Redstone Ticks

How redstone is calculated

As opposed to game ticks, there are only 10 redstone ticks in a second. This makes each redstone tick last 100 milliseconds. In each redstone tick, there are two game ticks. Since Redstone ticks are run alongside game ticks, having less than 20 game ticks per second will slow down the speed of Redstone. On the other hand, if it takes a long time to process redstone for redstone ticks it can slow the game ticks down and lag your game.

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