Glossary

Ban	When a player is removed from a BLOCKALOTSpace or server until they are allowed to participate again. Use /ban and /unban, see → Server Commands
Block	Block in Minetest with edge length 1 x 1 x 1. Nodes with other shapes are also possible, but they always occupy a space of 1^3.
BLOCKALOTSpace	A virtual world of playing, building and interaction in Minetest where learning adventures can take place.
Commandblock	Block that allows server commands to be executed when it receives a signal. For example, the time can be changed by pressing a key. Part of → Mesecons.
Crafting	Combining blocks into more complex materials using the correct recipes. This requires the necessary materials to be placed correctly in the crafting grid in the → inventory.
Creative Mode	Game mode in Minetest that provides an infinite number of resources via the inventory.
EDUtest	Modification to assist learners. For example, allows teleporting to individual learners or activating flight mode.
Inventory	All → items and → blocks carried by a player, as well as other functions. By default, the inventory can be opened by pressing „I" on the keyboard.
Kick	When a player is temporarily removed from a BLOCKALOTSpace or server. Use /kick, see → Server Commands
LUA	Script language in which the Minetest modifications are written. LUA commands can be used by the LUA controller in the Mesecons modification. See also → LUA-Controller
LUA-Controller	Block in the Mesecons modification that allows to execute LUA code and interact with circuits via the four inputs and outputs. For more information see https://mesecons.net/luacontroller/
Mesecons	Minetest + Electronics = Mesecons. Modification that allows to build and interconnect circuits, logic, sensors, actuators and much more in the Minetest world. For more information see https://mesecons.net/
Mod, Modification	Extension of Minetest with additional content or features. Provided by the community. Find an overview of most Minetest mods here: https://content.minetest.net/
Multitool	The combination of shovel, axe and hoe allows you to quickly remove all kinds of blocks.
Node	See →Block
Pipeworks	Modification that allows to transport blocks and liquids with tubes and pipes. Interacts with many Mesecons blocks, allowing complex logistics systems. For more information see https://content.minetest.net/packages/VanessaE/pipeworks/
POI	Points of Interest can be created via the inventory and then visited from anywhere in the game world. See also → Travelnet
Protection Block, Protection Logo	Allows you to protect a certain area so that other players cannot build or dismantle anything within this area. Can be configured to allow co-building. Can be placed as a protection block or as a discrete protection logo.
Server	A program that provides functions or services that can be used by other computers. In the case of BLOCKALOT, the virtual worlds of Minetest are made available to learners and learning partners (formerly known as teachers) through the internet.
Skin	Refers to the appearance of a player's avatar. Can be changed in-game experiment with other roles.

Spawn, Spawnpoint	The point at which players appear when they enter a BLOCKALOTSpace for the first time.
Survival Mode	Game mode in Minetest in which resources must be mined in the game world by using tools and then processed into more complex (building) resources by → crafting.
Travelnet	Modification that provides telephone booths and elevators. A travel network can be created by using telephone booths. This allows to reach distant places quickly. See also → POI
Voxel	See → Block
WorldEdit	Modification that allows to quickly make major changes to the terrain. Can be set via a button in the inventory or via commands.

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