

Middle_ages mod for minetest

version 0.1.1

Tested with minetest version 0.4.13 on windows 7.

depends on:

default
mesecons

License:

Sourcecode: LGPLv3
Graphics & Sounds: CC BY-SA 3.0
(See LICENSE.txt)

Installation:

Extract the files to the folder "middle_ages" under your "mods" - folder.
Load the mod to your world and have fun.

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What it includes

- There are some nodes to nice your castle up a little bit with battlement nodes, that are not only "blocks". You can create walls with battlements on top inclding arrow slits.
- There are some nodes, that enables you to build an iron wall like it was in old castles. You can open and close them using mesecons that controls special "push-notes" integrated in middle_ages. There are push_up_nodes, that works like the mesecon piston, with some options that allows you to completely hide the push_up_nodes: you can bypass the first nodes, so that they are not affected, you can define the range, how far the nodes can be moved, you can define the power and the speed, to define how many nodes in the chain will be moved and the forward-step-size for one move. The push_down_node works identically but moves the nodes down. With these 2 nodes you can create an iron wall that opens slowly and closes quick, so it looks a little bit more realistic.
- There are some nodes, that enables you to build a well. To use it, you can activate it using an engine that can be powered from mesecons, or you can do it manually using a crank. The activation-energy can be transported over an axis throw the well frame to the winch, that is working with the same parameters as the push_down_nodes, but it lets an object down, hanging on a rope or iron_chain and pulls it up again, depending on the direction you punch the crank from or the active wire is connected. If you use a well_bucket, it fills itselfs if it falls under water or lava. If the well_bucket is lifted over a soak, it discharges and fills the soak. The complete well works with water as well as with lava. There are also buckets out of iron that can't burn in lava and iron_chain to be used instead of rope to lift more heavy nodes (only an optical feature).
- There are some nodes, that enables you to build a soak, fill it using the well (or other water sources). The water spreads over the connected soak-nodes and discharged if a connection point is let open. There are also iron made soaks, that are able to handle water as well as lava.

folder structure

```
minetest-0.4.13\mods\middle_ages
| depends.txt
| init.lua
| LICENSE.txt
| middle_ages_castle_battlement.lua
| middle_ages_crank.lua
| middle_ages_engine.lua
| middle_ages_ironwall.lua
| middle_ages_pushdownnode.lua
| middle_ages_pushupnode.lua
| middle_ages_soak.lua
| middle_ages_soak_iron.lua
| middle_ages_well.lua
| middle_ages_well_bucket.lua
| middle_ages_well_frame_double_across_carrier.lua
| middle_ages_well_frame_single_across_carrier.lua
| middle_ages_winch.lua
| README.txt
+---textures
    handle_bottom.png
    handle_bottom_iron.png
    handle_bottom_rope.png
    handle_front.png
    handle_front_iron.png
    handle_front_rope.png
    handle_side.png
    handle_side_iron.png
    handle_side_rope.png
    handle_top.png
    handle_top_iron.png
    handle_top_rope.png
    middle_ages_engine_front_off.png
    middle_ages_engine_front_on.png
    middle_ages_engine_front_on_L.png
    middle_ages_engine_front_on_R.png
    middle_ages_engine_left.png
    middle_ages_iron.png
    middle_ages_pushdown_bottom.png
    middle_ages_pushdown_side.png
    middle_ages_pushdown_top.png
    middle_ages_pushup_bottom.png
    middle_ages_pushup_side.png
    middle_ages_pushup_top.png
    middle_ages_ropebase_side_box.png
    middle_ages_ropebase_side_box_90.png
    soak_curve_water_top.png
    soak_end_water_top.png
```

soak_iron_curve_lava_top.png
 soak_iron_curve_water_top.png
 soak_iron_end_lava_top.png
 soak_iron_end_water_top.png
 soak_iron_lava_front_1_6.png
 soak_iron_lava_front_2_6.png
 soak_iron_lava_front_3_6.png
 soak_iron_lava_front_4_6.png
 soak_iron_lava_front_5_6.png
 soak_iron_lava_front_6_6.png
 soak_iron_mid_lava_top.png
 soak_iron_mid_water_top.png
 soak_iron_T_lava_top.png
 soak_iron_T_water_top.png
 soak_iron_water_front_1_6.png
 soak_iron_water_front_2_6.png
 soak_iron_water_front_3_6.png
 soak_iron_water_front_4_6.png
 soak_iron_water_front_5_6.png
 soak_iron_water_front_6_6.png
 soak_iron_X_lava_top.png
 soak_iron_X_water_top.png
 soak_mid_water_top.png
 soak_T_water_top.png
 soak_water_front_1_6.png
 soak_water_front_2_6.png
 soak_water_front_3_6.png
 soak_water_front_4_6.png
 soak_water_front_5_6.png
 soak_water_front_6_6.png
 soak_X_water_top.png
 wellwood.png
 Well_bucket.png
 Well_bucket_empty_top.png
 Well_bucket_empty_top_iron.png
 Well_bucket_empty_top_wood.png
 Well_bucket_lava_top_iron.png
 Well_bucket_lava_top_wood.png
 Well_bucket_water_top.png
 Well_bucket_water_top_iron.png
 Well_bucket_water_top_wood.png

included nodes

middle_ages_castle_battlement

- Battlement nodes with and without arrow slits

middle_ages:battlement
 middle_ages:battlement_asl
 middle_ages:battlement_asr
 middle_ages:battlement_sn
 middle_ages:asl
 middle_ages:asr
 middle_ages:aslr
 middle_ages:battlement_aslr
 middle_ages: battlement_oc
 middle_ages: battlement_ic

middle_ages_crank

- A crank to manually activate the middle_ages_winch

middle_ages:crank_shaft_off

middle_ages_engine

- An engine to activate the middle_ages_winch using mesecons

middle_ages:engine_shaft_off

middle_ages_ironwall

- A simple iron wall

middle_ages:ironwall_flat

middle_ages_pushdownnode

- A node like the mesecon piston that pushes nodes down.

It can be activated by mesecons.

There are a lot of parameters possible.

middle_ages:middle_ages_pushdownnode

middle_ages_pushupnode

- A node like the mesecon piston that pushes nodes up.
- It can be activated by mesecons.
- There are a lot of parameters possible.
- middle_ages:middle_ages_pushupnode

middle_ages_winch

- A node like the mesecon piston that pushes nodes up and down.
- It can be activated by axes like "middle_ages_well_frame_double_across_carrier", that can be activated by "middle_ages_engine.lua".
- There are a lot of parameters possible.
- middle_ages:middle_ages_winch

middle_ages_soak

- Soak nodes out of wood. They can be filled with water using a water node like source, floating water or bucket.
- The soaks fill their neighbor-soaks automatically.
- Also, there is water floating out of them if they are let open.
- middle_ages:soak_end_empty
- middle_ages:soak_mid_empty
- middle_ages:soak_curve_empty
- middle_ages:soak_T_empty
- middle_ages:soak_X_empty

middle_ages_soak_iron

- Soak nodes out of iron.
- They can be filled with lava using a lava node like lava source, floating lava or bucket.
- They can also be filled with water using a water node like water source, floating water or bucket.
- The soaks fill their neighbor-soaks automatically.
- Also, there is lava or water floating out of them if they are let open.
- if they come together with filled water in one and lava in the other, they change to default:stones.
- they do not interact with the nodes from middle_ages_soak.
- middle_ages:soak_iron_end_empty
- middle_ages:soak_iron_mid_empty
- middle_ages:soak_iron_curve_empty
- middle_ages:soak_iron_T_empty
- middle_ages:soak_iron_X_empty

middle_ages_well

- nodes to build a well. Rope and iron_chain will be used with the winch.
- middle_ages:well_frame_post
- middle_ages:rope
- middle_ages:iron_chain
- middle_ages:well_frame_prob_carrier
- middle_ages:wellwood

middle_ages_well_bucket

- a bucket to carry water or lava in a well out of wood or iron
- middle_ages:well_bucket_empty_iron (it is made out of iron)
- middle_ages:well_bucket_empty_wood (it is made out of wood)
- a handle according to the buckets
- middle_ages:well_bucket_handle_iron_chain (it is made out of iron and hold by a iron chain)
- middle_ages:well_bucket_handle_wood_rope (it is made out of wood and hold by a rope)

middle_ages_well_frame_double_across_carrier

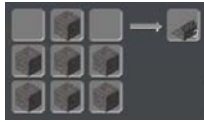
- nodes to build a well and to activate the middle_ages_winch
- middle_ages:well_frame_double_across_carrier_shaft_off

middle_ages_well_frame_single_across_carrier

- nodes to build a well and to activate the middle_ages_winch
- middle_ages:well_frame_single_across_carrier_shaft_off

Crafting recipes:

"middle_ages:battlement" (3 pcs):



	default:stone	
default:stone	default:stone	default:stone
default:stone	default:stone	default:stone

"middle_ages:battlement_asl" (3 pcs):



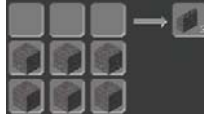
middle_ages:battlement	middle_ages:battlement	middle_ages:battlement
middle_ages:battlement	middle_ages:battlement	middle_ages:battlement
middle_ages:battlement	middle_ages:battlement	

"middle_ages:battlement_asr" (3 pcs):



middle_ages:battlement	middle_ages:battlement	middle_ages:battlement
middle_ages:battlement	middle_ages:battlement	middle_ages:battlement
	middle_ages:battlement	middle_ages:battlement

"middle_ages:battlement_en" (3 pcs):



default:stone	default:stone	default:stone
default:stone	default:stone	default:stone

"middle_ages:asl" (3 pcs):



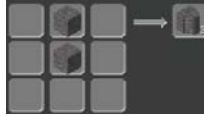
default:stone	default:stone	
default:stone	default:stone	
default:stone		

"middle_ages:asr" (3 pcs):



	default:stone	default:stone
	default:stone	default:stone
		default:stone

"middle_ages:aslr" (3 pcs):



	default:stone	
	default:stone	

"middle_ages:battlement_aslr" (2 pcs):



	middle_ages:battlement	
	middle_ages:battlement	

"middle_ages:battlement_oc" (5 pcs):



middle_ages:battlement	middle_ages:battlement	middle_ages:battlement
middle_ages:battlement		
middle_ages:battlement		

"middle_ages:battlement_ic" (3 pcs):



	middle_ages:battlement	middle_ages:battlement
	middle_ages:battlement	

"middle_ages:crank_shaft_off" (5 pcs):



default:wood	default:wood	
	default:wood	
	default:wood	default:wood

"middle_ages:engine_shaft_off" (3 pcs):



	mesecons:wire_00000000_off	
mesecons:wire_00000000_off	default:iron_lump	mesecons:wire_00000000_off
	mesecons:wire_00000000_off	

"middle_ages:ironwall_flat" (5 pcs):



default:iron_lump	default:torch	default:iron_lump
default:torch	default:iron_lump	default:torch
default:iron_lump	default:torch	default:iron_lump

"middle_ages:middle_ages_pushdownnode" (4 pcs):



mesecons_pistons:piston_normal_off	mesecons_pistons:piston_normal_off	mesecons_pistons:piston_normal_off
	mesecons_pistons:piston_normal_off	

"middle_ages:middle_ages_pushupnode" (4 pcs):



	mesecons_pistons:piston_normal_off	
mesecons_pistons:piston_normal_off	mesecons_pistons:piston_normal_off	mesecons_pistons:piston_normal_off

"middle_ages:middle_ages_winch" (2 pcs):



	middle_ages:middle_ages_pushdownnode	
	middle_ages:middle_ages_pushupnode	
	middle_ages:rope	

"middle_ages:soak_end_empty" (3 pcs):



middle_ages:soak_mid_empty	middle_ages:soak_mid_empty	middle_ages:wellwood

"middle_ages:soak_mid_empty" (5 pcs):



middle_ages:wellwood		middle_ages:wellwood
middle_ages:wellwood	middle_ages:wellwood	middle_ages:wellwood

"middle_ages:soak_curve_empty" (5 pcs):



	middle_ages:soak_mid_empty	
middle_ages:soak_mid_empty	middle_ages:soak_mid_empty	middle_ages:wellwood
	middle_ages:wellwood	

"middle_ages:soak_T_empty" (5 pcs):



	middle_ages:soak_mid_empty	
middle_ages:soak_mid_empty	middle_ages:soak_mid_empty	middle_ages:wellwood
	middle_ages:soak_mid_empty	

"middle_ages:soak_X_empty" (5 pcs):



	middle_ages:soak_mid_empty	
middle_ages:soak_mid_empty	middle_ages:soak_mid_empty	middle_ages:soak_mid_empty
	middle_ages:soak_mid_empty	

"middle_ages:well_frame_post" (9 pcs):



	middle_ages:wellwood	
	middle_ages:wellwood	
	middle_ages:wellwood	

"middle_ages:rope" (9 pcs):



	default:dry_grass_1	
	default:dry_grass_1	
	default:dry_grass_1	

"middle_ages:well_frame_prob_carrier" (2 pcs):



		middle_ages:wellwood
	middle_ages:wellwood	

"middle_ages:wellwood" (4 pcs):



default:wood		default:wood
	default:wood	default:wood

"middle_ages:well_frame_double_across_carrier_shaft_off" (2 pcs):



	middle_ages:wellwood	
middle_ages:wellwood		middle_ages:wellwood
	middle_ages:wellwood	

"middle_ages_well_frame_single_across_carrier" (2 pcs):

	middle_ages:wellwood	

middle_ages:wellwood		

	middle_ages:wellwood	

"middle_ages:well_bucket_handle_wood_rope" (7 pcs):

	middle_ages:rope	

	middle_ages:wellwood	

middle_ages:wellwood		middle_ages:wellwood

"middle_ages:well_bucket_handle_iron_chain" (7 pcs):

	middle_ages:iron_chain	

	default:iron_lump	

default:iron_lump		default:iron_lump

"middle_ages:well_bucket_empty_iron" (4 pcs):

	default:iron_lump		default:iron_lump
	-----		-----
default:iron_lump		default:iron_lump	
	-----		-----
default:iron_lump		default:iron_lump	default:iron_lump

"middle_ages:well_bucket_empty_wood" (4 pcs):

	middle_ages:wellwood		middle_ages:wellwood
	-----		-----
middle_ages:wellwood		middle_ages:wellwood	
	-----		-----
middle_ages:wellwood		middle_ages:wellwood	middle_ages:wellwood

"middle_ages:soak_iron_end_empty" (2 pcs): ok

	-----		-----
middle_ages:soak_iron_mid_empty		middle_ages:soak_iron_mid_empty	
	-----		-----
			default:iron_lump

"middle_ages:soak_iron_mid_empty" (1 pcs): ok

	-----		-----
default:iron_lump		default:iron_lump	
	-----		-----
default:iron_lump		default:iron_lump	default:iron_lump

"middle_ages:soak_iron_curve_empty" (3 pcs): ok

			middle_ages:soak_iron_mid_empty	
	-----		-----	
middle_ages:soak_iron_mid_empty		middle_ages:soak_iron_mid_empty		default:iron_lump
	-----		-----	
		default:iron_lump		

"middle_ages:soak_iron_T_empty" (4 pcs): ok

			middle_ages:soak_iron_mid_empty	
	-----		-----	
middle_ages:soak_iron_mid_empty		middle_ages:soak_iron_mid_empty		default:iron_lump
	-----		-----	
		middle_ages:soak_iron_mid_empty		

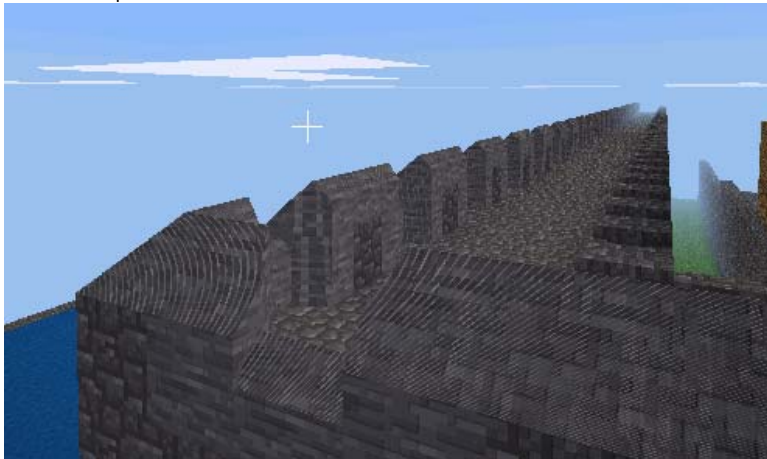
"middle_ages:soak_iron_X_empty" (5 pcs): ok

			middle_ages:soak_iron_mid_empty	
	-----		-----	
middle_ages:soak_iron_mid_empty		middle_ages:soak_iron_mid_empty		middle_ages:soak_iron_mid_empty
	-----		-----	
		middle_ages:soak_iron_mid_empty		

Examples how to play

middle_ages_castle_battlement

It can be used on the top of a wall



Or inside a building



No actions – only nodes

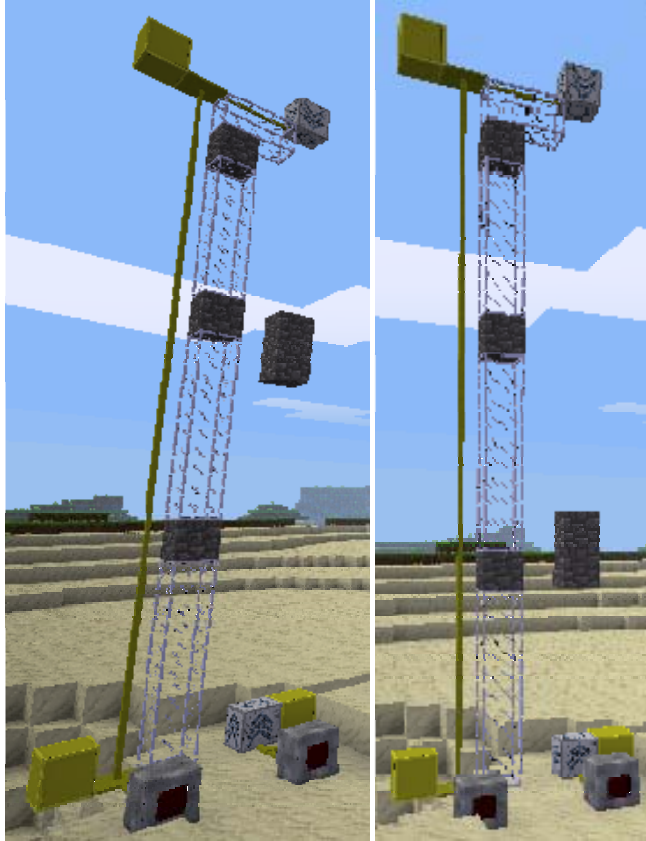
middle_ages_ironwall

no function – can be used in castle towers.



middle_ages_pushdownnode

It can be used to push down any nodes under itself.



The parameters, that can be defined are:

Range.

This defines the range in that the node is able to act.

If the push_down_node is on y=20, the range is 10, then the node y=9 is the first, that is not effected.

Power.

This defines the count of nodes in a chain, that could be pushed. In the pictures, the Power is set to 2 to be able to push both stones.

Is power too less, then nothing happens is you activate the node.

Speed.

This defines the count of y-positions, that are moved at one process. The 2 pictures shows one process step with the speed of 5, or the fifth process step with the speed of 1.

Replay.

This defines the count of timely delayed replays of the action. You can activate the node once, the pushes will then be activated "replay" times in timely delays of "Interval".

Bypass.

This defines the count of nodes directly under the push_down_node, that will be not affected.



So your "activation range" is "Range" - "Bypass" + "Power"

You can get access to the parameters by right punch on the node.

Be careful, the process stops for nothing.

middle_ages_pushupnode

It is the opposite of middle_ages_pushdownnode and does exactly the same but in the other way round.

middle_ages_well

It can be used to build a well. It contains all nodes with no action like the parts for the frame and the rope and iron_chain



middle_ages_well_frame_double_across_carrier

It can be used to bring action to a well. It can be activated by a crank or an engine, like you know that from mesecons. It only transports the activation over an axis.

middle_ages_well_frame_single_across_carrier

It can be used to bring action to a well. It can be activated by a crank or an engine, like you know that from mesecons. It is an end-point node.

middle_ages_winch

It can be used to bring action to a well. Works like the middle_ages_pushdownnode with the same parameters but

- it the down-pushed nodes hang on a rope or iron chain (to choose one of them, there is a parameter added to the others)
- it pulls the nodes back, that are connected with rope or iron chain.

middle_ages_well_bucket

It can be used to bring action to a well. It can be filled with water or lava if the liquid is over the bucket. There is a wooden and also an iron version included.

middle_ages_crank

It can be used to activate the functions of well.
Punch it from the front, it activates the axis in direction right.
Punch it from the back, it activates the axis in direction left.



middle_ages_engine

It can be used to activate the functions of well.

Connect it with mesecons from the front, it activates the axis in direction right if you powers on.

Connect it with mesecons from the back, it activates the axis in direction left if you powers on.



middle_ages_soak

It can be used to transport water.

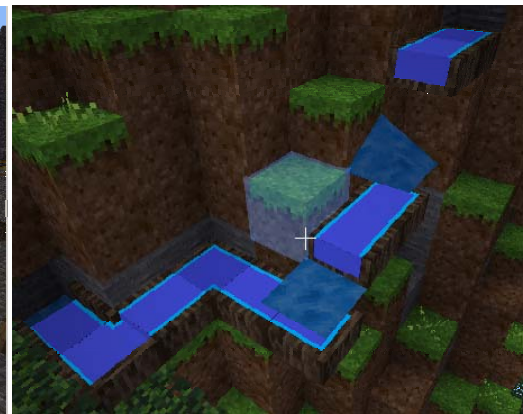
They will be filled if a water node is beside it but one position more up.

They can be filled from water as source or as floating as well as from a filled well_bucket.

The water "floats" threw the soaks.

If a connection point is let open, the filled water comes out.

To build a longer distance of soaks, you have to take care about going one position down, time by time.

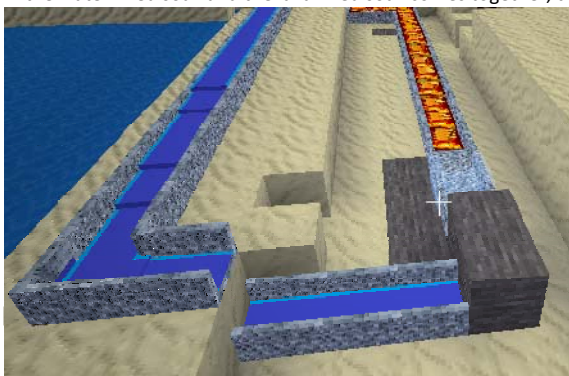


middle_ages_soak_iron

It can be used to transport water and lava.

The function is the same as with middle_ages_soak.

If the water filled soak and the lava filled soak comes together, they change to stones.



history

version 0.1.1:

added

middle_ages_well_bucket

- the buckets and handles are replaced. The replacement in your world will happen automatically.
- now they can handle water as well as lava. The iron made bucket can't burn in contact with lava – the wooden bucket can.

new node: middle_ages:well_bucket_handle_iron_chain (it is made out of iron and hold by a iron chain)

new node: middle_ages:well_bucket_handle_wood_rope (it is made out of wood and hold by a rope - a copy from

middle_ages:well_bucket_handle)

new node: middle_ages:well_bucket_empty_iron (it is made out of iron)

new node: middle_ages:well_bucket_empty_wood (it is made out of wood - a copy from middle_ages:well_bucket_empty)

new node: middle_ages:well_bucket_water_iron (it is made out of iron)

new node: middle_ages:well_bucket_water_wood (it is made out of wood - a copy from middle_ages:well_bucket_water)

new node: middle_ages:well_bucket_lava_iron (it is made out of iron)

new node: middle_ages:well_bucket_lava_wood (it is made out of wood - a copy from middle_ages:well_bucket_water)

methode to replace all middle_ages:well_bucket_empty with middle_ages:well_bucket_empty_wood

methode to replace all middle_ages:well_bucket_water with middle_ages:well_bucket_water_wood

methode to replace all middle_ages:well_bucket_handle with middle_ages:well_bucket_empty_wood

hide the old node middle_ages:well_bucket_empty from inventory

hide the old node middle_ages:well_bucket_water from inventory

hide the old node middle_ages:well_bucket_handle from inventory

middle_ages_well

- added iron_chain to connect the iron bucket handle with the winch

middle_ages:iron_chain

middle_ages_winch

- rope and iron chain works now with the winch as well as buckets out of wood and also out of iron
- the winch goes now into water and as well into other liquids.

middle_ages_soak

prepared to handle well_bucket_ ... _iron as well as well_bucket_ ... _wood

middle_ages_soak_iron

- Soak nodes out of iron.

- They can be filled with lava using a lava node like lava source, floating lava or bucket.

- They can also be filled with water using a water node like water source, floating water or bucket.

- The soaks fill their neighbor-soaks automatically.

- Also, there is lava or water floating out of them if they are let open.

- if they come together with filled water in one and lava in the other, they change to default:stones.

- they do not interact with the nodes from middle_ages_soak.

middle_ages:soak_iron_end_empty

middle_ages:soak_iron_mid_empty

middle_ages:soak_iron_curve_empty

middle_ages:soak_iron_T_empty

middle_ages:soak_iron_X_empty