SQInventoryScanner user guide

SQInventoryScanner is a Bukkit plugin that allows you to build Inventory Scanner structures. Inventory Scanners are mechanisms that scan a player's inventory for certain items and output a redstone signal depending on the results of the scan.

Variants

There are two different types of inventory scanner: a precise and imprecise variant. They are built slightly differently, and behave in a different way. The imprecise inventory scanner will scan the player's inventory and output a redstone signal if the inventory of the scanned player contains any of the same type of item(s) as in the top slot of the scanner's furnace. The precise scanner does the same but will only output a signal if the item types match *and* the name of the items match.

Construction

Both scanners are 1×1×5 vertical structures. They are built by placing a stone pressure plate on top of a lead cluster (gold block) or iron cluster (iron block), depending on whether or not the scanner is imprecise, on top of a copper cluster (redstone block) on top of a ruby cluster (emerald block) on top of a pressure boiler (furnace). The imprecise scanner requires an iron cluster beneath the pressure plate, whereas the precise scanner requires a lead cluster beneath the pressure plate.

If the scanner is not built correctly, it will not detect and will do nothing when a player steps on the pressure plate.
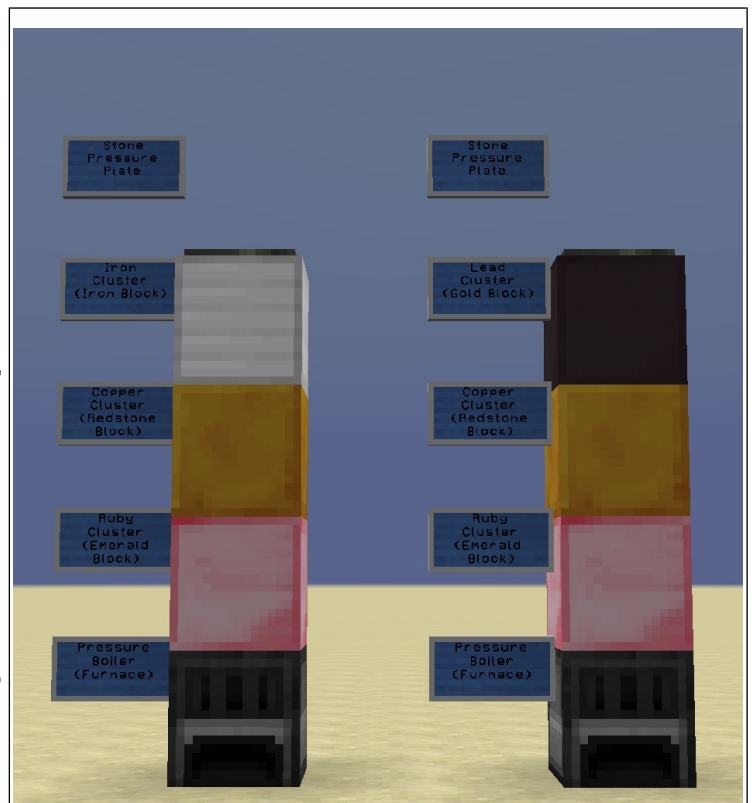

An imprecise inventory scanner (on the left) and a precise inventory scanner (on the right), and how to build them.

Use

To be scanned by an Inventory Scanner, step on the pressure plate. If a match is found between the item(s) in your inventory and the item(s) in the top slot of the scanner's furnace, a redstone signal will be outputted by means of the copper and ruby clusters being swapped for 20 ticks then being swapped back.

Installation and configuration

To install SQInventoryScanner on your server, place the SQInventoryScanner.jar in the 'plugins' folder of your Bukkit or Spigot server directory That is all that is needed to to install SQInventoryScanner on your server. To configure SQInventoryScanner to be made of different block or to stay on for a longer after an item is detected, first install he plugin and make sure the server runs it once by either starting/restarting the server or executing the command 'reload' from the console (or '/reload' as an operator in-game). This will create a 'SQInventoryScanner' folder in the 'plugins' folder of your server directory. In the 'plugins' folder there will be a file called 'config.yml' which contains the settings. To change the
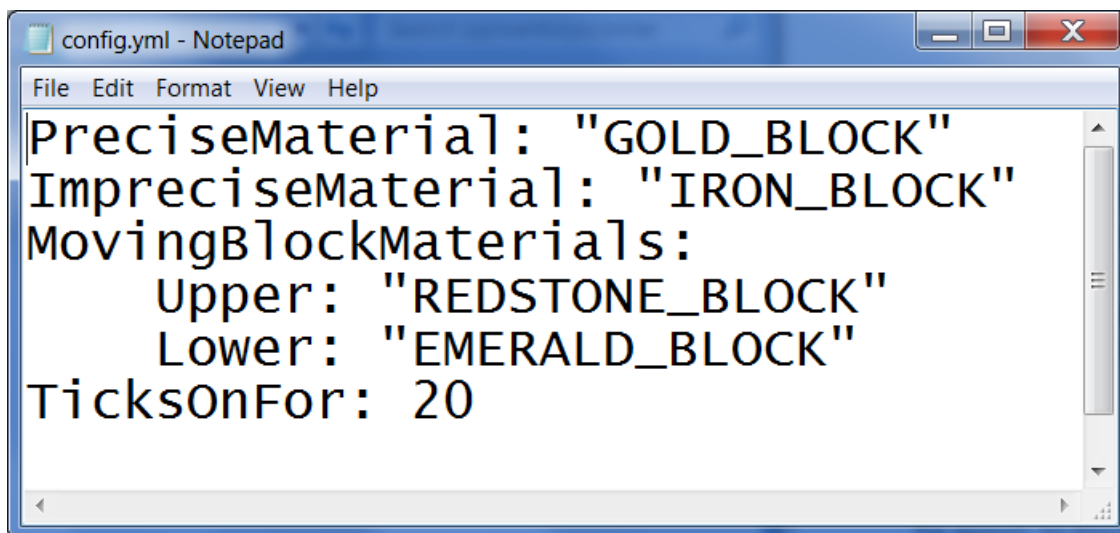
The config.yml open in Mircosoft notepad

blocks that define a scanner as precise or imprecise (the blocks directly under the pressure plate) change the values in the quote marks after the 'PreciseMaterial:' or 'ImpreciseMaterial:' respectively. To change the two blocks that move (by default copper cluster and ruby block) change the values in quote marks after the 'Upper:' and 'Lower:' respectively. The time the blocks remain swapped (in ticks, by default 20) can be changed by changing the number after the 'TicksOnFor'.

Notes

This plugin was designed and written by lawrencethefrog for a server called StarquestMinecraft ([http://www.starquestminecraft.com)](http://www.starquestminecraft.com).

All pictures here weree taken using the official Starquest resource pack.

If you want to use the source code of this plugin, please contact the StarquestMinecraft development team on the Starquest website.