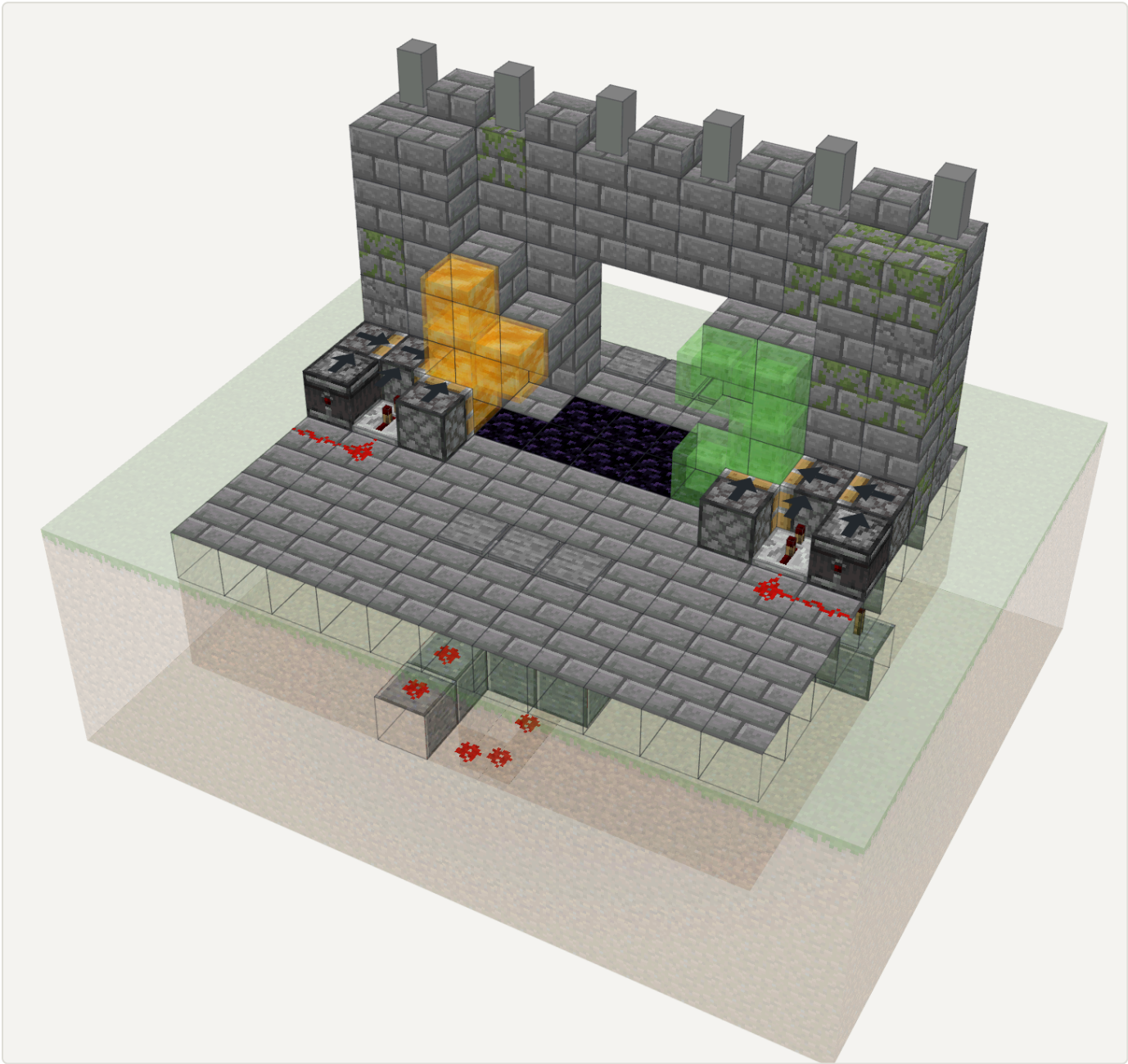


3x3 Flush Piston Door

Minecraft 26.3 · Blocksworth Tests, Build #4



265 blocks

20 steps

16 different parts

 143× Stone Bricks	 16× Mossy Stone Bricks	 14× Polished Andesite	 10× Obsidian	 6× Stone Brick Wall	 5× Cracked Stone Bricks	 5× Stone Brick Slab	 27× Redstone Dust	 9× Redstone Repeater
 6× Redstone Torch	 6× Sticky Piston	 6× Stone Pressure Plate	 5× Slime Block	 4× Honey Block	 2× Observer	 1× Block of Redstone		

Inventory

Everything you need: 265 blocks

BLOCKS



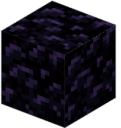
143×
Stone Bricks



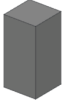
16×
Mossy Stone Bricks



14×
Polished Andesite



10×
Obsidian



6×
Stone Brick Wall



5×
Cracked Stone Bricks



5×
Stone Brick Slab

REDSTONE



27×
Redstone Dust



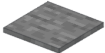
9×
Redstone Repeater



6×
Redstone Torch



6×
Sticky Piston



6×
Stone Pressure Plate



5×
Slime Block



4×
Honey Block



2×
Observer



1×
Block of Redstone

1

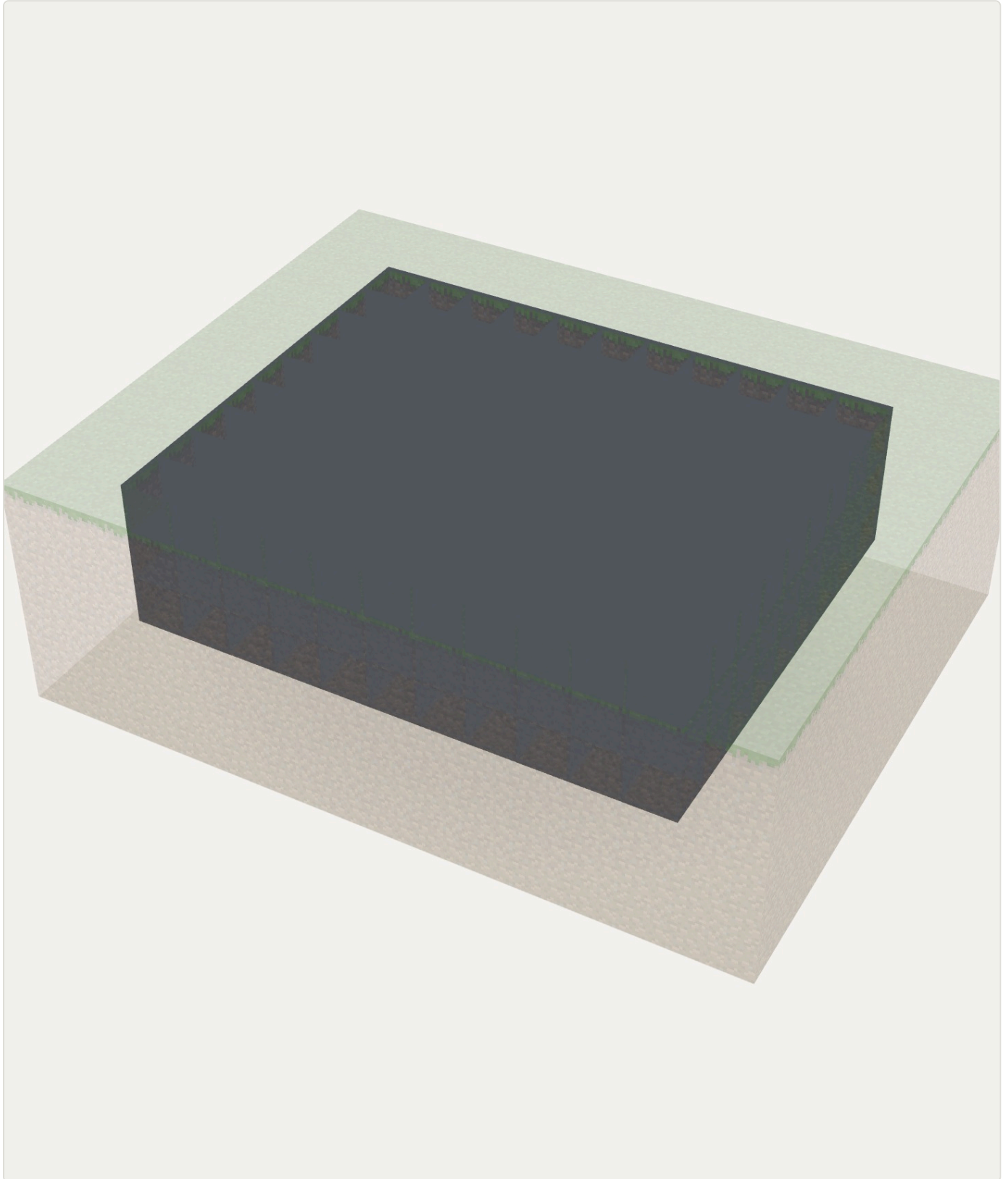
Cells to remove are outlined



303x
Dig out

Dig the pit

11 wide, 9 deep (from the outside plates to the inside plates), 3 down. Plus a 1-wide trench one deeper down the middle, from the wall line inward.



2

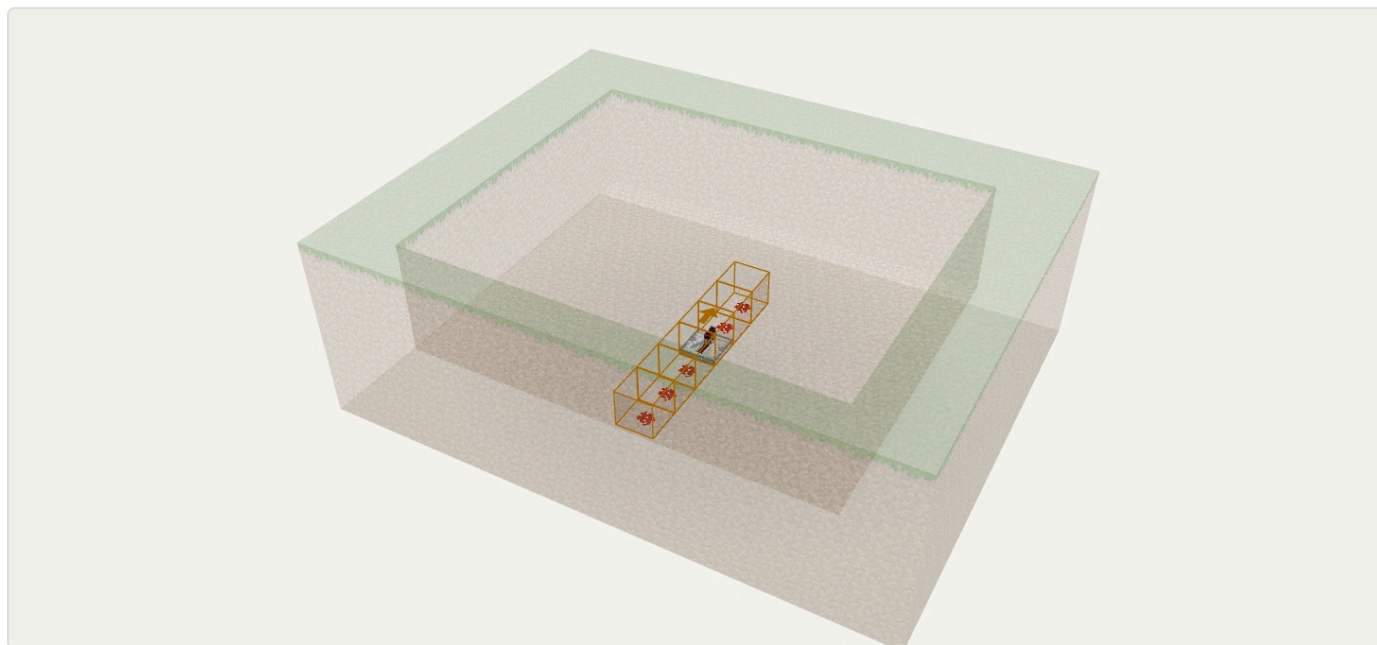
 New blocks are outlined


5×
Redstone Dust


1×
Redstone Repeater

Dust in the trench

5 redstone dust and one repeater; the repeater points toward the outside (it carries the inside plates' signal).



3

 New blocks are outlined

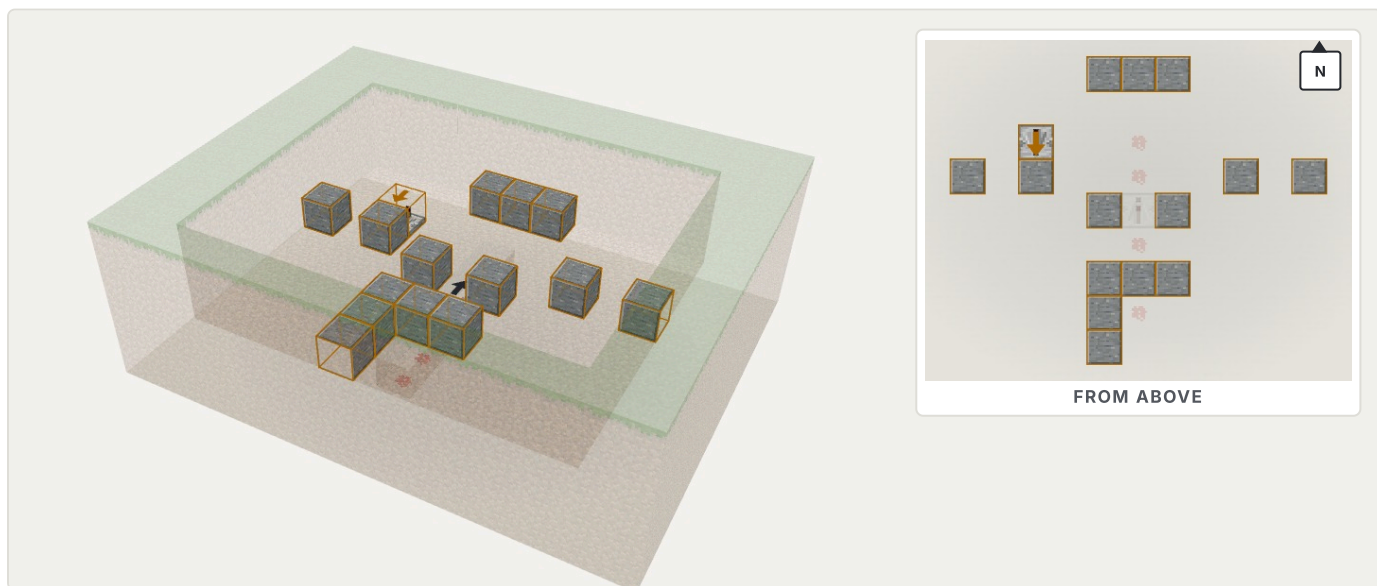

14×
Polished Andesite


1×
Redstone Repeater

PART 1/2

The bottom layer

14 blocks of any kind (six carry the torches), 10 dust and 6 repeaters. Every repeater points into one of the torch blocks: follow the arrows.



4

New blocks are outlined

5x

Redstone Repeater

10x

Redstone Dust

PART 2/2

The bottom layer

14 blocks of any kind (six carry the torches), 10 dust and 6 repeaters. Every repeater points into one of the torch blocks: follow the arrows.

FROM ABOVE

5

New blocks are outlined

6x

Redstone Torch

8x

Redstone Dust

Six torches

A redstone torch on each of the six blocks, dust in the two rows under the plates and the two dust steps on the inside.

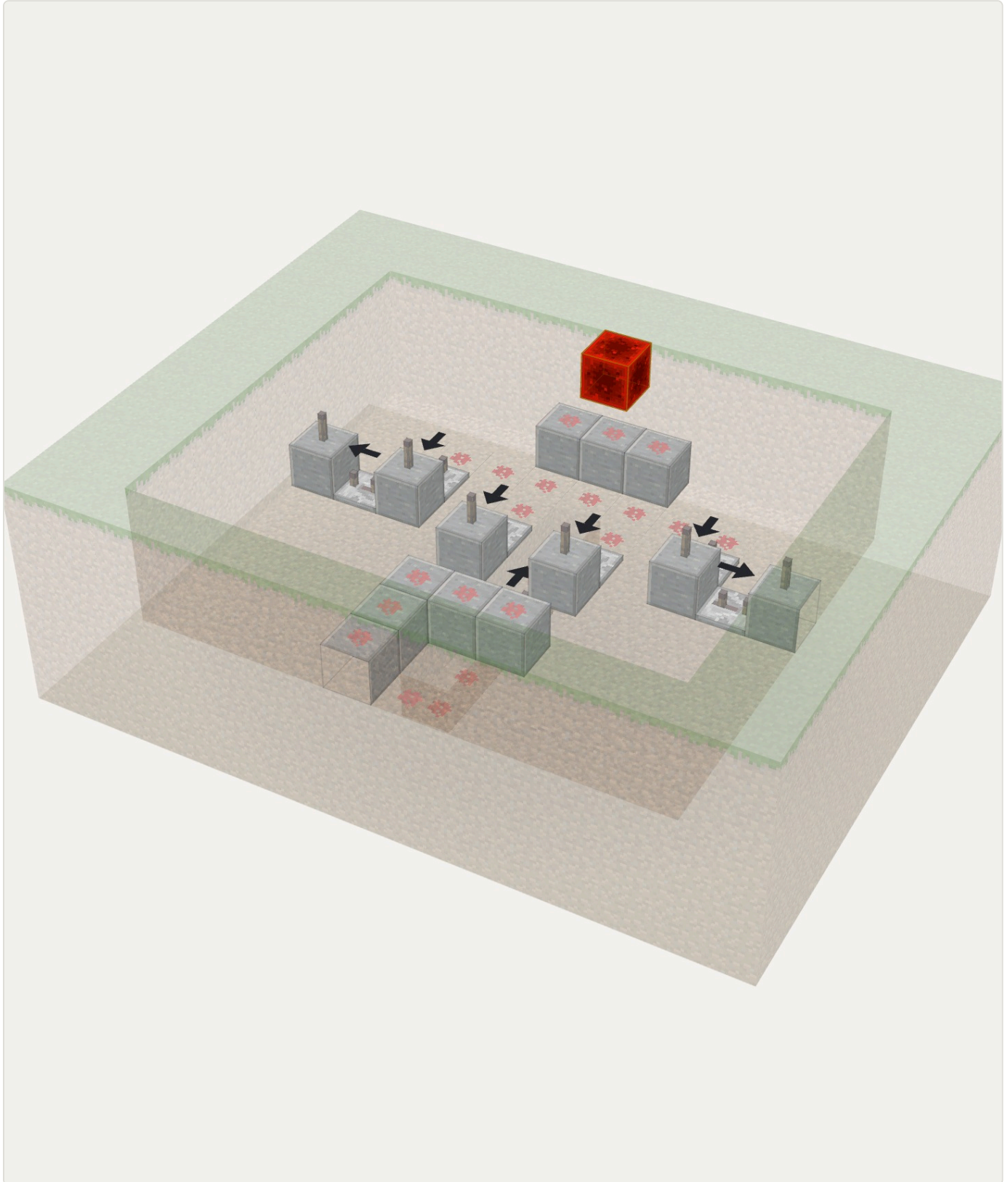
FROM ABOVE

6

 New blocks are outlined**1×**
Block of Redstone

A block of redstone, for now

Where the middle outside plate goes. It plays the pressure plate while you build, so the torches stay off and no piston fires early.



7

□ New blocks are outlined

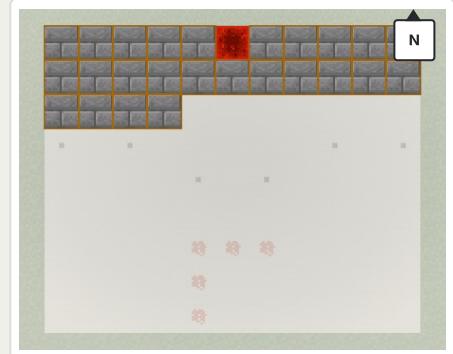


25×
Stone Bricks

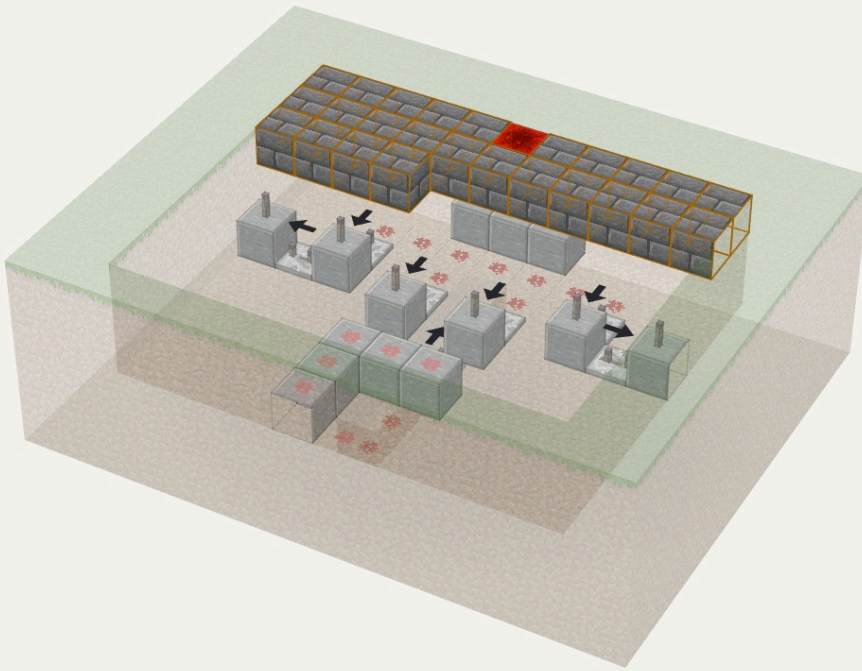
PART 1/4

The floor

10 obsidian where the honey and slime slide (they would drag any other block along), any block elsewhere.



FROM ABOVE



□ New blocks are outlined



10×
Obsidian

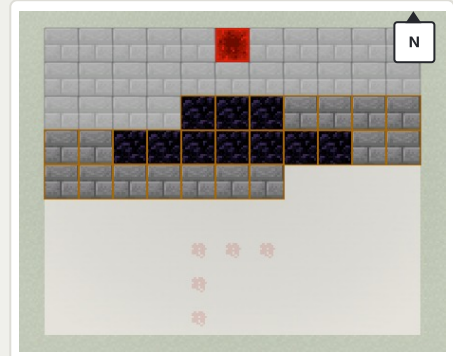


15×
Stone Bricks

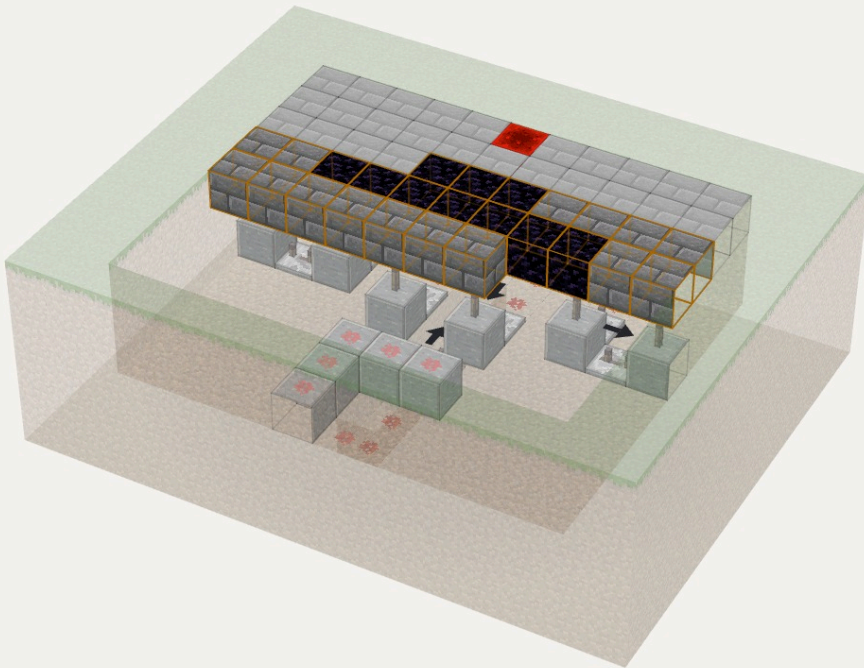
PART 2/4

The floor

10 obsidian where the honey and slime slide (they would drag any other block along), any block elsewhere.



FROM ABOVE



9

□ New blocks are outlined

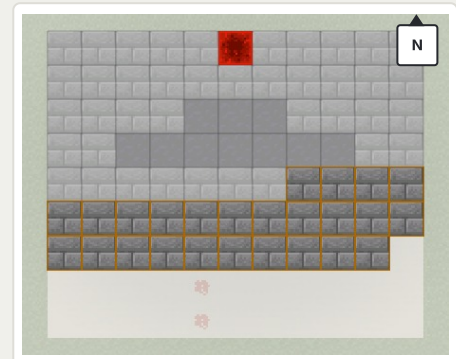


25×
Stone Bricks

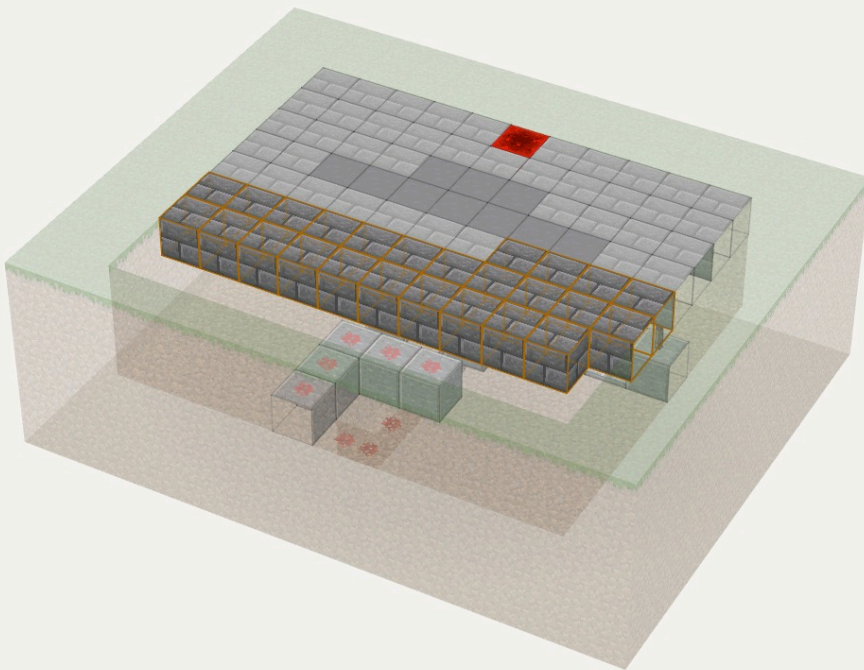
PART 3/4

The floor

10 obsidian where the honey and slime slide (they would drag any other block along), any block elsewhere.



FROM ABOVE



□ New blocks are outlined

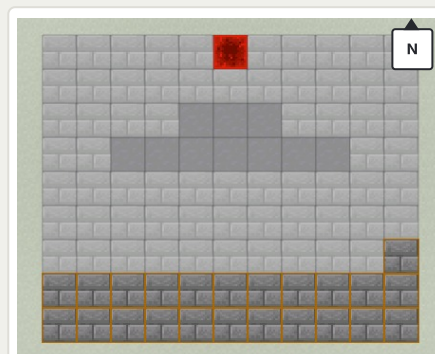


23x
Stone Bricks

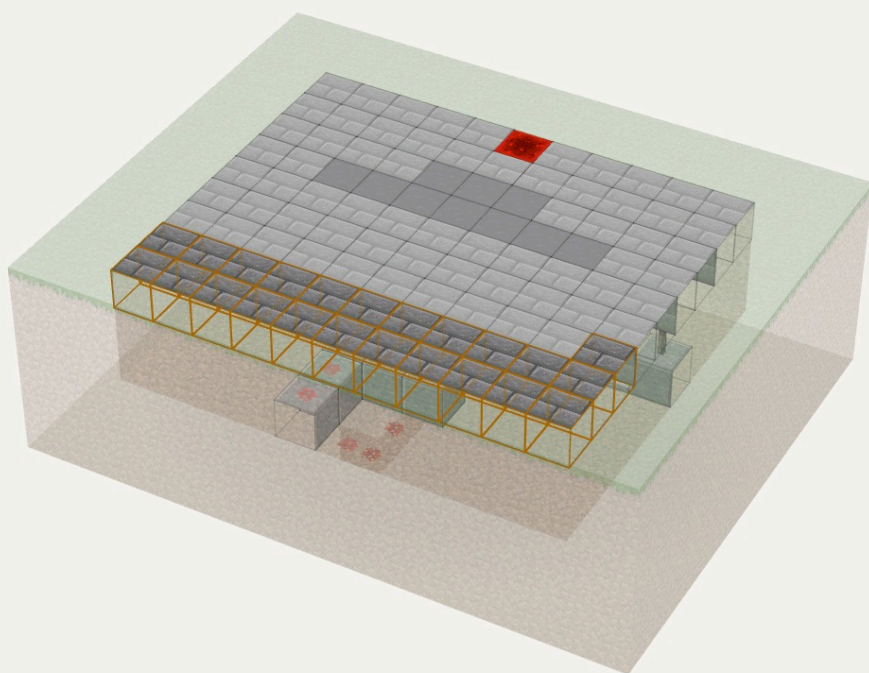
PART 4/4

The floor

10 obsidian where the honey and slime slide (they would drag any other block along), any block elsewhere.



FROM ABOVE



11

New blocks are outlined



5×
Slime Block



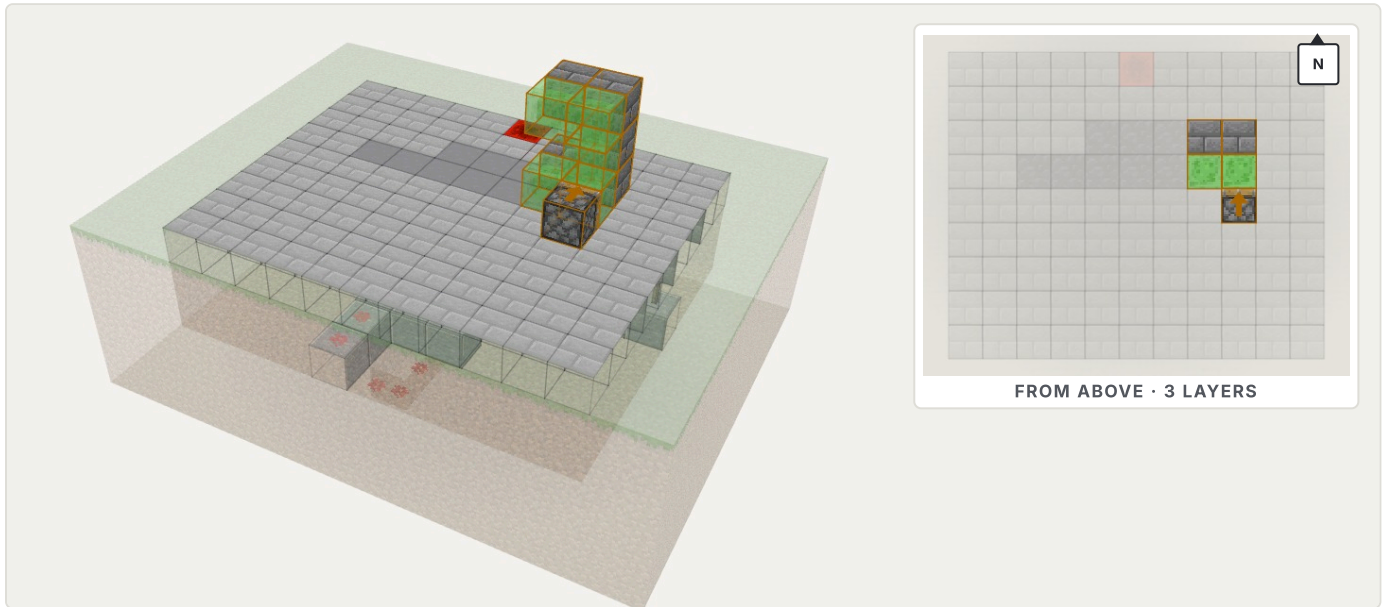
5×
Stone Bricks



1×
Sticky Piston

Right half: slime

5 slime blocks in a C, 5 door blocks on their wall side, a sticky piston behind the bottom corner facing the wall. Nothing else may touch the slime.



12

New blocks are outlined



4×
Honey Block



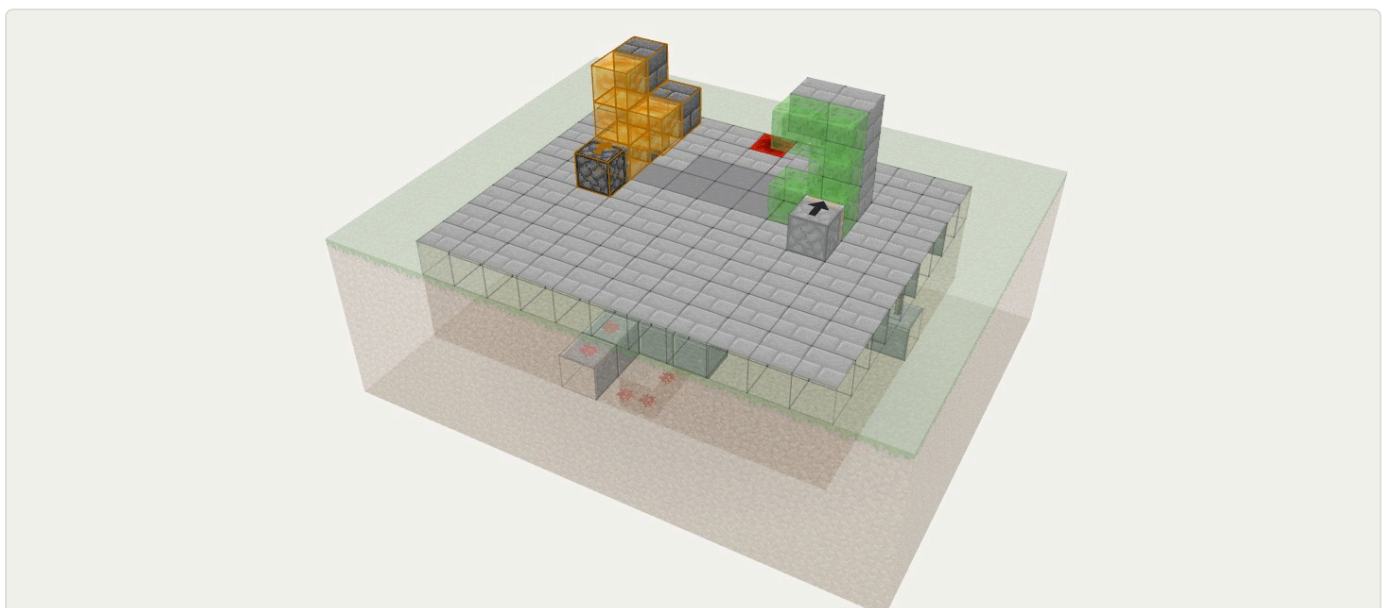
4×
Stone Bricks



1×
Sticky Piston

Left half: honey

4 honey blocks (a column plus the centre), 4 door blocks, a sticky piston behind. Honey doesn't stick to slime: two halves.



13

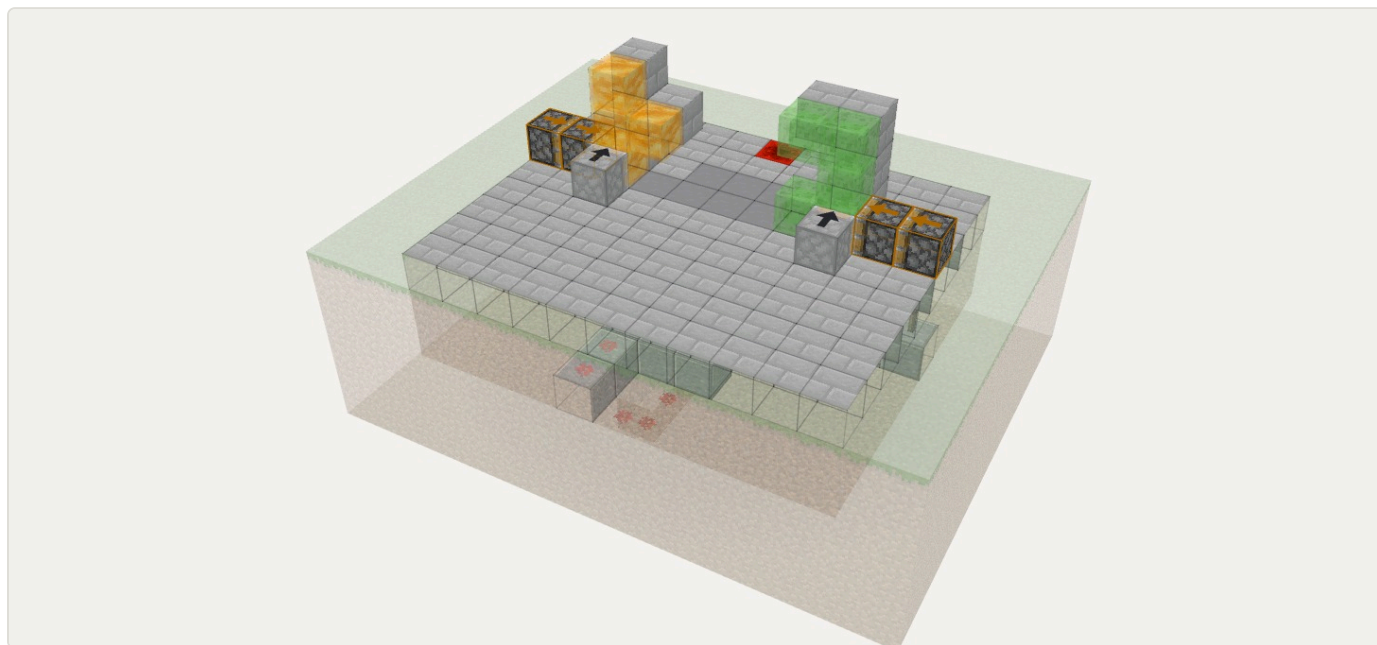
□ New blocks are outlined



4×
Sticky Piston

Two sticky pistons each side

In a row, facing in, touching the bottom of each half. They pull the halves sideways behind the wall.



14

□ New blocks are outlined



2×
Observer



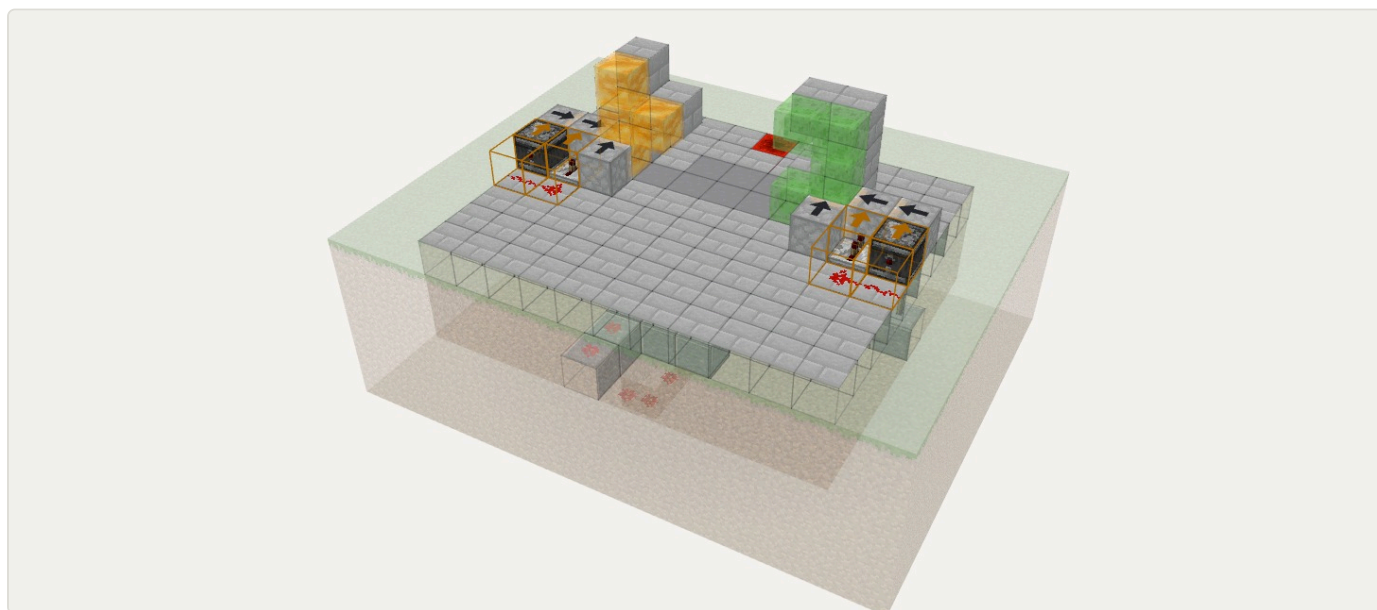
4×
Redstone Dust



2×
Redstone Repeater

Observer: one more pull

An observer behind each outer piston, looking at it; dust and a repeater into the inner piston. Without it the halves stop one block short, still in the doorway.



15

□ New blocks are outlined



8×
Stone Bricks



1×
Cracked Stone
Bricks

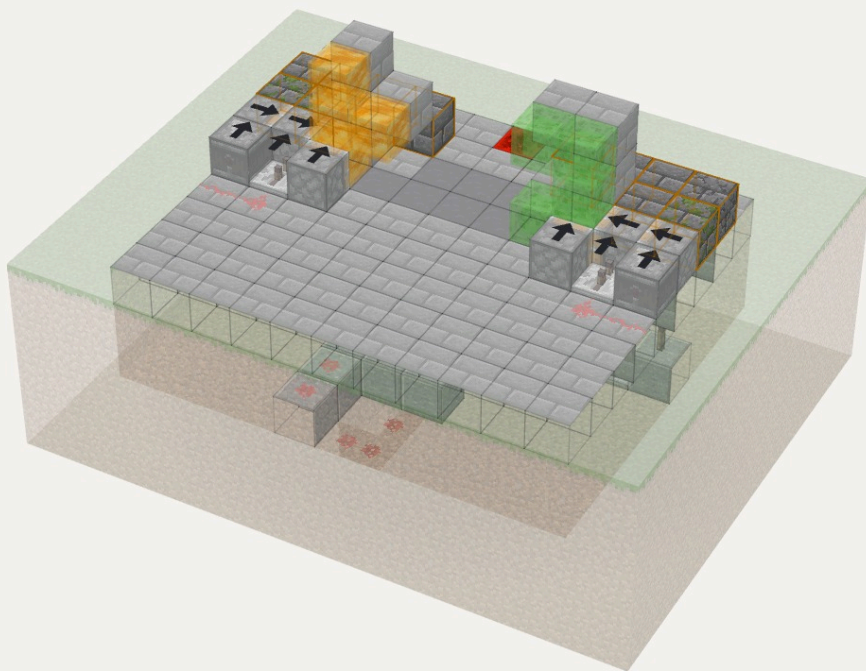
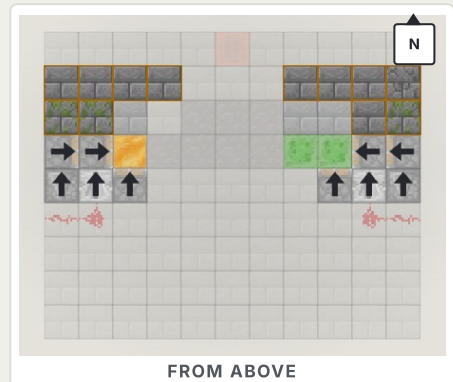


3×
Mossy Stone Bricks

PART 1/5

Your wall around it

The wall face around the 3×3 opening, any blocks. Keep air around the slime and honey.



16

- ☐ New blocks are outlined



15x

Stone Bricks



7x

Mossy Stone Bricks



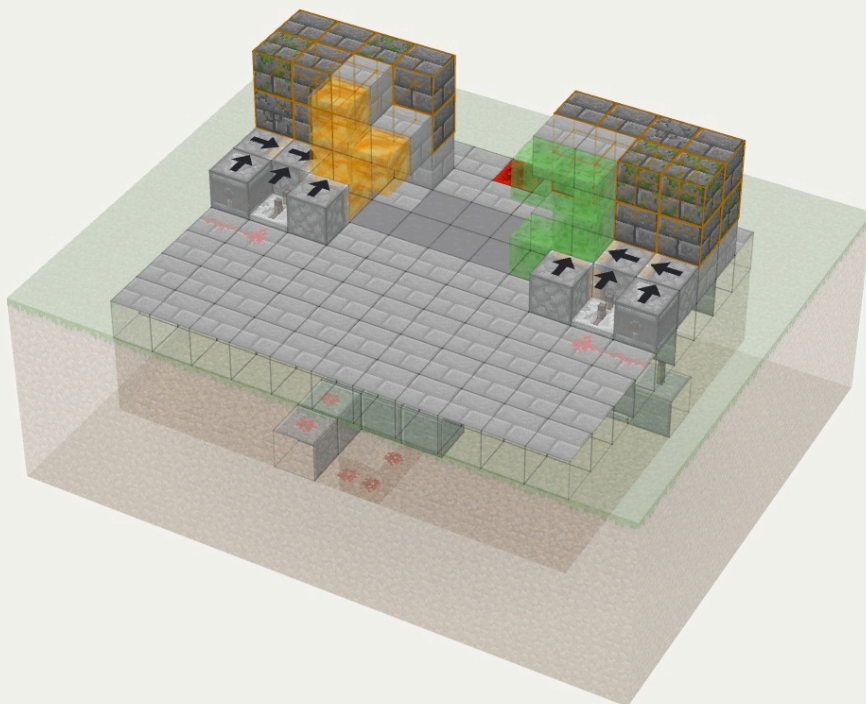
2x

Cracked Stone Bricks

PART 2/5

Your wall around it

The wall face around the 3x3 opening, any blocks. Keep air around the slime and honey.



17

□ New blocks are outlined



12×
Stone Bricks



2×
Mossy Stone Bricks

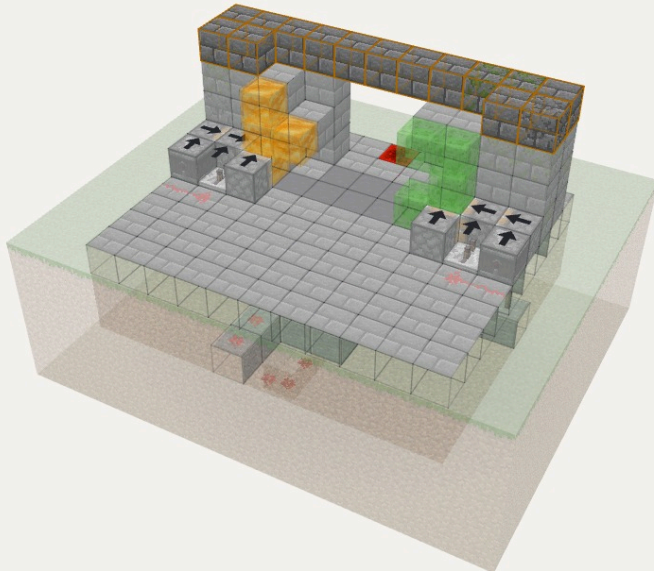


1×
Cracked Stone Bricks

PART 3/5

Your wall around it

The wall face around the 3×3 opening, any blocks. Keep air around the slime and honey.



18

□ New blocks are outlined



10×
Stone Bricks



4×
Mossy Stone Bricks

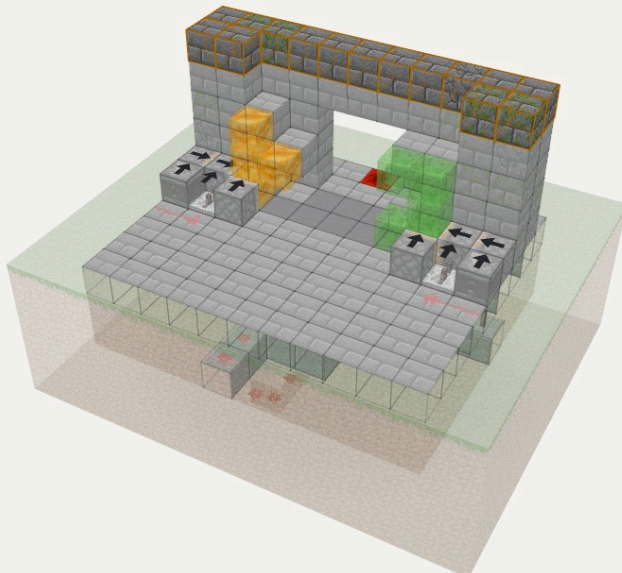


1×
Cracked Stone Bricks

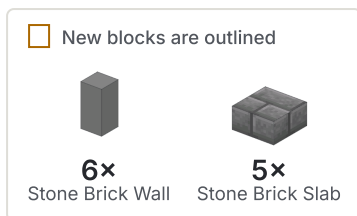
PART 4/5

Your wall around it

The wall face around the 3×3 opening, any blocks. Keep air around the slime and honey.



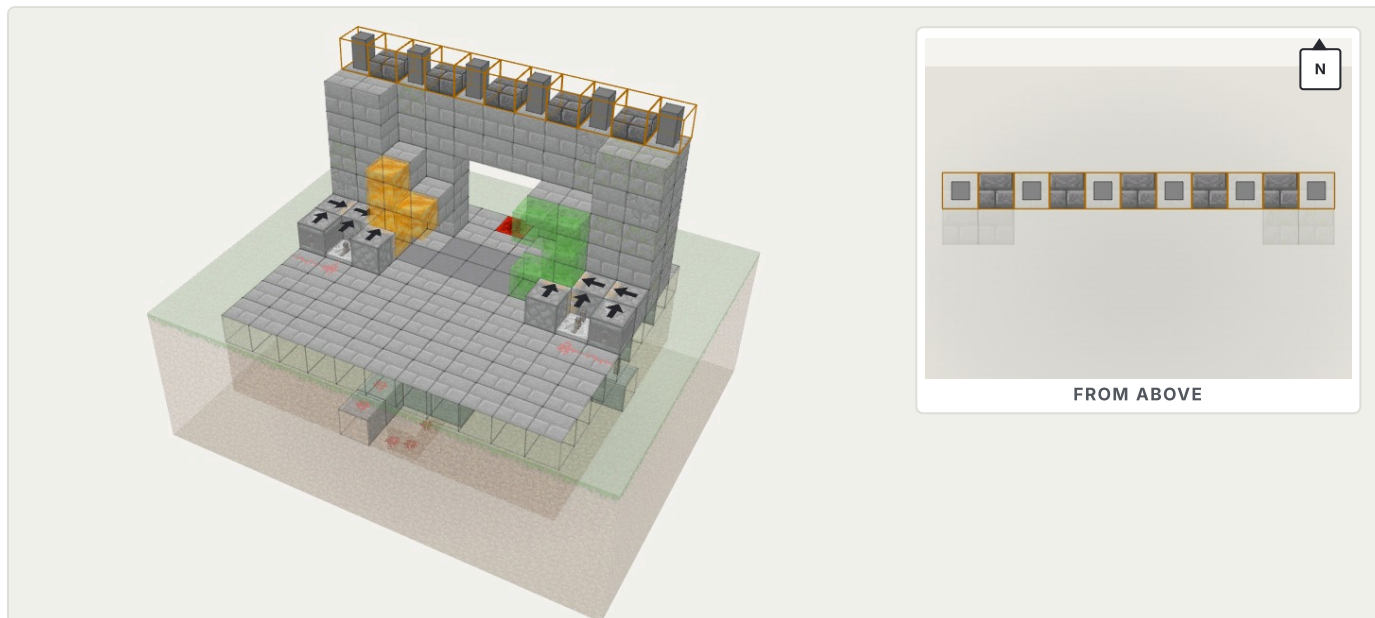
19



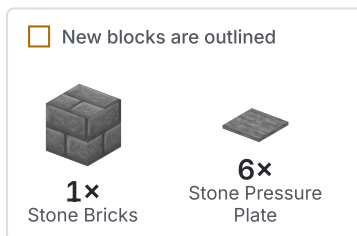
PART 5/5

Your wall around it

The wall face around the 3×3 opening, any blocks. Keep air around the slime and honey.

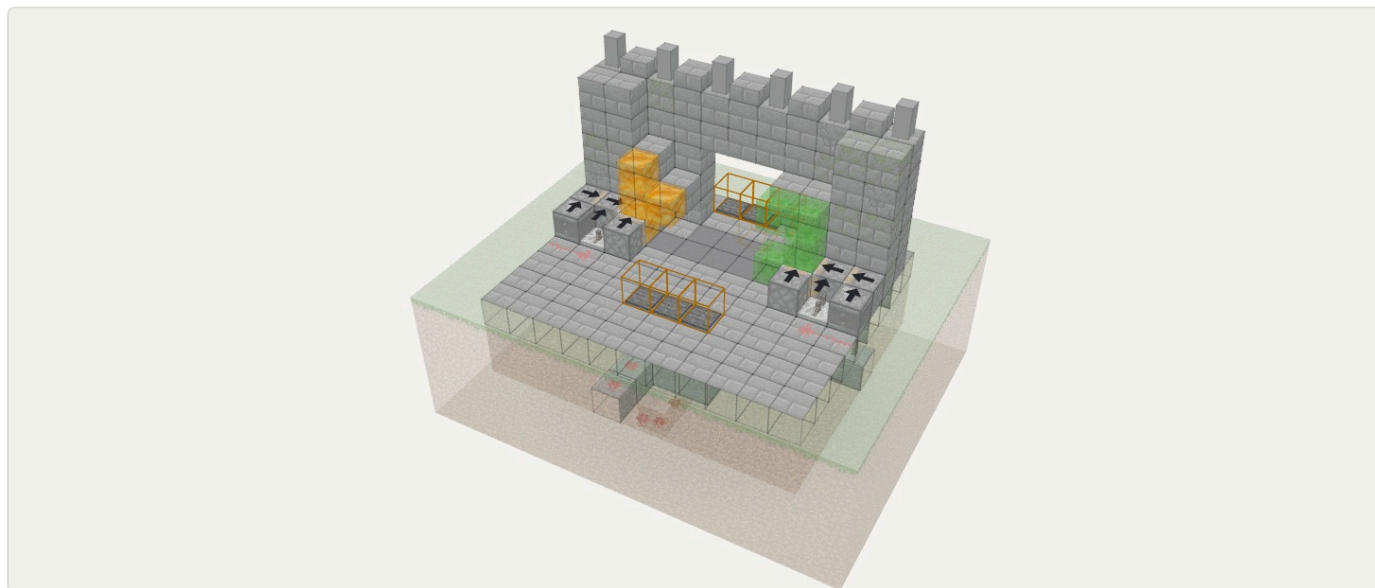


20



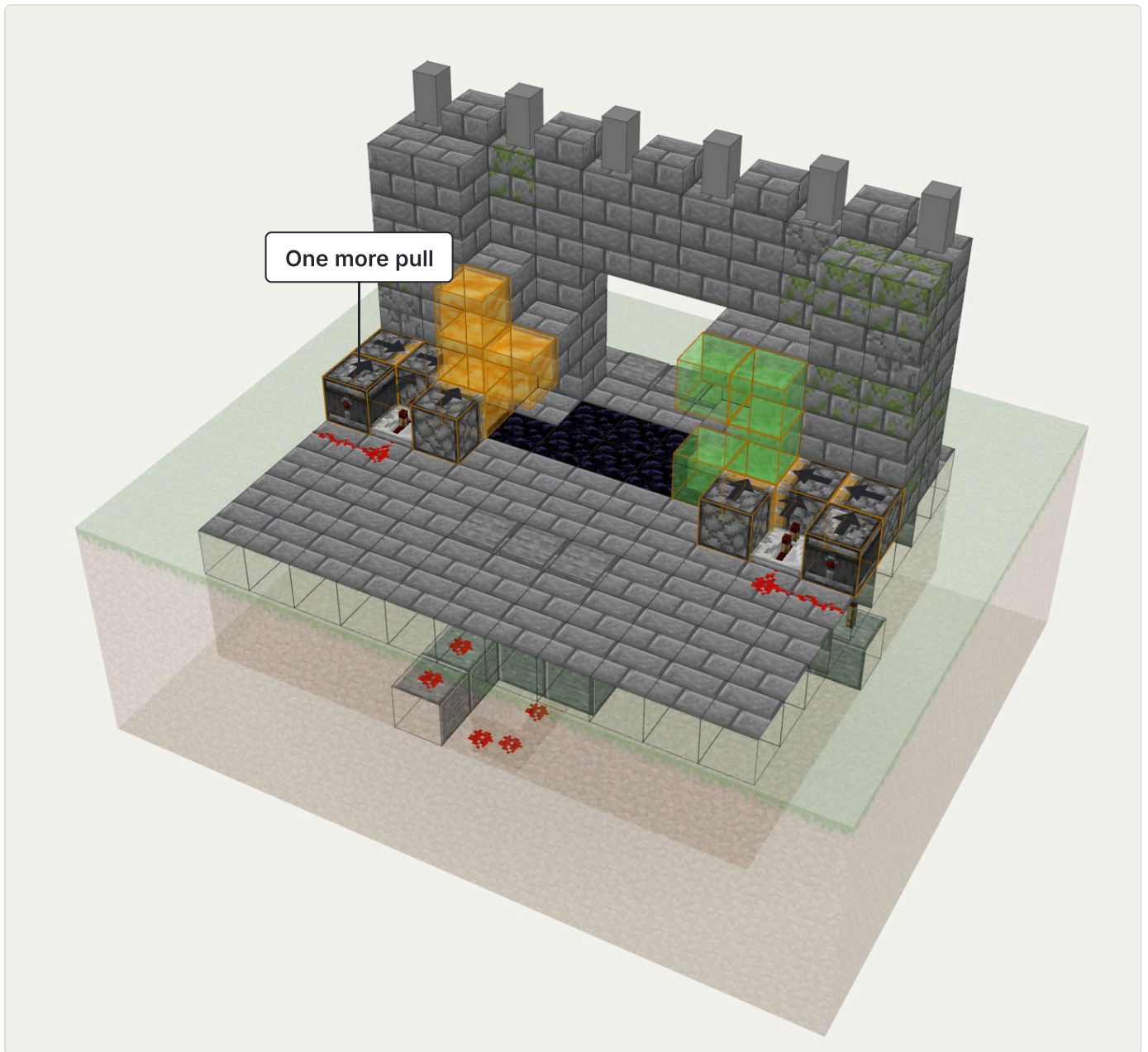
Plates on both sides

Swap the block of redstone for a floor block: the door slides shut, flush. Then 3 stone pressure plates outside, 3 inside.



Finished!

How it opens



Shown as you place it: open, both halves stored behind the wall. Honey and slime don't stick to each other, so the nine door blocks split into two halves. Step on any plate: the torches under the floor go out in order. First the piston behind each half pulls it one block back out of the wall face, then two pistons per side pull it sideways behind the wall; the inner one can pull only one block, so the observer on the outer piston gives it one more pull. Step off and it runs backwards: it slides in and pushes forward, level with the wall. Tested in Java 26.3: over 40 clean open/close cycles from all six plates; the wall face opens 0.25 s after you step on, the doorway is clear after 1.4 s. One quirk: step back on in the split second it finishes closing and it stays shut once; step off and on again.

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