Start a Conversation Same picture with wiring:

ं के नमाने को नमान में नमान म

Explanation: 60 1-second timers are linked together to create a cascade. When the switch is pulled it turns on two timers. One second later one of those timers will shut off, and another in sequence will turn on. This pattern continues all the way around the timer loop in clockwise fashion. Upon reaching the 60th second, a skeleton is hoiked from one small chamber into the next, hitting a pressure plate along the way. There are 60 such chambers, and when the 60th is entered by the skeleton, it triggers a hoik at the top of the mechanism and hoiks a skeleton into the adjacent chamber, again passing by a pressure plate. The bottom skeleton chambers are used to mark minutes, while the top 12 chambers are used to mark hours. The pressure plates are wired in such a way as to

bosses automatically (Plantera and Wall of Flesh fights can be triggered automatically without the need for resets).

Here's a link to the schematics if you want to insert it into your (test) world using TEdit:

http://www.filedropper.com/dicemanx24-hour-clock

Improvements sought:

2) Can the timer be made more compact?

clocks?

Itchy CURRENTLY ONLINE

DicemanX likes this.

This in-game timer unfortunately cannot be reset. Furthermore, the player needs to be in close proximity to the skeletons otherwise they will despawn. Lastly, there is no interface built yet to present the time in a convenient manner. So here's several challenges for the group: 1) Is it possible to avoid using mob statues to mark minutes and hours to unchain the player from the timer, and use timers only or use NPCs without worrying about them despawning?

ensure that while a new input is activated, a previous input is deactivated. The inputs right now are just torches, but of course a wide variety of inputs can be used. The individual 1-second timers can also be connected to a wide variety of inputs. This means that this in-game clock can be used to trigger a variety of events at certain precise times. For instance, you can run a 9 minute Frost Moon event AFK, and then be teleported to a different boss arena to fight certain

4) Is there an effective way of resetting the clock back to time 0 in-game? Last edited: Mar 17, 2015 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/

3) Can an elegant interface be constructed that would allow for the convenient reading of the time, perhaps an interface similar to those used in digital

ahamling27 likes this.

#1 Like + Quote Reply

Thats pretty awesome. W are racist towards colors Ziggyzagoo

Golly. Looks like we have our ENIAC of the Terrarian clocks world: a good, functional starting point!

Are you sure you want me to start pulling pieces off it now?...

ZeroGravitas The Destroyer

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Terrarian

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DicemanX likes this. #3 Like + Quote Reply Jewsus said: ↑ Wow man you have done such an awesome job I am really impressed you did this using my idea and its so much more compact than my 24 hour clock of which I sadly

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Last edited: Dec 2, 2014

#6 Like + Quote Reply

Last edited: Mar 17, 2015

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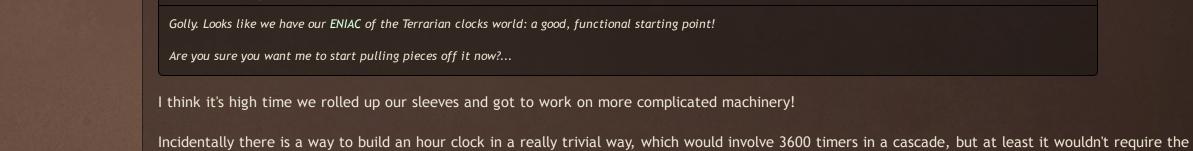
#9 Like + Quote Reply

#10 Like + Quote Reply

 I_{\times}

no longer have due to map corruption and to be honest I only got it to 12 hours in my world lol. This is just simply amazing man truly fantastic work! Thanks! This never would have gotten off the ground anytime soon were it not for this group, since my awareness of things went up dramatically 脧 . In your DicemanX clock did you end up using mob statues, NPCs, or just timers? Brain of Cthulhu

ZeroGravitas said: ↑ Golly. Looks like we have our ENIAC of the Terrarian clocks world: a good, functional starting point!



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ZeroGravitas

The Destroyer

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player's presence to ensure mobs don't despawn. Then it can be made into a 24 hour clock by increasing the cascade to 43,200 timers. But where's the fun in

I'm going to take: DicemanX said: ↑ I think it's high time we rolled up our sleeves

ZeroGravitas said: ↑ pulling pieces off it

I'm going to take:

DicemanX

Brain of Cthulhu

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DicemanX Brain of Cthulhu

Start a Conversation

the world.

ZeroGravitas likes this.

DicemanX said: ↑

DicemanX likes this.

Guide + Video is up!

ahamling27 likes this.

Jewsus said: ↑

Spoiler

View attachment 13279

ZeroGravitas The Destroyer

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DicemanX

DicemanX

Brain of Cthulhu

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I'll post a video and guide tomorrow.

...to mean it's ok to start...

any 1 second timers actually).

walls. More like what I showed in my last vid.

speed is what determines the displays rate of change!).

...to mean it's ok to start...

that?

1. I presume you realise you've built a clock that counts in real world hours? And 1 minute IRL = 1 hour in game. So your "9 minute Frost Moon event AFK" would need to be cued off some of the lower set of 60 skeleton cells. Then, once past the first 24 minutes (i.e. game hours) it'd be hard to determine where to connect stuff, etc. 2. You could use 12 x 5s timers in a loop, in place of the 60 x 1s you currently show, which should work the same, I think (unless you intend to connect the timers to update a clock face every second?). 3. You should use a single 1s timer in place of the timer loop, if you want to count in game minutes, with your skeletons (see 1). 4. The clock appears to be a 12 hour clock, with nothing to indicate any difference between am/pm, that I can see... What'd I miss?

full height walls. More like what I showed in my last vid.

bunny's movement speed is what determines the displays rate of change!).

So. What you've built is very neat, and looks like it works as you say, except (plus answer to you questions):

hour hand (although it could look amazing if someone managed it!).

So. What you've built is very neat, and looks like it works as you say, except (plus answer to you questions):

display, plus an hour hand (although it could look amazing if someone managed it!). 7. Obviously you could us a friendly NPC in place of each skeleton, provided the whole assemblage they occupy is also their valid house, it should probably retain them regardless of player location. More audaciously, you could use the player character itself, lol (with a redesign to run off a single set of memory cells, or different logic type). 8. There's no trivial way to build in manual reset to your device... unless... you could use a hoik engine to rapidly send pulses to the green increment wire, then have the skeletons automatically disable that reset engine one they come back around to 0:00... or whatever. 9. There is no simple way to convert from your linear representation of time (or binary) to a 7 segment (digital) display. For each segment of each number there needs to be a 'look-up' table to determine the state changes, since each of our numbers have a pretty much arbitary shape. (Like this, the

> TMEC4 Haikh Tutorial Threads and Info #5 Like + Quote Reply ZeroGravitas said: ↑

Hope I've not dis-heartened at all, I'm sure you take all this constructively. This is cool, and much more is achievable with some amazing results! 👺

5. I don't think there will be any reason you can't make the skeleton cells half of their current width. They are ok to stay atop of a pressure plate, provided it's not under their feet, they can't re-activate it. A continuous row of solid blocks at foot (or other height) will then hold them in position, no need for

6. If you used a 5s timer in place of a 1s timer (suggested in 3) you could then remove 4 or 5 of the skeleton cells, counting in 5s increments (down to 12, in lower section too). This depends what application(s) you're going for, what display, etc. I think you'd struggle to get 60 wires into a circular clock

assemblage will probably then be *big*, and it's easiest to have the timing element integrated within the design of the display drivers (in this case, the

1. I presume you realise you've built a clock that counts in real world hours? And 1 minute IRL = 1 hour in game. So your "9 minute Frost Moon event AFK" would need to be cued off some of the lower set of 60 skeleton cells. Then, once past the first 24 minutes (i.e. game hours) it'd be hard to determine where to connect stuff, etc. 2. You could use 12 x 5s timers in a loop, in place of the 60 x 1s you currently show, which should work the same, I think (unless you intend to connect the timers to update a clock face every second?). 3. You should use a single 1s timer in place of the timer loop, if you want to count in game minutes, with your skeletons (see 1)

I wanted to have the opportunity to have outputs for every single second passed, which is why I avoided using 5 second timers, or why I avoided using a single 1-second timer over the loop. My motivation wasn't to so much build a 24hr clock as it was to build a way to automate events that could happen over the span of real world *hours* (you gotta think big right? 👹). However, if one wants to strictly build a clock then indeed many of your suggestions apply! (No need for

4. If you used a 5s timer in place of a 1s timer (suggested in 3) you could then remove 4 or 5 of the skeleton cells, counting in 5s increments (down to 12, in lower section too). This depends what application(s) you're going for, what display, etc. I think you'd struggle to get 60 wires into a circular clock display, plus an

1. The clock appears to be a 12 hour clock, with nothing to indicate any difference between am/pm, that I can see... What'd I miss?

With each 12 hr cycle an output would lead to an AM or PM sign - just like many real world clocks.

Haha prepare to have mind blown by what I'm about to post next 🍪 . Hope I've not dis-heartened at all, I'm sure you take all this constructively. This is cool, and much more is achievable with some amazing results! 👺

problematic and unwieldy in its present form. I want to end up with a clock that will enable some massive automation in the entire world!

Terraria Engineering - Autofarms and Hoiktronics Contraptions: https://www.youtube.com/channel/UCllYBm-_FbqWuI92o6zPXfw

OK, here's a little preview of a fully functional 24 hour clock with full 7-segment interface:

Interested in Terraria Engineering? http://forums.terraria.org/index.php?social-forums/t-mec-terrarian-mechanical-engineering-corps.203/

Not disheartened at all - if there are better more efficient ways to build things never hold back! This was an initial sketch to get the ball rolling, and way too

max resolution. Furthermore, the three skeleton statues can be replaced with king statues and the lava can be removed so that this clock can run anywhere in

You really don't mess about! lol. Looking rather awesome... And is that a blood moon, or have you got coloured fountains changing the face colour throughout

1. I don't think there will be any reason you can't make the skeleton cells half of their current width. They are ok to stay atop of a pressure plate, provided it's not under their feet, they can't re-activate it. A continuous row of solid blocks at foot (or other height) will then hold them in position, no need for full height

Great, I'll have to try rebuilding to compress the skeleton cells. Saving space will be important because of the number of possible outputs.

1. There is no simple way to convert from your linear representation of time (or binary) to a 7 segment (digital) display. For each segment of each number there needs to be a 'look-up' table to determine the state changes, since each of our numbers have a pretty much arbitary shape. (Like this, the assemblage will probably then be *big*, and it's easiest to have the timing element integrated within the design of the display drivers (in this case, the bunny's movement

ZeroGravitas likes this

This is probably my most complex and involved build to date - the wiring is pure insanity. I'll post a video and guide tomorrow.

Terraria Engineering - Autofarms and Hoiktronics Contraptions: https://www.youtube.com/channel/UCllYBm-_FbqWuI92o6zPXfw

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The clock can be stopped and resumed at any time. It can also be reset, and can be set to any desired time as well. The entire mechanism fits on screen at

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Watch later

Terraria Engineering - Autofarms and Hoiktronics Contraptions: https://www.youtube.com/channel/UCllYBm-_FbqWuI92o6zPXfw

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Quite a difference between the initial sketch and the finished product 🤎 .

Terraria Hoiktronics: Fully Functio...

http://forums.terraria.org/index.ph...option-to-set-starting-time.6526/#post-183990

This is just the most amazing wired creation I have seen made for Terraria and I'm not ashamed to say I could never make this in such a quality manner all I could do to this is perhaps make it look more visually pleasing because my primary function in Terraria is building eye catching visually stimulating builds. Not to say this isn't pleasing to look at visually I just think I would like to see it done in a jazzed up theme I will post images when I've done a visual makeover on it lol. And once again man this is just wow.... so incredible I am just thrilled to lay my eyes on it and I am left drooling in anticipation on your next masterpiece 🥵 .

Preview of a non wire related build, thinking of doing my clock visual upgrade in this manner:

hoiktronics, so I'm really curious what sort of other contraptions will come as a result!

http://forums.terraria.org/index.php?threads/jewsus-pixel-exchange.605/page-2#post-21060

evident in my 24hr clock face and some of my boss/moon grinders):

I really look forward to more architecture from you!

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/ T-MEC

Such high praise - I thank you! I think we're just getting started when it comes to wire creations - ZeroGravitas has really gotten the ball rolling with

By the way I really like your architectural style, mainly due to the amazing textures, color palette, and most importantly the lighting (which tends to be very much neglected by a lot of builders I think). My favorite by far is what you started here, since I like the combination of black and bright reds/orange (as is

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