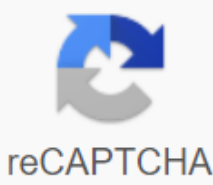




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Binary to bcd minecraft

NOTE: I corrected and edited this article to be clearer on my Github blog. This article is no longer accumulated! Last year, I was building my stupid unfinished broken processor in Minecraft (which I finally put down to a weird and great addition to :D), and I also worked on a bin for a BCD converter. Then I found the awesome Hans Lemurson binary bcd converter (which has decimals digits). For my output, I copied the visible bin entry into the selection rows and made my own selection and output section. Because it's impossible to see anything in the video... In any case, the most interesting and complex part was done by Hans Lemurson and you can see it in the video. (my selector is certainly the same as him, because I don't see another way to make it in such a compact building.) The first (top) layer of binary to BCD converter 1.Input & Algorithm part: The top layer is the main algorithm, which will permanently illuminate under the layer when no input is made. (see why in the selector section) 4 horizontal lines are a binary input. They're easily triggered by a torch from above. From top to bottom they are input 0b0001, 0b0010, 0b0100 & 0b1000. For example, the first entry row will keep the rows of voters 2, 4, 6 and 8, while the second will be shut down. (i.e. . When there is an input, the torches will not give power to the selector layer, while repeaters will.) Second (middle) layer binary to BCD converter (pay no attention to redstone dust transition) 2.Selector part: all lines of this layer must be powered when there is no input. When the line is not powered, it will illuminate the output (i.e. it's just a big inverted output.) From left to right the values of these columns are: 1001, 1000, 111, 110 101, 100, 11, 10, 1. This part is quite easy to understand and this is in itself understandable. N.B. flares at this level must not have a block above, with the risk of power lines next to, these are the blocks where the repeaters sit that will bring problems : I made a mistake inadvertently twice. :p (stupid errors) Third (lower) layer binary to BCD converter 3.Output/BCD Line: This last layer can be the final binary encoded decimal output or other converter if you want a larger input, but all about it is really well explained in the work of John Loomis Binary to BCD Converter. There's nothing special about this layer that needs an explanation. In conclusion, this is a really smart construction that will stack you in a neat way many converters. And the pattern isn't too complicated to remember. It's not related: It makes me do a new computer thing... but I really need to read a little more about the CPU that doesn't make useless things again. Hehe! Reference: Hans Lemurson's video. bin to BCD converter John Loomis. Join Planet Minecraft! We're a community of creatives. All Minecraft! Even if you don't publish your own creations, we appreciate feedback about ours. Join us! Us!

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