Redstone Components

Created by Ricky Garretson

About Me:

My name is Ricky Garretson, from Flourtown PA.

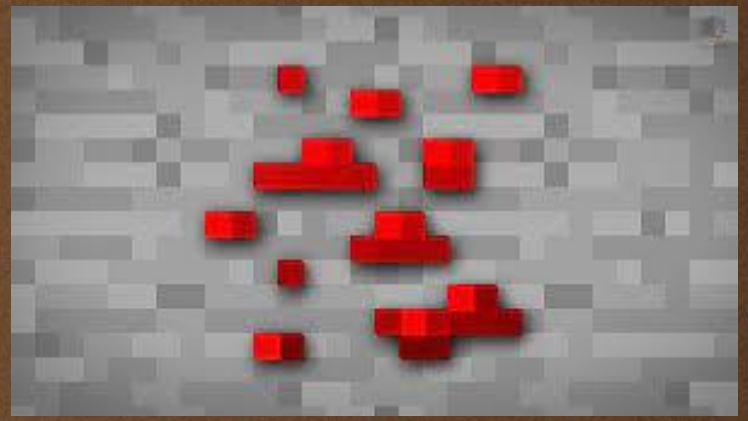
Currently a sophomore at University of South Carolina studying computer information systems (Go Gamecocks!)

Passionate about science, technology, and math

Favorite video game is Minecraft!

What is Redstone?

Redstone is a material that allows players to create circuits within Minecraft.



It is similar to real world electronics; the player can build anything from simple switches to complex automated systems

To be a master of redstone, you have to understand a few of the basic components and how they function

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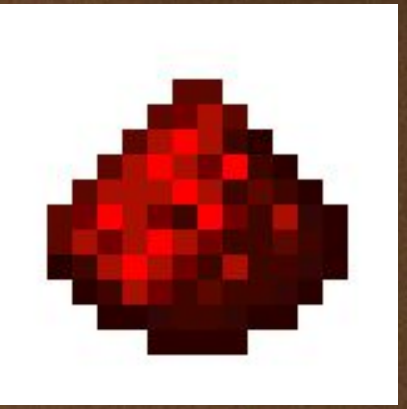
Component #1: Redstone Dust

The foundational component of all redstone circuits

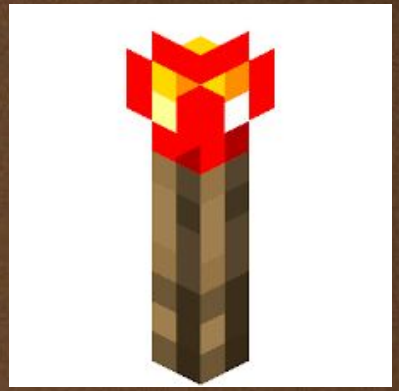


Carries power along blocks, allowing the player to transmit signals over a distance

Real world counterpart: Electrical wiring

Component #2: Redstone Torch

Acts as a power source and a switch in Minecraft



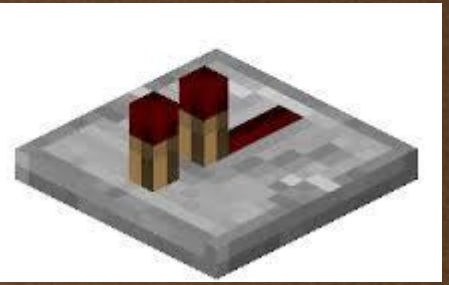
Emits a constant signal when powered

Turns off when receiving power from an adjacent source

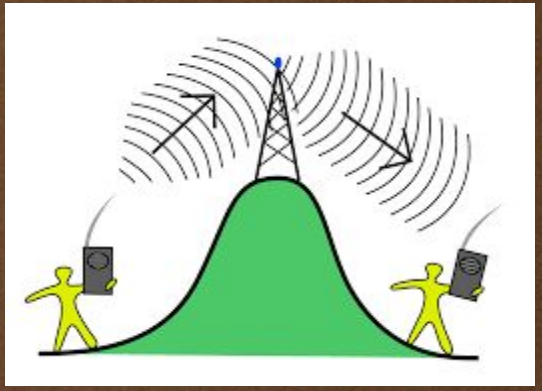
Real world counterpart: Power source

Component #3: Redstone Repeater

Extends the signal strength of redstone dust



Allows the player to overcome distance limitations



Introduces a delay in the circuit, useful for timing mechanisms

Real world counterpart: Signal repeater/amplifier

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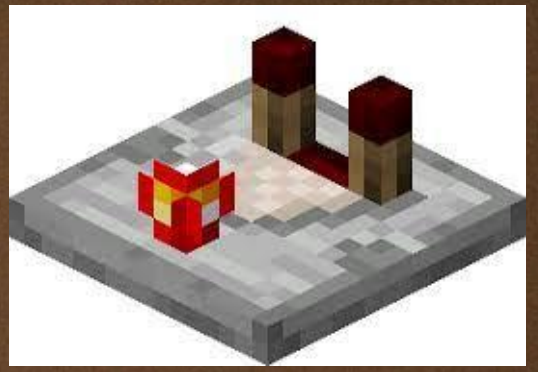
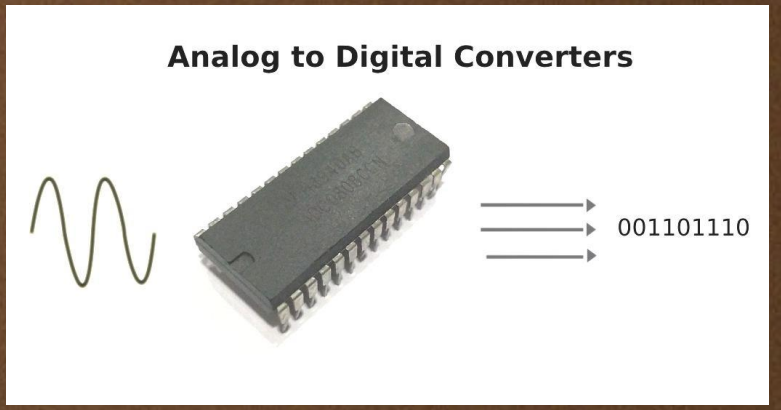
Component #4: Redstone Comparator

Outputs a signal strength based on the input received



Commonly used with hoppers to make item sorting systems

Real world counterpart: Analog-to-digital converter



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Component #5: Redstone Lamp

Emits light when powered by a redstone signal

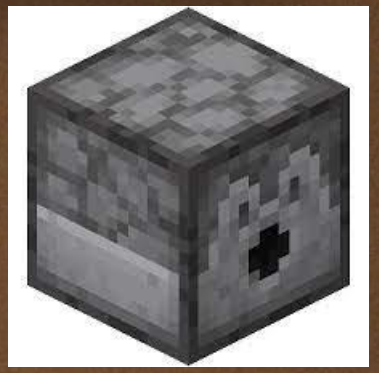
Used for illumination in redstone builds

Can be toggled on or off using switches or other mechanisms

Real world counterpart: Light fixture

Component #6: Dispenser and Dropper

Both these blocks dispense items or blocks when activated by a redstone signal



Used for automated item distribution, traps, or crafting systems

Real world counterpart: Conveyor system or automated vending machine

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Component #7: Observer

Detects changes in neighboring blocks

Emits a signal when a change occurs

Used for automated detection systems and triggering mechanisms

Real world counterpart: Sensors/detectors

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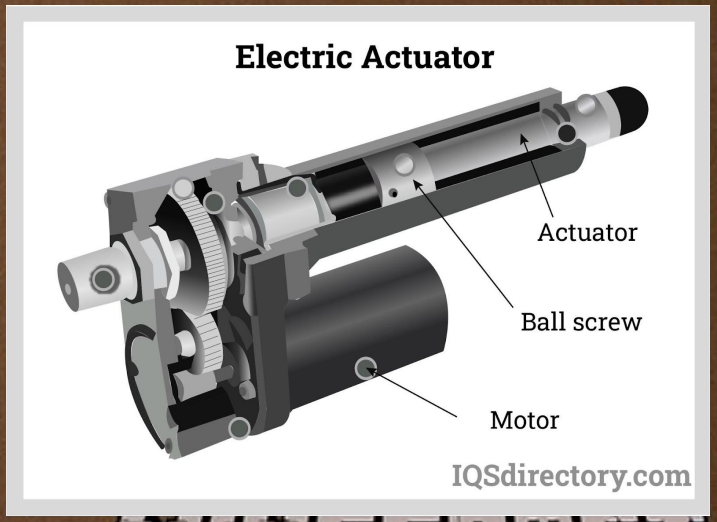
Component #8: Piston

Pushes blocks (can be crafted into sticky pistons to push and pull bocks) when activated by a redstone signal

Used in various contraptions such as elevators, doors, and traps

Real world counterpart: Hydraulic actuator



Questions?

Now that you have learned about these basic components and what they are based on in the real world, you are one step closer to harnessing the full potential of redstone.

Soon, you will be able to create interesting and complex contraptions limited only by your imagination.

Any questions?