

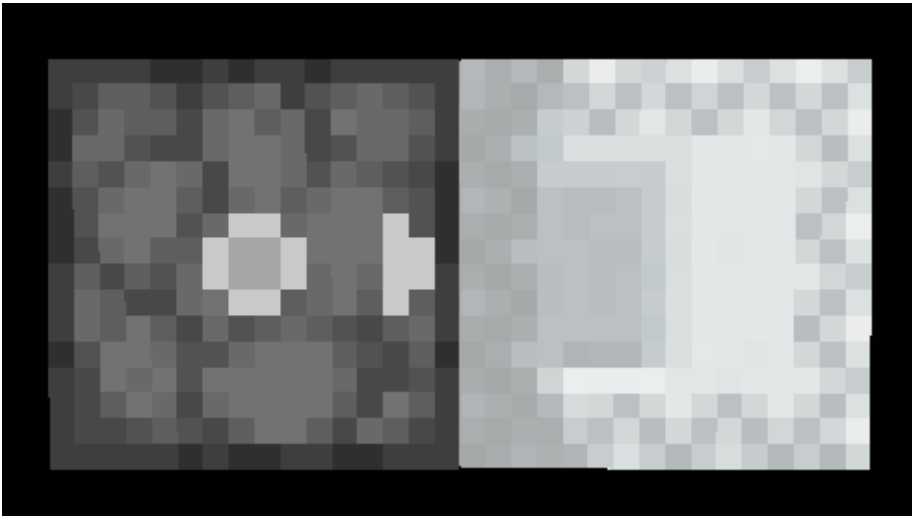
Box basics

All you need to know to start learning about shulker box tech

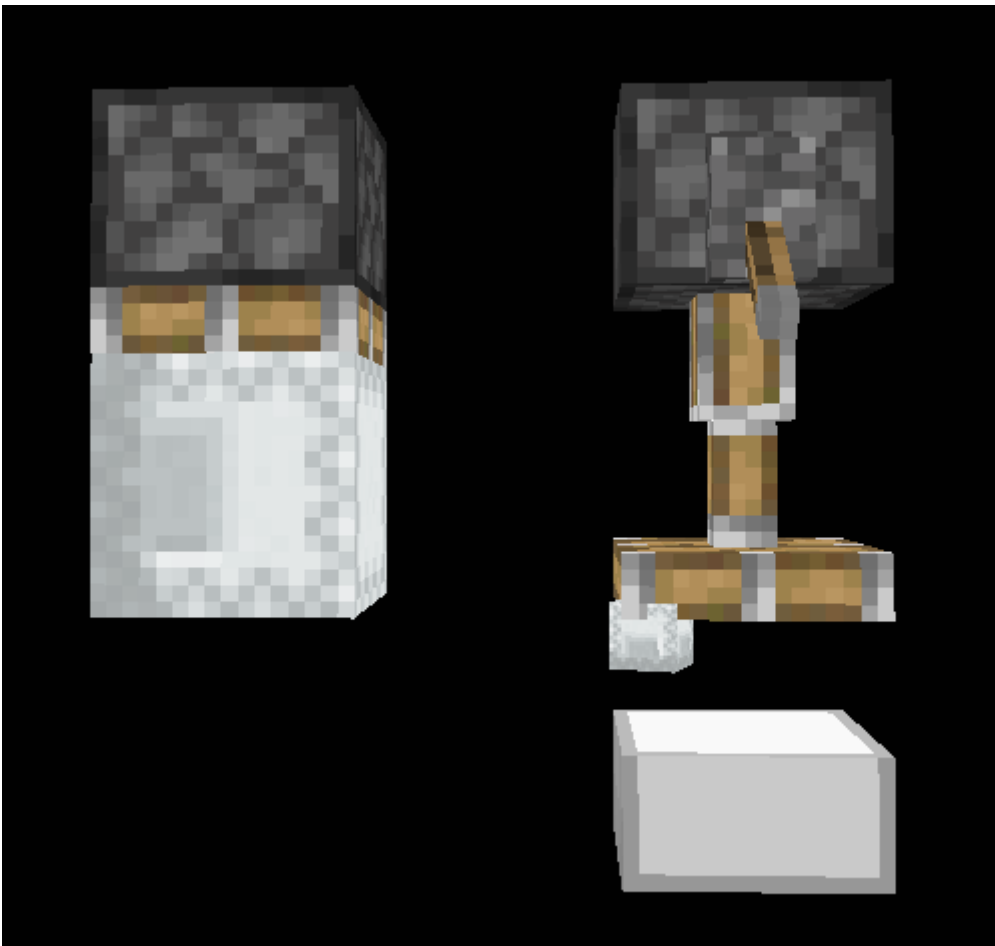


Shulker boxes are the basis of many parts of storage tech. They are crafted from 2 shulker shells (acquired from killing a shulker mob) and a chest. Essentially, they are a movable chest. When breaking a shulker box, its inventory is maintained while in item form, making it an excellent way to transport and store items efficiently.

Sharing the inventory size of a single chest, a shulker box has 27 slots, holding up to 1728 64-stackable items. Shulker boxes cannot be placed inside other shulker boxes, and box items are nonstackable. The most important mechanic with shulker boxes in storage tech is that they may be placed and broken automatically. This is done using dispensers and pistons respectively. When powered while holding a shulker box in its inventory, and given the block on its face is air, a dispenser will place it (or choose one randomly from its inventory if there are multiple) in the space in front of its face.



When a piston pushes or pulls, it will break any boxes that would be in the way of blocks it is moving. The box's item is dropped, and moves along with the piston's pushing direction (assuming the block that broke it's hitbox is touching it), ending with a random momentum as an item.



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