Soontech Annals

IM01: 100 Item RAM

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Tags: item-memory, random-access

Features

- Has 100 different codes/item types. a dropper of storage per code.

- Random access. Can insert and retrieve items in constant time in any order.

- Half hopperspeed order throughput. Can execute insertions and retrievals every 16 game ticks (exclusive, can't do both at same time).

- Hopperlocked. Can be fully hopperlocked.

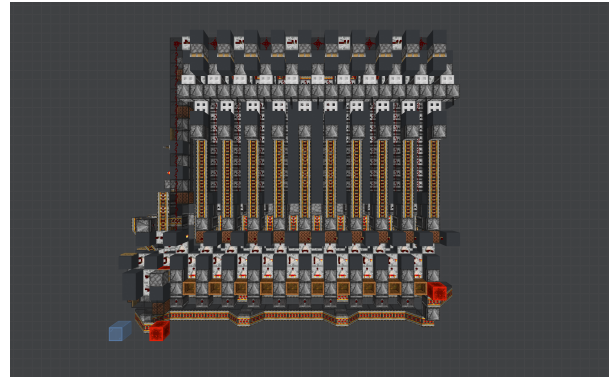- Togglestateless. No piston toggle states.

Figure 1: 100 Item RAM

Applications

- Temp storage for merging.

- Dynamic bulk mapping storage.

General Description

The IM01 is able to store and retrieve items with a specific decimal code. This may be useful as a temp storage in an encoded dynamic sorting system.

Device Specifications

Table 1: Inputs

Name	Range	Description
Code Digit 1	1-10	First digit indicating row.
Code Digit 2	1-10	Second digit indicating column.
Do Retrieval	0-1	Indicates order is to retrieve items.
Execute Order	Pulse	Executes the order with the given settings.
Item Input	Item	Item to be inserted/retrieved.

Table 2: Outputs

Name	Range	Description
Item Output	Item	Output for retrieval orders.

Table 3: Device Specifications

Parameter	Min.	Typ.	Max.	Unit	Conditions
Order Execution Interval	16	-	-	gt	Normal Usage
Hopper Count		110		Hoppers	
MC Version	1.13	1.17.1	-	MCV	Latest version at time of writing: 1.19.3
Dimensions		27 x 9 x 23		Blocks	

Testing Data

Table 4: Executed Tests

Test	Result
Insertion	Items were successfully inserted in all positions.
Retrieval	Items were successfully retrieved from all positions.

Download Information

Table 5: Download Information

Identifier	MC	File	Description
IM01	1.17.1	IM01_100_item_memory_1.17.1.litematic	Litematic of item RAM device.