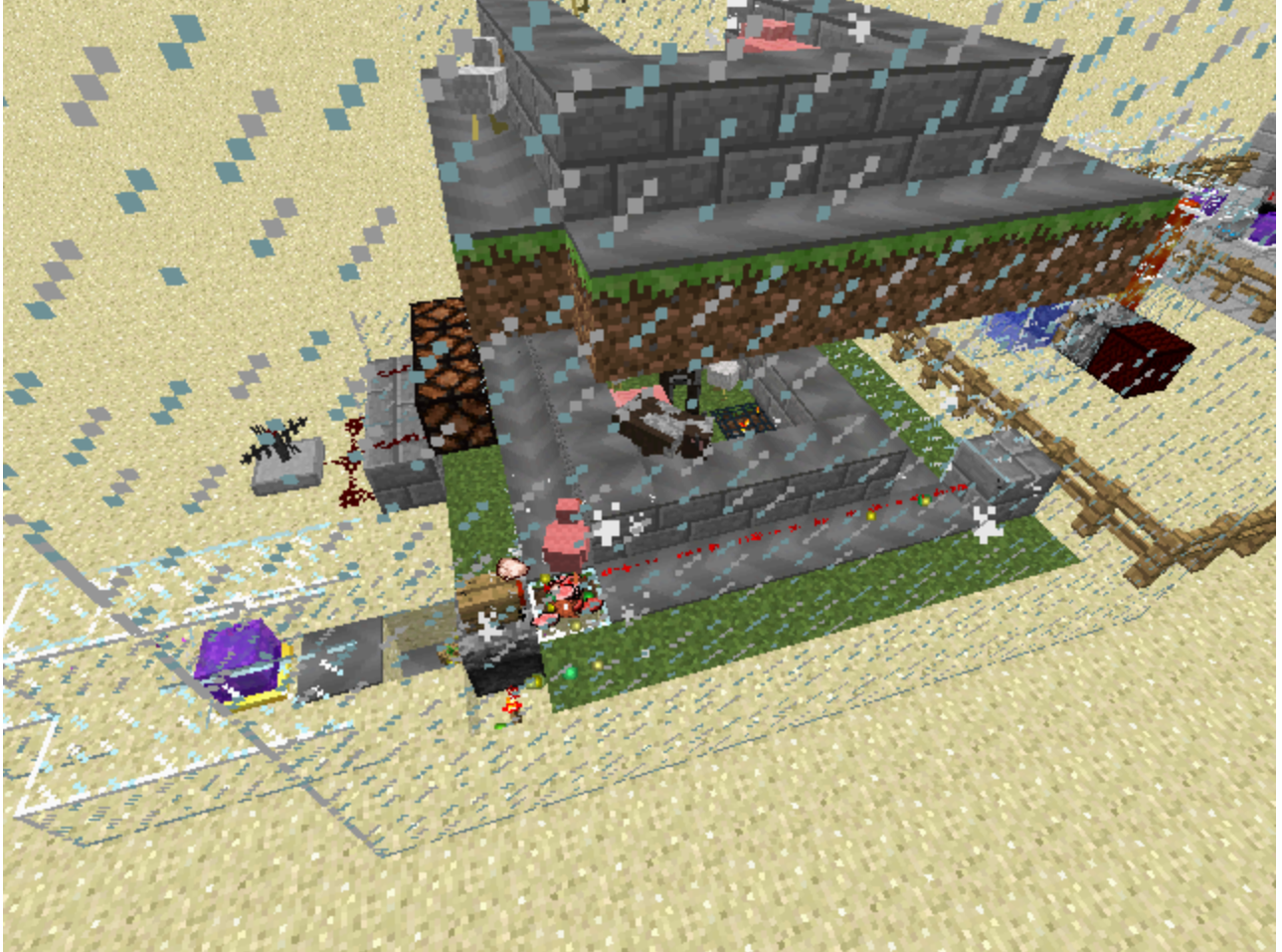
you can add manually bone to machine and it will be processed into bone meal and added to block dispenser.

4. Automatic Cobblestone generator



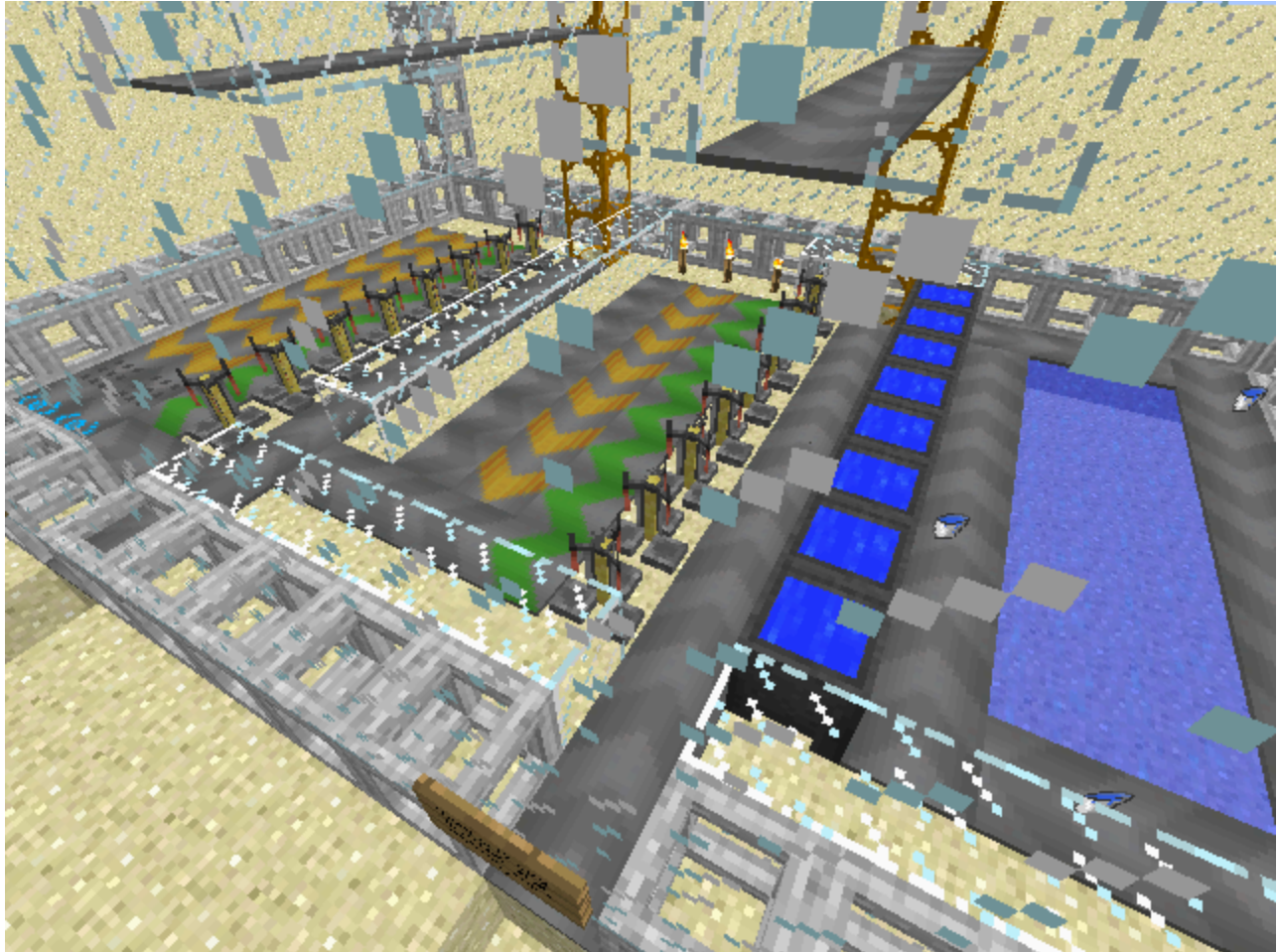
Cobblestone is generated by lava and water then a piston pushes the cobble to be destroyed by block harvester, then the cobble goes to storage/work room.

5. Automatic Animals farm



Animals spawn from spawners then they jump on conveyor belts then they get killed with a killing laser supplied automatically by wood farm every 5 seconds a piston opens and closes a hole in a 0.1 delay, where items and xp get sorted to storage/work room

6. Automatic Potion factory



you throw some glass bottles and nether warts,all glass bottles get filled by cauldrons that is supplied by water buckets that get water from a hole. then all water bottles and nether warts go to brewing stands,if they are full,water bottles and nether warts go to start and they try again to enter on brewing stands again.

an pulsar eject awkward potions to another brewing room where you throw secundary ingredients(glistering melon,sugar,magma cream,...) then they get on brewing stands with all awkward potions.

when everything is done potions get ejected by a pulsar to a collection chest

LOLerul's creations

1. Disco laser beam!

Just a simple and (maybe) original design where you can make a multi-coloured laser beam! It looks really cool at night.

Screenshot:



And here is a tutorial + presentation (made by me)

<http://www.youtube.com/watch?v=laGnkZePPaw>

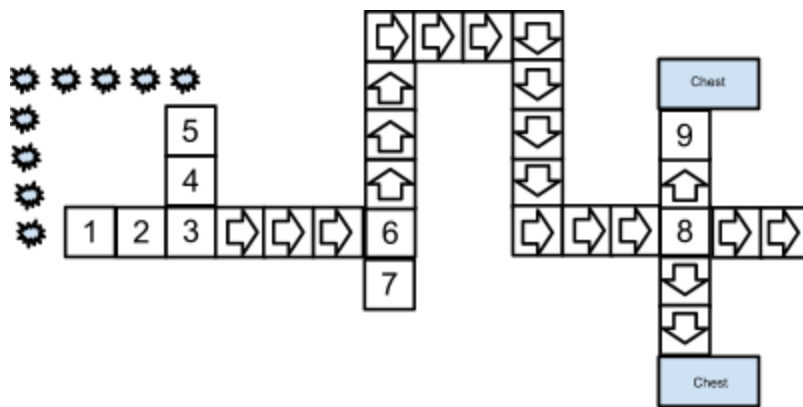
More to come!!...

Eddieo's Machines

Kill And Cook Facility VER 1

Welcome all this is my first how-to so any criticism will be welcome. My real life job includes industrial automation so PowerCraft appealed to me very much and I hope to do a few of these in-depth guides. I follow the **KISS** method of doing things:

Keep it Simple Stupid

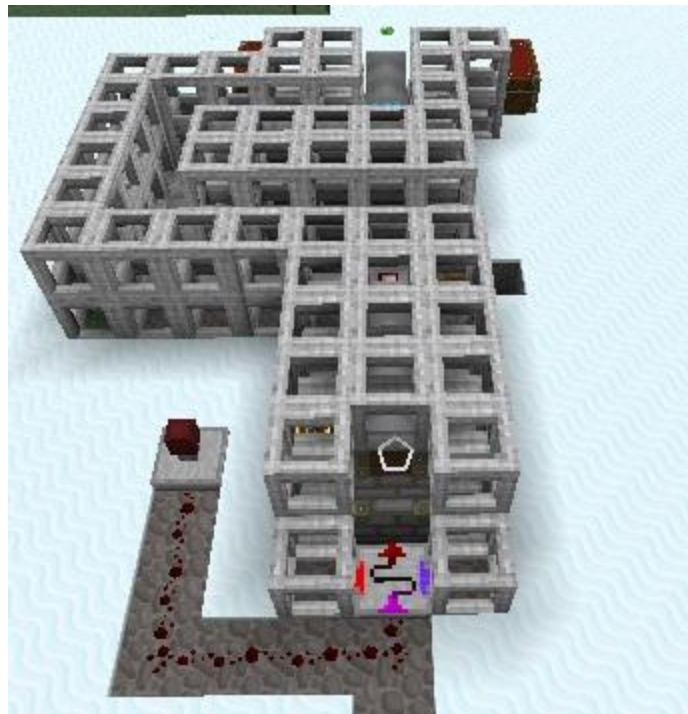


1. Buffered Delayer
2. Piston
3. Spawn Area
4. Mob Spawner
5. Mob Motion Detector
6. Item Detector Belt
7. Laser Stacked on a Roaster (Death Ray)
8. Conveyer Item Separator
9. Item Detector Belt Stacked on a Roaster

Ok so a little run through.

1. The Mob Spawner (#4) Spawns a Mob (Chicken) to #3 (Grass is needed)
2. The Mob Motion Detector (#5) Senses the mob and sends a signal to the Advanced Delayer (#1) then the Piston (#2). Note added the Advanced Delayer (Set to 2 seconds)to the machine because the Mob motion detector would send a signal before the mob would be fully constructed.
3. The Piston (#2) then pushes the Mob onto the Conveyer.
4. When the Mob goes over Item Detector Belt (#6) it activates the Laser Stacked on a Roaster (Death Ray) (#7) Killing the Mob and sending its loot down the Conveyer.
5. When the Mobs loot reaches Conveyer Item Separator (#8) it will separate the loot sending it in its designated directions.

6. Item Detector Belt Stacked on a Roaster will cook the mobs meat if sent in this direction. Please note that I enclosed the whole machine in Iron Frames to keep the mobs and items from coming off the belts.



The belt layout could be changed to meet your needs my layout is by no means the only way to do it.

Further upgrades could include

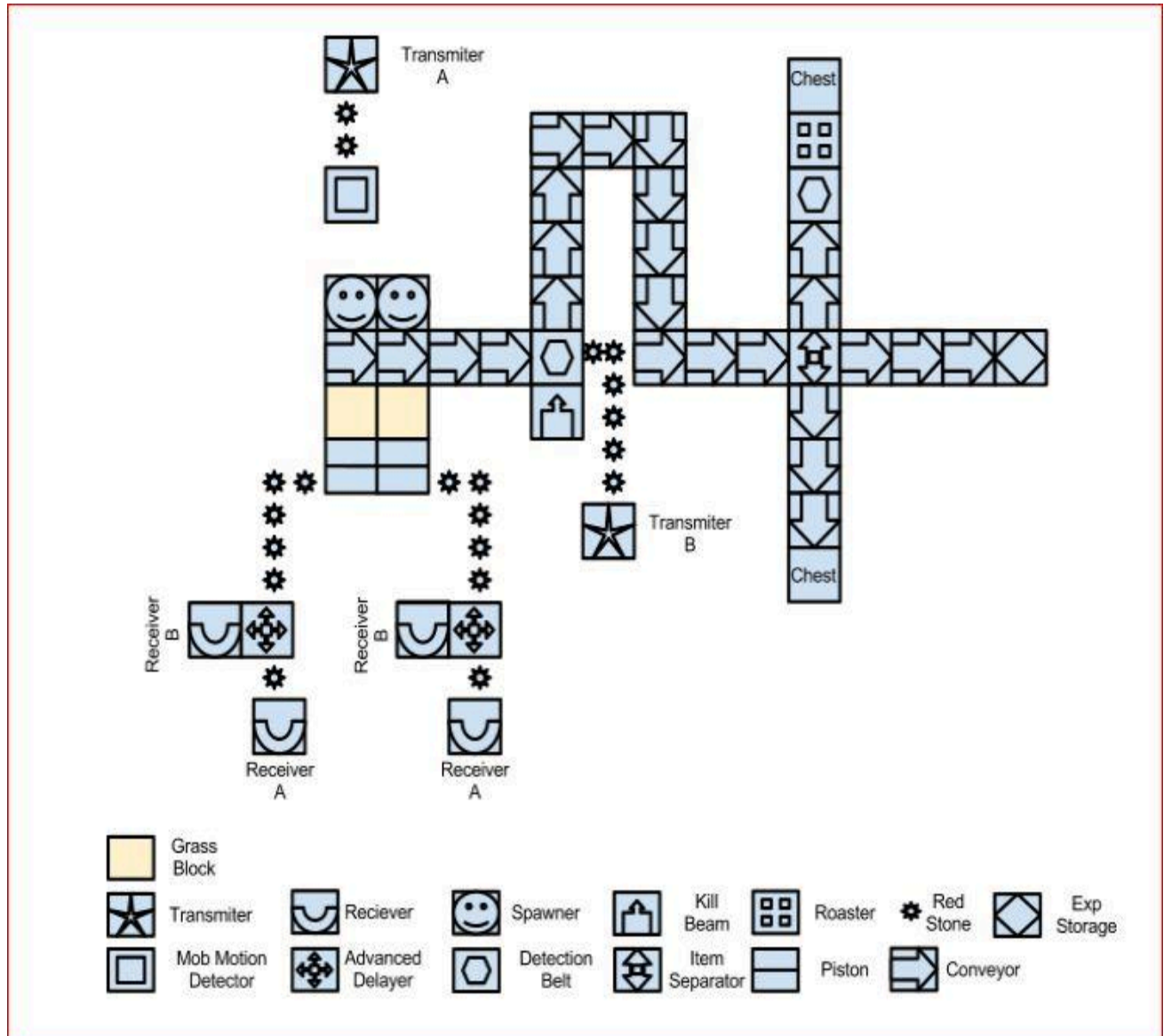
1. XP Storage

2. Forced Mob Spawning

3. Auto reloading of the laser and burner

comments edgorham64@gmail.com

Kill And Cook Facility VER 2



Its a very simple design from a very simple guy.

1. Mob Spawns on grass blocks.
2. Mob is sensed by the mob motion detector.
3. The mob motion detector Sends a redstone signal to Transmitter A.
4. Transmitter A Sends signal to Receiver A (Both).

5. Receiver A (Both) sends a Redstone Signal thru their Advanced Delayer pausing the signal for 1 second (while the mob fully forms) then to the piston which pushes the mob onto the belt.
6. When the Mob reaches the Detection Belt it triggers the Kill Beam killing the Mob and dropping its loot. It also sends a redstone signal to Transmitter B then to Receiver B (Both) this resets the Advanced Delayer and closes the pistons.
7. The loot travels the Conveyor to the Item Separator which sends the loot its proper way, if you loaded it first. Experience will travel straight into a experience storage unit.
8. The meat if any passes over the Detection Belt which fires up the Roaster (if it's fueled up) and cooks the meat.
9. After cooking it is deposited in a chest at the end of the conveyor.

comments edgorham64@gmail.com

Muca's creations

Welcome all !! I'm going to show you my creations.I'll also going to add download link.

So as you can see i'm bad English writer so I won't write a lot.I hope that this don't disrupts you.

1. Shopping Center :

This is my first posted creation and I hope that you'll like it.



On the picture you can see the main hall, where you spawn.

In this market you can do things:

-Sell items,

-Buy items:

1. You have to drop a gold ingot into the "hole" (you get 1 credit for each gold. Max credit is 4!!!)

2. Wait 2 seconds and then drop another one.

Repeat this if you want.

3. Then you can buy things.

Press button and you'll get item (buttons are on right)

-Make items:

1. Put needed items in the chest (List of items is on top of each button)

2. Press button and then wait.

-Explore programming.

MAKE ITEMS EXPLORATION:

1. When you press button conveyor belt ejects items from the chest.

2. Then item separator separates items:

-**Coal** goes into the roaster.

-**Iron ore** goes over the roaster and gets melted...

-**Iron ingot** then goes into automatic workbench.

-**Wood** goes into automatic workbench.

3. Then they become one:

-**Wood** gets processed into sticks and then it goes into automatic workbench.

-**Iron** also goes into the same automatic workbench.

4. Automatic workbench then processes **iron ingots** and

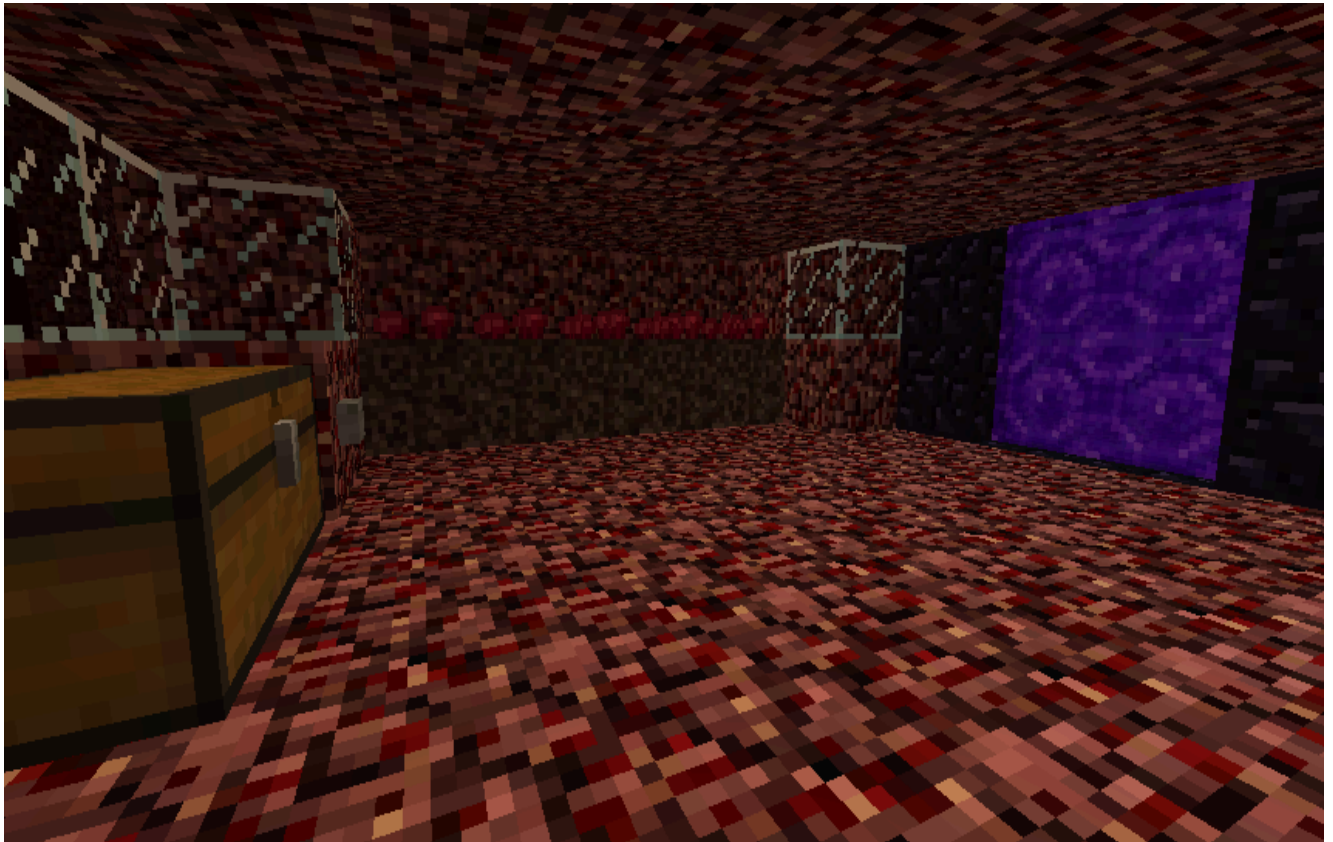
wooden sticks into **Iron axe.**

[DOWNLOAD LINK](#)

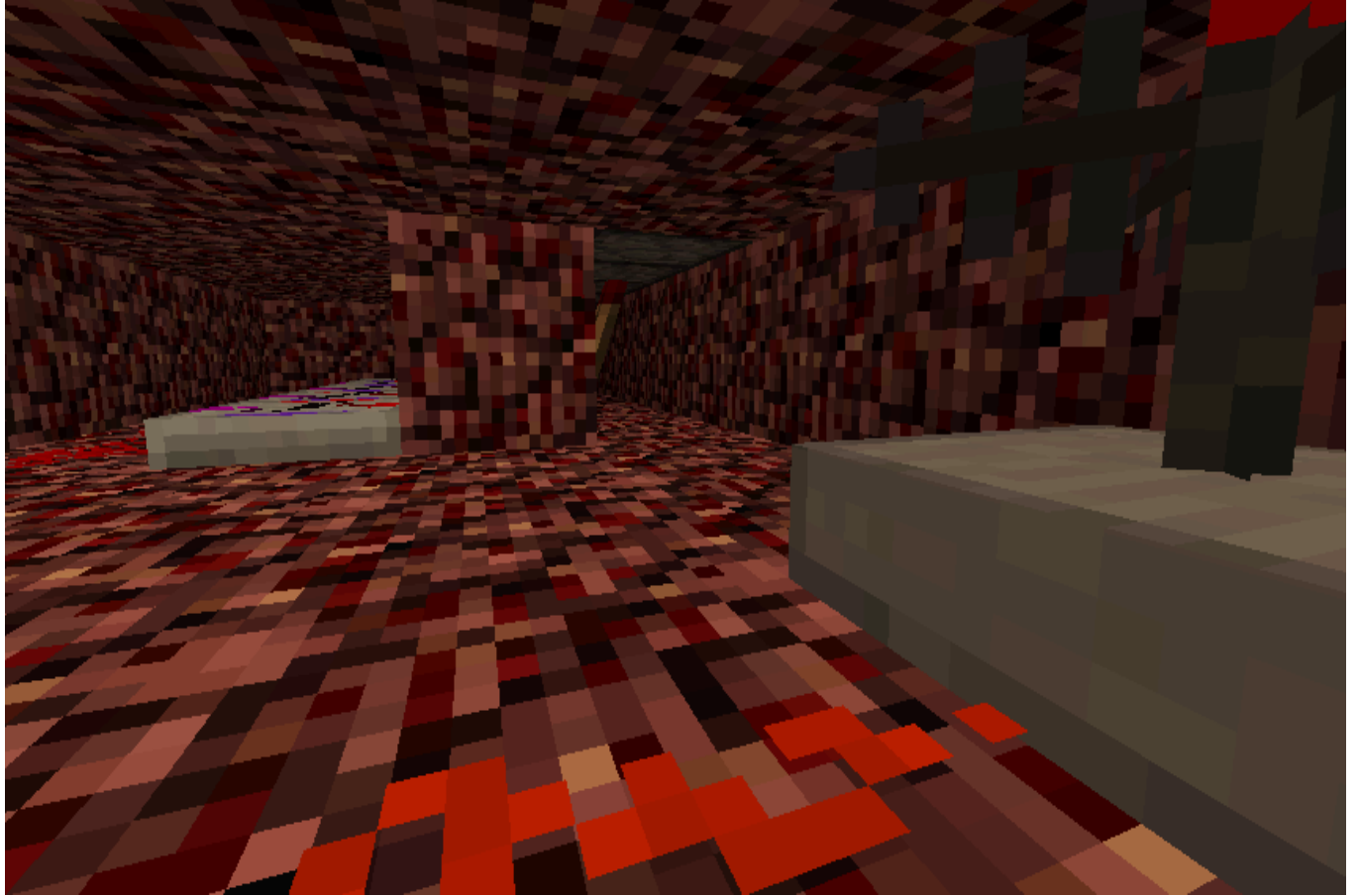
Comments on Info.kamenchek@gmail.com

Chradambo's Worlds

Semi-Automatic Nether Wart Farm (v1.0)



This is the main room. The chest is where you collect the nether warts. The Soul Sand is pulled back by pistons, dropping the nether warts down onto a conveyor belt below. Pistons also push a netherrack “guard” in front of the farm when the button is pressed so that the nether warts don’t drop off. It's kind of hard to know what I’m talking about without seeing it for yourselves. I put a download link at the bottom of the article.



This is the redstone for the bottom of the barrier. The button sends a redstone signal to the Redstone Receiver and then to the pistons.
If you want to see the top barrier, you can just download the world.

[Click Here For Download](#)