

# Vertical/Horizontal Piston Door Format

## Vertical/Horizontal Piston Door

All piston doors. This format is for the following doors:

- Vertical piston door of any size and shape
- Horizontal piston door of any size and shape

For a list of what shapes and constructions are possible, see wiring restrictions, door frame and door speed.

## Name of creation

(Examples [Name of creation](#))

**By** User1 (Discord: @user1)

(Examples [Creator](#))

**Version** 1.16.0 - Latest

(Examples [Version](#))

### Credits

- User2 (Discord: @user1) for the idea
- User3 (Twitter: <https://x.com/User3>) for the testing
- User4 (YouTube: <https://www.youtube.com/@User4>) for helping
- **Note:** See the website for the entire list
- (Examples [Credits](#))

### Description

This farm consists of 5 separate modules, each in their own density area. This allows more mobs to spawn. This farm also uses a special mechanic that User2 found, allowing for more rates.

(Examples [Description](#))

### Important Information

- Doorframe
  - (Examples [Doorframe](#))
- Circuit Visibility
  - (Examples [Circuitry Visibility](#))
- Door Pattern
  - (Examples [Door Pattern](#))
- Wiring Restrictions
  - (Examples [Wiring Restrictions](#))
- Door speed
  - (Examples [Door Speed](#))
- Size
  - (Examples [Size](#))

### **Additional Information**

- World download: See below or use this [link](#)
- Overview Image: Overview of how the farm looks (it looks like a zombie head)
- Showcase/Tutorial: <https://youtu.be/cHgN23>
- Structura: See below
- Block list: See below
- Website: <>
- (Examples [Additional Information](#))

### **Extra Information**

- **Creation Date**
  - (Examples [Creation Date](#))
- **Archived Date**
  - (Examples [Archived Date](#))
- **Gamerule**
  - (Examples [Gamerule](#))
- **Biome**
  - (Examples [Biome](#))
- **Notes**
  - (Examples [Notes](#))

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Revision #3

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