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Oh, I knew about this issue, but never expected to be so difficult, tomorrow going to fix it, the water bird engine is unusable in the Underworld.



I think it might be better to scrap the second set of lights to indicate the state of the bird engine, and instead opt for a reset system. The reset system is



DicemanX

activated when a switch is toggled to acivate the 5-surface autofarming, and it turns off 4 of the 5 surfaces, likewise shutting off 4 of the 5 paths available to the bird in the bird engine. My original design pre-dated the discovery of efficient reset systems, but now that we have them we might as well use them.

Brain of Cthulhu TMEC Start a Conversation

Terraria Engineering - Autofarms and Hoiktronics Contraptions: https://www.youtube.com/channel/UCllYBm-_FbqWuI92o6zPXfw Interested in Terraria Engineering? http://forums.terraria.org/index.php?social-forums/t-mec-terrarian-mechanical-engineering-corps.203/



DicemanX said: ↑

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removed, quite quirky, but it works, more like the vertical equivalent of the hoik reset systems. Edit: just tested your idea, both wiring systems must be reset, which'd impact the compactness of this design by a fair amount, not worthed. Last edited: Jan 3, 2015



Start a Conversation

#6 Like + Quote Reply Danke said: ↑

DicemanX

Brain of Cthulhu

Start a Conversation

Yes, I know that reset systems existed, just not efficient reset systems (that work almost instantly and are more compact) 👫 .

Hoiks haven't introduced reset systems

I'll give it a go and see if I can make it compact - I have a specific idea in mind that might end up working well. Will post a bit later. Terraria Engineering - Autofarms and Hoiktronics Contraptions: https://www.youtube.com/channel/UCllYBm-_FbqWul92o6zPXfw Interested in Terraria Engineering? http://forums.terraria.org/index.php?social-forums/t-mec-terrarian-mechanical-engineering-corps.203/

T-MEC



Overworld

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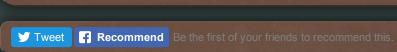
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