

rs notes

Generally, go in order, but feel free to skip around

Also when I say “read”, I really mean follow along and build everything in-game.

1. Introductory material
 - a. Read section 1 of: https://minecraft.gamepedia.com/Redstone_circuit#Redstone_basics
 - b. Familiarize yourself with the basic functionality of all RS components
 - i. Pay close attention to terminology, in particular power vs activation and strong vs weak
 - c. Learn about QC: <https://minecraft.gamepedia.com/Tutorials/Quasi-connectivity>
2. The core “traditional” material
 - a. Read https://minecraft.gamepedia.com/Transmission_circuit
 - i. Sections 4 and 5 are optional
 - ii. Also read https://minecraft.gamepedia.com/Tutorials/Instant_repeater
 - b. Read https://minecraft.gamepedia.com/Logic_circuit
 - c. Read https://minecraft.gamepedia.com/Pulse_circuit
 - i. Pulse dividers are very useful for counters
 - d. Read https://minecraft.gamepedia.com/Clock_circuit
 - e. Read https://minecraft.gamepedia.com/Memory_circuit
3. Miscellaneous but essential topics:
 - a. Some piston mechanics
 - i. http://technical-minecraft.wikia.com/wiki/Piston_Mechanics
 - ii. https://minecraft.gamepedia.com/Tutorials/Piston_circuits#Double_Extender
 - b. Learn about BUDS: https://minecraft.gamepedia.com/Tutorials/Block_update_detector
 - c. Learn about flying machines: <https://www.youtube.com/watch?v=UoqGvhLiG9A>
 - i. This is a modern approach to flying machines — older tutorials may be obsolete
 - d. Learn about processing order: <http://technical-minecraft.wikia.com/wiki/Tick>
 - e. Learn about 0-ticking: http://technical-minecraft.wikia.com/wiki/0-tick_pulses
 - f. Learn about update order: <https://www.youtube.com/watch?v=aRr3NpmQiCg>