
Patchwork Documentation

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Patchwork is a Minecraft Forge mod that adds a small collection of blocks, items, and features that I need for a private pack. It has an extensive configuration so modpack authors can tailor behavior.

CHAPTER 1

MIT License

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CHAPTER 2

3D Furnace



The 3D furnace behaves in a way very similar to the regular Minecraft furnace. The big difference between the two furnaces is that the 3D version shows the content of the furnace without having to open up the furnace GUI.

The other main feature of the 3D furnace is that the player can interact with it in a natural way:

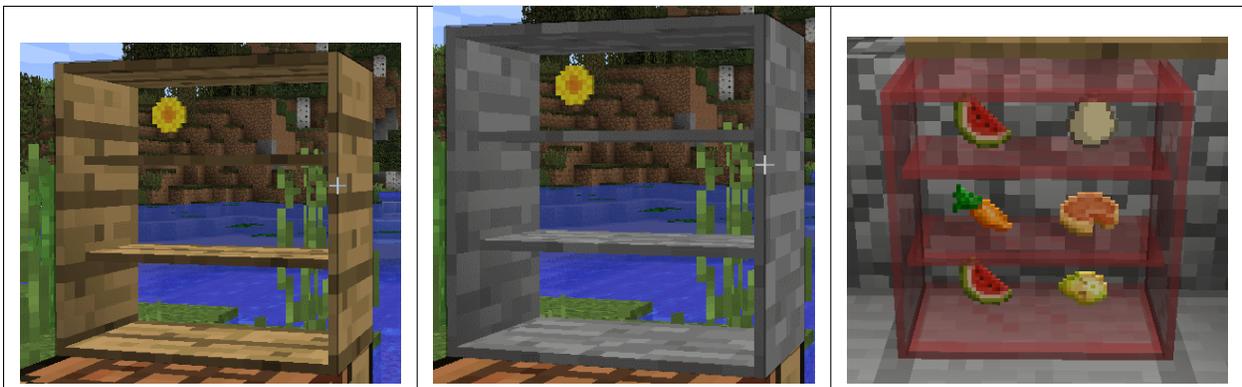
- Right clicking the block will remove any smelted material from the furnace, collecting any XP that has been generated.
- Right clicking while holding furnace fuel will put it in the fuel slot assuming the current fuel ItemStack is compatible.

- Right clicking with other ingredients will add them to the input slot assuming the current input ItemStack is compatible.
- Shift+Right click will open the GUI without the interaction behavior.

While operating the furnace interior will glow, and the furnace itself will give off light at level 7. It will flame and smoke while it is lit. Once smelting has completed the light will turn off and the furnace will no longer glow.

CHAPTER 3

Shop Shelf



The Shop Shelf is a special block that allows for trading between players on a server. Operationally it is like the Vending Machine block from my old 1.7.10 mod Thermal Recycling.

When the Shop Shelf is initially placed into the world it is unowned. The first player to open the Shop Shelf will become the owner.

As an owner you can do several things:

- The Shop Shelf can be reskinned to a different texture. To do this just right click with a block and it will take on that texture. (Examples shown above.)
- The Shop Shelf can be opened in trade mode by Shift+Right click. This is the GUI that non-owners will see when opening the Shop Shelf.
- The Shop Shelf can be opened in configuration mode by a simple right click.
- It can be broken with an axe, and it will drop with all it's inventory stored in the ItemStack.

The owner can configure up to 6 different trades. Each trade can accept up to 2 input ItemStacks, and offer ItemStack that the player would receive in return.



In the picture above the Shop Shelf is identified as belonging to OreCruncher. The top grouping of slots are for trade, the center grouping of slots is the internal inventory of the Shop Shelf, and the bottom group of slots is the player inventory.

As you can see there are two configured trades: one that wants 8 stone and in return it will give a Sunflower, and the other that wants a Copper Coin and offers an Oak Plank in return. The Sunflower has a background of green meaning that there is enough Sunflower items in the Shop Shelf inventory to satisfy the trade. However, there are not enough Oak Planks so it's background is shaded red.

A non-owner is capable of opening up the Shop Shelf and performing trades.



3.1 Configuring Trades

Configuration is pretty straight forward. The trade slots are ghost slots. Clicking on them with an item stack will set the slot to that item type and quantity. When the mouse cursor is over a slot several other short cuts methods for manipulating the slot content are available:

- Wheel on the mouse. This will cause the quantity to go up/down depending on the direction the wheel is scrolled.
- Left Click. Reduce the stack by one.
- Shift+Left Click. Reduce the stack by half.
- Right Click. Increment the stack by one.
- Shift+Right Click. Double the stack size.

The region below the configuration slots is the Vending Machines inventory. Items that are to be handed out are placed into this inventory. Items that a player gives in return are also placed into this inventory. Make sure you leave empty space to hold incoming trade items. If there isn't space a trade will not happen.

3.2 Trading Items

Trading is pretty easy. Just click on the item stack that is being offered for trade. The item(s) that are wanted in exchange are automatically taken from the player inventory and added to the Shop Shelf inventory. The offered item will automatically be placed directly into the player inventory.

A trade could fail for several different reasons:

- The Shop Shelf ran out of a particular item to give out.
- The Shop Shelf does not have space in it's inventory to accept items in return.
- The player does not have space in their inventory to get the item.

- The player does not have the right items to give in exchange.

3.3 Server Shop Shelf

A Server Shop Shelf essentially has a bottomless inventory. It has infinite amount of items to hand out, and can accept an infinite amount of items in return. The operation is similar to Admin signs that are found on Bukkit servers.

New in version 0.2.0.0.

To create a Server Shop Shelf open an unowned Shop Shelf while in creative mode. Patchwork will automatically set the Server Shop Shelf role.

3.4 Notes

- While the shop is owned it cannot be broken by another regular player, and it cannot be blown up with creepers or TNT. I'm not sure if it would survive a Draconic Evolution reactor explosion.
- Automation is not possible with the Shop Shelf. Items cannot be piped in or extract using transfer pipes, hoppers, and similar devices.
- Any player that is in creative mode can interact with the Shop Shelf as if they were the owner. This is to permit Administrators on servers latitude to administer their servers.

CHAPTER 4

Coins



Patchwork adds 5 different coins: Copper, Bronze, Silver, Gold, and Platinum. The coins can be obtained as drops by killing mobs, or by finding in chests in villages, dungeons, strongholds, etc.

The coins can be used as barter when interacting with other players, or used with Shop Shelves to conduct a trade.

Coins can be combined to create a coin of the next larger denomination: 9 Copper to make a Bronze, 9 Bronze to make a Silver, 9 Silver to make a Gold, and 9 Gold to make a Platinum.

For server owners Coins can be handed out as rewards for things like voting, and can be used to purchase items at Server Shops. For modpack makers coins could be handed out as quest rewards, and used as items to satisfy quests.

CHAPTER 5

Repair Paste



Repair paste is used to repair damaged items. It can be found randomly in village blacksmith chests as well as various dungeon chests throughout the world. It cannot be crafted by the player.

To repair a damaged item combine the item with Repair Paste and a Set of Tools in a crafting grid. Each paste will repair up to 100 points of damage. If a stack or more of Repair Paste is provided the crafting operation will deduct an amount needed to fully repair the item. The Set of Tools will be damaged based on the amount repaired.

It is recommended that the traditional method of Anvil repair should be used as long as possible to repair an item. When the cost of Anvil repair becomes prohibitive, Repair Paste should be used.