

Machines Not Breaking Blocks Inside of Claims

Step 1: Verify the Machine's Setup

1. **Redstone Control**
 - **Ignore:** The machine operates without a redstone signal.
 - **Low:** The machine runs when it receives a low redstone signal.
 - **High:** The machine runs only when it receives a strong redstone signal.
 - **Pulse:** The machine operates only when it receives redstone pulses.
2. **Orientation:** Confirm the machine is facing the correct work area.
3. **Range Upgrades:** Check that any required range upgrades are installed.
4. **Power:** Ensure the machine has sufficient power.
5. **Output Inventory:** Verify there is enough space for output items, if applicable.
6. **Input Inventory:** Verify there are sufficient input items, if applicable.

Still Not Working? Check Claim Permissions

If the machine still isn't working after completing the setup checks, it may not have permission to break blocks inside your claim.

1. Stand inside your claim and run **/autotrust**
Automatically trusts any block-breaking action for 30 seconds.
2. Power on and activate the machine.
3. The machine should now function correctly within your claim.

If the server you are on uses mods with "fake players", such as *Just Dire Things*, you can trust them manually using **/trust <fake_player_name>**. For example, the fake player name for Industrial Foregoing is **#[IF]**.

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