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Minecraft redstone gate 2019

Secret doors are hidden entries in places created by the player. They are useful for a variety of things, such as protecting valuables on a multiplayer server, building an adventure map, or just for fun. Some hidden doors, such as piston doors, require a redstone opening mechanism to tell the door to open. This tutorial will try to cover the basics of a few different types of hidden doors. Note that some of the doors listed are well known, so don't be surprised if someone sees it right away. [General tips](#)[\[edit\]](#) Hole in the wall[\[edit\]](#) This is one of the simplest hidden doors, as it does not require any special elements or tools. In addition, it can be completely hidden as it has a manual opening mechanism. To make the door, first find a place that is not a likely mining site. Then break a hole in the ground or a cliff. This hole is the entrance, the broken blocks of the door. Remember to close or patch the hole or other people can see it. Some tips: Be extra careful that no one is around when entering, as it may be slow to open and close. Remember to close the door; have a habit of closing it as soon as you enter. Silk Touch can be reserved if the entrance is made of stone or grass. It's very easy to forget the location of the secret door, so record the door coordinates and write somewhere. Hole in the ground[\[edit\]](#) Almost identical to the hole in the wall, that's exactly what it sounds like. To create it, simply dig a hole in the ground, add ladders to allow upward movement, and build a base at the bottom. It may be tempting, but remember not to dig straight down. This door has the advantage of grabbing only one block of space and being able to build anywhere, not just places with walls. Tips: If the player has no silk touch and has a grass entrance, they may want to keep the sheep around. The player could make two entrances for faster access, a drop with water at the bottom. Paint door[\[edit\]](#) Paint door with element lock, side view Paint door with element lock, top view The paint door is one of minecraft's best known hidden doors. As such, players are likely to check secret passages even if they are not trying to invade or thief. To create the door, start by digging a hole in a wall. Then replace the removed blocks with those that may contain a painting, but you can also walk through. Some commonly used are: Signs, Fence Doors, Doors and Trapdoors. Then cover the entrance with a box. To do this, look at the bottom left corner block of the area you want to cover and place. Note that it is if placed in a door or fence door. If the paint turns out to be the wrong size, break it and try again. In some cases you may need more than one painting to cover everything. If you are using a door or other block that can be powered by redstone, you can with a lever, button or other opening mechanism. A unique opening mechanism for paintings is the use of a wooden pressure plate. Since items can be thrown through 1 block holes behind the paints, the wooden pressure plate can be used to activate a door. Modify your online booking To get secret doors involving pistons, see the Use piston tutorial or step-by-step guide. This first design is labeled for a hidden storage room, but you can easily use it to hide a full base instead [\[edit\]](#) Since player visibility is limited underwater, an underwater entry is easier to hide. In fact, most players won't notice a block hole 1 underwater unless they're looking for something like that. Simply dig a hole in block 1 of your hidden location in the water. For certainty, it can be coupled with a piston and an opening mechanism. A simple mechanism for water is to use the water current to push an element into a wooden pressure plate. It is better to have a separate entry for the player and element so that the player can not press the pressure plate themselves. A simpler method is to cover the entrance with kelp and/or sea grass and a shattered trapdoor (as the green color is mixed into the well of the water). Minecart lava entry[\[edit\]](#) Lava minecart hidden entrance Upon entering a mine car, the player immediately teleports. In addition, my cars can be introduced through lava. These mechanics can be exploited to get through a stream of lava. Build it, first, build an entrance and cover it with lava. Try to make it look like a natural fall. Behind the lava, we put a rail and put a minecart on it. If in survival, be careful not to be burned by lava. This entry can be a bit dangerous, especially if the player is low on health. As shown in the schematic, after the player enters the lava, they sink through, fall past the signs, and into the water. This design can be enlarged or reduced as needed, but it can be difficult to make it more than 2 blocks wide. To make sure your health won't run with your difficulty and armor settings, it can be a good idea to try it for the first time with fire resistance. Some good hiding places for it: a house to beat with a single bucket of lava on the floor; a natural lava pool; in a lava decoration pool. This door uses the fact that a wooden door when opened covers the wall you are up against. This works best with fir, birch and dark oak doors as they cannot be seen through. Sometimes it works best in a small wardrobe, but keep in mind that if it becomes too obvious, other players discover it. Opening mechanisms[\[edit\]](#) Each good secret door has an equally large secret opening mechanism. Some doors, such as the paint door, do not require an opening mechanism. Others, however, like classic Jeb Gate, require a redstone trigger to open. Jukebox Activator[\[edit\]](#) See also: Jukebox § Redstone Component This trigger can be hidden except for a jukebox. When a player selects and inserts the correct disk, it opens the door. When a comparator is placed next to a jukebox, it can produce a redstone signal that is unique to each disk. This method essentially acts as a key or password, as the player must use the correct disk to access the door. In addition, a jukebox is typically used as decoration rather than a redstone component, leading to better hidden input. Arrow plate trigger[\[edit\]](#) Using a hidden wooden pressure plate, an arrow can be fired at a default location, activating a door. As the arrows are cleared after 1 minute, the secret door can be closed automatically. If this 1-minute period is too long, the pressure plates can be added inside the door to close it prematurely. It can be difficult to hide a pressure plate. Some ideas include behind a waterfall, under a lava pool, or in a fake minefield. Another way is to place a pressure plate diagonally on a corner of a wall. When the player fires the arrow, the pressure plate will detect the arrow through the wall, thus opening the secret entrance. Lava fishing trigger[\[edit\]](#) Similar to the previous one, this opening mechanism uses a fishing rod and a lava pool instead of a bow and arrows. To create it, place a wooden pressure plate under a lava pool and connect it with redstone powder to a secret door. To open the door, fish on the pressure plate and try not to look visible. If the fishing bobber hits the plate, the plate should trigger the redstone, opening the door. The advantage of this over the use of arrows is that the door closes when the bobber is retracted. Once you get good at it, the door can be opened and closed fairly quickly. In addition, other players are unlikely to waste the durability of their fishing rod on the lava. If anyone asks why you're fishing on the lava, you could use an excuse like I wanted to see if fishing rods burn if you fish on the lava or wanted to see if I could fish on the lava or even wanted to fish my pet magma cube out of the lava! You can't fish on the lava on 1.16 at least in Bedrock Edition in my experience. Daylight activator[\[edit\]](#) The daylight sensor can be used to open a door only at a certain time. This works well with piston doors like a half Jeb door. Since you're unlikely to want the door to be in sight when it opens, this can be better combined with other devices to use the daylight sensor as a lock. For example, the daylight sensor could be used to open a door behind a painting. However, it restricts when the player can the door. This could cause problems with frequent use. Lectern trigger[\[edit\]](#) The lectern can be used to open a door when placing a book written with the correct number of pages and becomes the appropriate page. This is similar to the jukebox trigger. Block destruction trigger[\[edit\]](#) A redstone output may be as a result of a block that was destroyed. To achieve this, place a redstone torch next to a block that stays away from you. Then set up an inverter between the block and your device. When the block is destroyed, the torch will fall, the lack of input will be reversed, and the device will be activated. Alternatively, an observer can be used. First, do a little loop as in the first image of this step. This is the place where our redstone should go. Then add two repeaters, looking out as shown in the second image. These must be on the second level of delay (one click) so the door will work correctly. After that, you need to add redstone powder to the rest of the loop, connecting the repeaters. Make sure the connections are made and that the repeaters face the right directions. Once you've done the wiring, add a redstone torch to one of the two blocks above the door. Make sure you see the redstone that connects to that torch, and that the doors are activated. Use images 3 and 4 for this step. All done with this, go to the front of the wall and place a lever on the same blocks as your redstone torch. Image 5 shows that, if you put yourself in the right block, pulling the lever will open the door. (destroy or pull the lever a second time will close it.