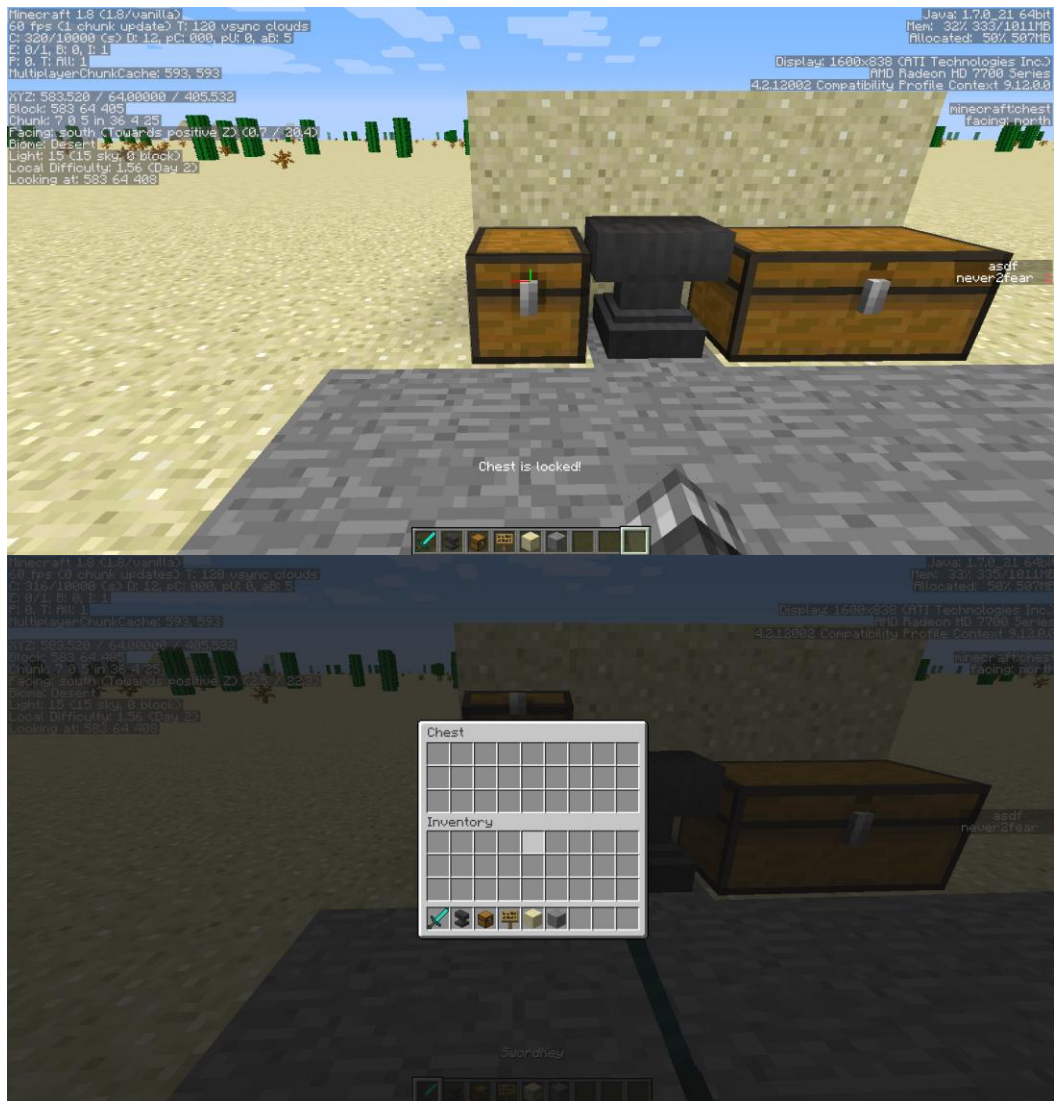Lock Single chest with command

Lock double chest with command

Name Sword

Check that Single chest is locked/unlocked

Check that Double is locked/unlocked
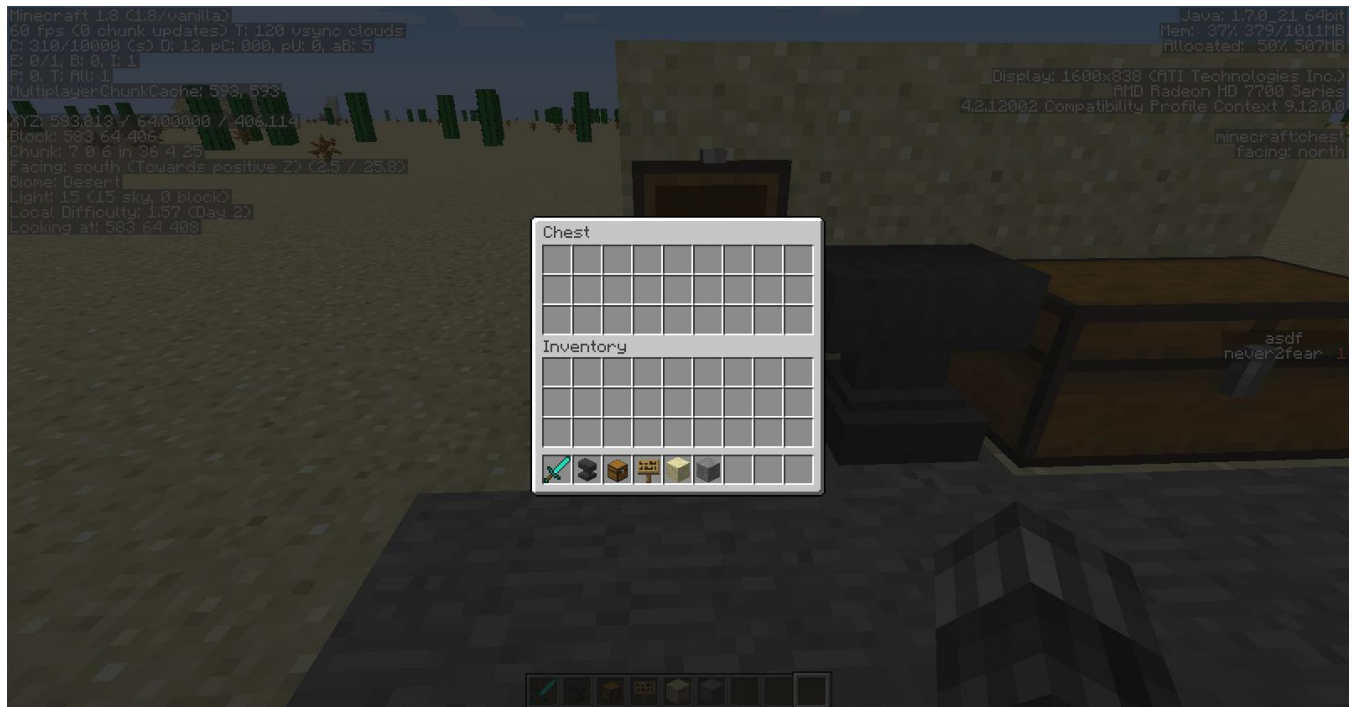
Clear data string for single

Minecraft 1.8 (1.8/vanilla)
37 fps (0 chunk updates) T: 120 vsync clouds
C: 310/10000 (s) D: 12, pC: 000, pU: 0, aB: 5
E: 0/1, B: 0, I: 1
P: 0, T: All: 1
MultiplayerChunkCache: 593, 593
XYZ: 583.815 / 64.00000 / 405.998
Block: 583 64 405
Chunk: 7 0 5 in 36 4 25
Facing: south (Towards positive Z) (2.1 / 26.4)
Biome: Desert
Light: 15 (15 sky, 0 block)
Local Difficulty: 1.56 (Day 2)
Looking at: 583 64 408

Java: 1.7.0_21 64bit
Mem: 35% 358/1011MB
Allocated: 50% 507MB

Display: 1600x838 (ATI Technologies Inc.)
AMD Radeon HD 7700 Series
4.2.12002 Compatibility Profile Context 9.12.0.0

minecraft:chest
facing: north

asdf
never2fear 1

Saved screenshot as 2014-10-11_19.50.21.png
Saved screenshot as 2014-10-11_19.51.57.png
Saved screenshot as 2014-10-11_19.52.25.png
Saved screenshot as 2014-10-11_19.52.28.png
Block data updated to:
{Items:[],id:"Chest",Lock:"SwordKey",z:408,y:64,x:583,}
Block data updated to:
{Items:[],id:"Chest",Lock:"SwordKey",z:408,y:64,x:581,}
Saved screenshot as 2014-10-11_20.04.04.png
Block data updated to:
{Items:[],id:"Chest",Lock:"SwordKey",z:408,y:64,x:583,}
Saved screenshot as 2014-10-11_20.04.24.png
Block data updated to:
{Items:[],id:"Chest",Lock:"SwordKey",z:408,y:64,x:581,}
Saved screenshot as 2014-10-11_20.07.29.png
Saved screenshot as 2014-10-11_20.07.56.png
Saved screenshot as 2014-10-11_20.08.46.png
Saved screenshot as 2014-10-11_20.09.07.png
Saved screenshot as 2014-10-11_20.11.10.png
Saved screenshot as 2014-10-11_20.12.17.png

/blockdata 583 64 408 {Lock:}_

Clear data string for double

Minecraft 1.8 (1.8/vanilla)
51 fps (0 chunk updates) T: 120 vsync clouds
C: 310/10000 (s) D: 12, pC: 000, pU: 0, aB: 5
E: 0/1, B: 0, I: 1
P: 0, T: All: 1
MultiplayerChunkCache: 593, 593
XYZ: 581.233 / 64.00000 / 405.955
Block: 581 64 405
Chunk: 5 0 5 in 36 4 25
Facing: south (Towards positive Z) (2.1 / 26.4)
Biome: Desert
Light: 15 (15 sky, 0 block)
Local Difficulty: 1.56 (Day 2)
Looking at: 581 64 408

Java: 1.7.0_21 64bit
Mem: 36% 369/1011MB
Allocated: 50% 507MB

Display: 1600x838 (ATI Technologies Inc.)
AMD Radeon HD 7700 Series
4.2.12002 Compatibility Profile Context 9.12.0.0

minecraft:chest
facing: north

asdf
never2fear 1

Saved screenshot as 2014-10-11_19.52.28.png
Block data updated to:
{Items:[],id:"Chest",Lock:"SwordKey",z:408,y:64,x:583,}
Block data updated to:
{Items:[],id:"Chest",Lock:"SwordKey",z:408,y:64,x:581,}
Saved screenshot as 2014-10-11_20.04.04.png
Block data updated to:
{Items:[],id:"Chest",Lock:"SwordKey",z:408,y:64,x:583,}
Saved screenshot as 2014-10-11_20.04.24.png
Block data updated to:
{Items:[],id:"Chest",Lock:"SwordKey",z:408,y:64,x:581,}
Saved screenshot as 2014-10-11_20.07.29.png
Saved screenshot as 2014-10-11_20.07.56.png
Saved screenshot as 2014-10-11_20.08.46.png
Saved screenshot as 2014-10-11_20.09.07.png
Saved screenshot as 2014-10-11_20.11.10.png
Saved screenshot as 2014-10-11_20.12.17.png
Saved screenshot as 2014-10-11_20.13.24.png
Block data updated to:
{Items:[],id:"Chest",Lock:"",z:408,y:64,x:583,}

/blockdata 581 64 408 {Lock:}_

Check for unlocked single (confirmed unlock)

Check for unlocked double (no unlock)

Check the double data string (The {Lock:} string is no different) than before (it should be {Lock:""})

Minecraft 1.8 (1.8/vanilla)
60 fps (0 chunk updates) T: 120 vsync clouds
C: 306/10000 (s) D: 12, pC: 000, pU: 0, aB: 5
E: 0/1, B: 0, I: 1
P: 0, T: All: 1
MultiplayerChunkCache: 593, 593

XYZ: 581.222 / 64.00000 / 406.489
Block: 581 64 406
Chunk: 5 0 6 in 36 4 25
Facing: south (Towards positive Z) (2.7 / 30.0)
Biome: Desert
Light: 15 (15 sky, 0 block)
Local Difficulty: 1.57 (Day 2)
Looking at: 581 64 408

Java: 1.7.0_21 64bit
Mem: 33% 340/1011MB
Allocated: 50% 507MB
Display: 1600x838 (ATI Technologies Inc.)
AMD Radeon HD 7700 Series
4.2.12002 Compatibility Profile Context 9.12.0.0

minecraft:chest
facing: north

asdf
never2fear

The data tag did not change:
{Items:[],id:"Chest",Lock:"SwordKey",z:408,y:64,x:581,}

Change both blocks of double chest with blockdata(before interacting with it)

Minecraft 1.8 (1.8/vanilla)
60 fps (0 chunk updates) T: 120 vsync clouds
C: 297/10000 (s) D: 12, pC: 000, pU: 0, aB: 5
E: 0/1, B: 0, I: 1
P: 0, T: All: 1
MultiplayerChunkCache: 593, 593
XYZ: 581.653 / 64.00000 / 406.421
Block: 581 64 406
Chunk: 5 0 6 in 36 4 25
Facing: south (Towards positive Z) (4.9 / 28.0)
Biome: Desert
Light: 15 (15 sky, 0 block)
Local Difficulty: 1.57 (Day 2)
Looking at: 581 64 408

Display: 1600x838 (
AMD R
4.2.12002 Compatibility P

<never2fear> a
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<never2fear> a
<never2fear> a
Block data updated to:
{Items:[],id:"Chest",Lock:"SwordKey",z:408,y:64,x:581,}

/blockdata 581 64 408 {Lock:}

Unlocked double chest

So basically, the double chest doesn't unlock unless you unlock both blocks, but it will lock if you lock one block.

So… I think that it's a bug that the string update applies to the whole double chest, but only one way.