

CraftBook bridges

Posted by Tunes - 17 Jan 2013 00:14

Bridges are 3-wide flat sections of the world that you can toggle on and off. The width of the bridge can be changed.

They can be toggled by right clicking a sign, or;

They can be set with redstone input.

As bridges they are not very fancy, but you can re-purpose them for a number of other uses. If you want "vertical bridges," look into using Doors. If you want to toggle an actual fancy bridge, check out toggle areas.

Bridges consist of three parts:

- The bridge part made out of one material. By default, you can use cobblestone, wood, glass, double stone slab, but this list can be configured.
- One sign post on one end, either above or below the bridge. The second line of the sign must be [Bridge].
- A sign post on the other end, either above or below. The second line of the sign must be [Bridge] or [Bridge End] (you are only able to right click the first type).

If the player is allowed to, they can put infinite on the first line of the signs to not run out of blocks. (If stop-mechanism-dupe is active.)

The signs can be both either above or below the bridge, but they must be in the center.

Bridges support redstone: just put a redstone current next to the sign. You may want to place signs under bridges so that they are not unsightly if you do use redstone.

- An active input creates the bridge.
- An inactive input removes the bridge.

Uses

- Aside from the obvious use as a retractable bridge, some possibilities include:
- Using them as flood gates to block water or lava.
- Using them as flood gates to unleash water or lava on unsuspecting players.
- Luring enemies into a pit with a bridge floor, then releasing the enemies when an unsuspecting player is nearby.
- Function as a trap door to catch unsuspecting players.
- Toggle a part of a house's floorboards to hide things underneath.
- Switch a sky light on and off.
- Suffocating unsuspecting intruders or hostile mobs.
- Some other clever use that will blow all of our minds.

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