

Efficient Redstone Counting On Alternate Current

Mirai is under heavy development and contributions are welcome!

This project is experimental, its utilization in manufacturing environment is discouraged if you are not able to face attainable bugs.

Fork of Pufferfish for the very best performance.

Comprises Lithium patches which respect Vanilla parity.

Efficient redstone counting on Alternate Present, as much as 4 times sooner than Paper's algorithm.

(WIP) Implements C2ME to improve chunk era speed, I/O and loading.

Decreased bandwidth consumption and CPU utilization from avoiding sending useless packets in certain situations.

Pre-tweaked configuration files to reach optimal efficiency with minimal influence on regular behaviors.

Blog hiding characteristic, which adds another safety layer within the logs for admins.

Toggleable metrics, no one can collect data, not even us.

Bugfixes for a number of Minecraft points.

Quicker process for Vanilla strategies.

Plugin compatibility with Spigot & Paper plugins.

The newest JAR file can be downloaded right here: [Mirai-1.18.2-R0.1-SNAPSHOT.jar](#)

Please be aware Java ≥ 17 is required.

You may also clone this repository and construct it yourself. If you're excited about making a fork, try this template there!