Tech Dictionary (content will be moved to individual pages)

A

Advanced Automation	AA	**SMP**	A technical Minecraft Server well known for its perimeters and origins. More info in Community Shelf.
AB Tileable / A/B Tileable	AB	**Descriptor**	A term used to describe a contraption's tileability. The contraption will have two slices, an A slice and a B slice. The slices alternate to achieve a working state.
Area of Effect	aoe	**Term**	A term used to describe a function which affects a given area. This term is mostly used in villager tech.
Aligner		**Term**	A block with a collision box less than a full block used to align items such as chests, sea pickles, or cake.

B

Name	Abbr.	Tag	Description

Batcher		**Contraption**	A contraption used for storage tech that groups items together periodically before releasing them into an item stream.
Blocks per second	bps	**Descriptor**	A term used to describe an entity's speed, or how fast a contraption can move an entity.
Block Update Detector	BUD	**Contraption**	
Binary		**Term**	
Box Comparer		**Contraption**	
Box Display		**Contraption**	
Box Separator		**Contraption**	
Box Sorter		**Contraption**	
Bulk Storage		**Contraption**	

C

Name	Abbr.	Tag	Description
Chest Hall		**Contraption**	
Creative Multiplayer	CMP	**Server**	A multiplayer server with the primary gamemode being Creative. In tmc, this is mostly used for collaboration i designing new tech.
Comparator Update Detector	CUD	**Contraption**	

D

Name	Abbr.	Tag	Description
Decoder		**Contraption**	
Digsort		**Contraption**	A storage system designed to process and sort natural resources from mining a Perimeter.
Directional		**Term**	
Double Piston Extender	dpe	**Contraption**	A contraption that extends a block 2 blocks of distance before returning it.
Dr Jan Cyan	DJC	**User** **Youtuber**	A well known betmc player who made early discoveries in mob farming.
Drops per Hour	dph	**Descriptor**	A term used to measure the speed of a farm marked by the number of items it produces in an hour.

E

Name	Abbr.	Tag	Description
Encoded		**Descriptor**	
Encoder		**Contraption**	
Engine		**Contraption**	

F

Name	Abbr.	Tag	Description
Flying Machine		**Contraption**	A contraption that moves automatically by pistons pushing and pulling a set of blocks joined together by either slime or honey.
Fully Hopper Locked	FHL	**Descriptor**	A term used to describe a contraption that locks ALL hoppers when not in use.
Fill Sorter		**Contraption**	
Filtered Loader		**Contraption**	
Fixed Loader		**Contraption**	

G

Name	Abbr.	Tag	Description
General Mob Farm	gmf	**Farm**	A mob farm that produces and harvests loot from the basic overworld environmental mobs (zombie, skeleton, spider, creeper, witch).
Global Mob Cap		**Game Mechanic**	The mob cap that affects the entire world. When full, no mobs can spawn. n=200.

Golden Helmet	gh	**User**	A well known technical contributor and designer, and a moderator for the Minecraft bug tracker.
Gravity Block Conversion	gbc	**Tech Mechanic Contrpation**	An exploit that converts a Gravity Block into a random item by pushing a block into an end gateway. This process can only be done in versions before 1.16.100.
Gravity Block Duping	gbd	**Tech Mechanic Contraption**	An exploit that allows Gravity Blocks to duplicate its falling entity form by pushing the entity into unloaded chunks. This can be done using simulation distance, end gateways, or (only works in versions before 1.16.100) end portals.
Gametick	gt	**Game Mechanic**	The term which refers to the process of code being executed. There are 20gt in 1 second.

H

Name	Abbr.	Tag	Description
Hopper Speed	hs	**Descriptor**	A term used to refer to the speed of how fast a contraption can transfer items.
Hardcoded Spawning Area	hsa	**Game Mechanic**	The chunks given to a structure in which the structure is placed in and certain mobs are able to spawn.
Hardcoded Spawning Spot	hss	**Game Mechanic**	A specific set of coordinates where mobs are able to spawn inside of structures. There exists 1 hss for every 1 hsa.

I

Name	Abbr.	Tag	Description
Insta-Kill		**Descriptor** **Tech Mechanic**	A term related to raid farms where the raid bar is instantly cleared by raiders spawning into a dump village.
Item Call		**Contraption**	
Item Wanker		**Contraption**	

J

Name	Abbr.	Tag	Description

K

Name	Abbr.	Tag	Description
Keygen		**Contraption**	

L

Latch		**Contraption**	
Loader		**Contraption**	A contraption that loads items into a shulker box and breaks it when full. This is done to store more efficiently in less space.
Local Mob Cap (Density Mob Cap)		**Game Mechanic**	Smaller mob caps that exist around players. Mobs have different mob caps they can fall under which are different sizes.
Liquid Update Detector	LUD	**Contraption**	

M

Name	Abbr.	Tag	Description
Merger		**Contraption**	
Multi-Item Sorter	mis	**Contraption**	
Mixed Loader		**Contraption**	
Milliseconds per Tick	mspt	**Game Mechanic Term**	
Mob Switch		**Contraption**	A contraption that blocks mob spawning by filling up the Global Mob Cap.

N

Name	Abbr.	Tag	Description

O

Name	Abbr.	Tag	Description
Overworld Only	owo	**Descriptor**	A term used to describe a farm that only works in the overworld.

P

Name	Abbr.	Tag	Description
Pair Sorter		**Contraption**	
Passive Mob Farm		**Farm**	A mob farm that only spawns and harvests passive mobs such as cows and sheep.
Perimeter		**Term**	A large area of the world mined out with the purpose to reduce passive lag and prevent mob spawning.

Peripheral		**Contraption Term**	
Point of Interest	poi	**Term**	Blocks that villagers can claim and interact with. Includes beds, bells, and workstations.
Precision Loader		**Contraption**	

Q

Name	Abbr.	Tag	Description
Quarry		**Contraption**	A Flying Machine that shoots TNT to destroy an area of the world, and collects the items.

R

Name	Abbr.	Tag	Description
Redstone Tick	rt	**Game Mechanic**	

S

Name	Abbr.	Tag	Description

Sequential Sorter		**Contraption**	
Shulker Box Sorter	sbs	**Contraption**	
Signal Strength	ss	**Term**	The strength of a Redstone line. Ranges from 0-15
Silent		**Descriptor**	A term that means a contraption does not make any sound when in use.
Simulation Distance	sim distance	**Game Mechanic Descriptor**	The amount of chunks that is loaded around the player which can be changed in world settings. This can also be used as a term to describe what simulation distance a specific farm requires to operate.
Slice Preservation		**Descriptor**	
Soft Inversion	si	**Tech Mechanic**	A discovery made that a Redstone torch placed on a piston will turn off when the piston is powered.
Smart Box Display		**Contraption**	A Box Display that will only break the display box when the box is empty and closed.
Splitter		**Contraption**	
Sold State	ss	**Descriptor**	
Stratos		**SMP**	A bedrock tech server well known for GBC and advanced contraptions.
Survival Multiplayer	smp	**Server**	A multiplayer server where the primary gamemode is survival. in tmc, these are servers made for applying technical contraptions into survival Minecraft.

T

Name	Abbr.	Tag	Description
Technical Minecraft Community	TMC	**Term**	The community of Minecraft players dedicated to technical gameplay.
TechRock	TR	**SMP**	One of the oldest technical bedrock edition tech servers
Temp Storage		**Contraption**	
T-flipflop	tff	**Contraption**	
Toggle state		**Term**	
Transcoder		**Contraption**	
Trident Killer	tk	**Contraption**	A contraption that pushes a trident using pistons to kill mobs automatically without player input.

U

Name	Abbr.	Tag	Description
Universal Tree Farm	UTF	**Farm**	A tree farm that can grow and harvest Oak, Spruce, Birch, Jungle, Acacia, and Cherry Trees.
Unloading Array		**Contraption**	

Unstackable Filter (Nonstackable Filter)		**Contraption**	A contraption that filters stackable items from nonstackable items
Unstackable Sorter (Nonstackable Sorter)		**Contraption**	A contraption that sorts nonstackable items based on different properties each item possesses.

V

Name	Abbr.	Tag	Description
Variable Sorter		**Contraption**	
Village		**Game Mechanic**	An area where villager data is stored and allows villagers to complete certain functions. Created by a villager claiming a bed.
Village Merging		**Game Mechanic**	A process where two villages will merge into one when their boundaries are too close. The villagers will transfer into the village that isn't destroyed.
Village Stacking		**Tech Mechanic**	The process of moving two or more villages closer than what their boundaries allow to prevent Village Merging.
Village Stretching		**Game Mechanic**	A process where the boundaries of a village are expanded by placing POI near the edge of the village.

W

Name	Abbr.	Tag	Description
World Eater		**Contraption**	A Flying Machine that drops TNT onto a section of world that is planned to be destroyed.
World Download	wdl	**Term**	A term given to an exported world with the intent for other players to download and use it.

X

Name	Abbr.	Tag	Description
Xploit		**SMP**	A bedrock edition tech server well known for its players and advanced farms.

Y

Name	Abbr.	Tag	Description

z

Name	Abbr.	Tag	Description

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