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package net.minecraft.src;

// Created by MoareAI
// Contains data handled by the ModLoader

public class mod_LogicalGates extends BaseMod
{
    //ModLoader actions
    public mod_LogicalGates()
    {
        ModLoader.RegisterBlock(GateNOTOn);
        ModLoader.RegisterBlock(GateNOTOff);
        ModLoader.RegisterBlock(GateOROn);
        ModLoader.RegisterBlock(GateOROff);
        ModLoader.RegisterBlock(GateANDOn);
        ModLoader.RegisterBlock(GateANDOff);
        ModLoader.RegisterBlock(GateNOROn);
        ModLoader.RegisterBlock(GateNOROff);
        ModLoader.RegisterBlock(GateNANDOn);
        ModLoader.RegisterBlock(GateNANDOff);
        ModLoader.RegisterBlock(GateXOROn);
        ModLoader.RegisterBlock(GateXOROff);
        ModLoader.RegisterBlock(GateXNOROn);
        ModLoader.RegisterBlock(GateXNOROff);
        ModLoader.RegisterBlock(GateToggleOn);
        ModLoader.RegisterBlock(GateToggleOff);
        ModLoader.RegisterBlock(GateSROn);
        ModLoader.RegisterBlock(GateRSOn);
        ModLoader.RegisterBlock(GateRSOff);

        //Block Texture
        GateNOTOn.blockIndexInTexture = ModLoader.addOverride("/terrain.png",
"/MoareAI/Blocks/LGNOTOn.png");
        GateNOTOff.blockIndexInTexture = ModLoader.addOverride("/terrain.png",
"/MoareAI/Blocks/LGNOTOff.png");
        GateOROn.blockIndexInTexture = ModLoader.addOverride("/terrain.png",
"/MoareAI/Blocks/LGOROn.png");
        GateOROff.blockIndexInTexture = ModLoader.addOverride("/terrain.png",
"/MoareAI/Blocks/LGOROff.png");
        GateANDOn.blockIndexInTexture = ModLoader.addOverride("/terrain.png",
"/MoareAI/Blocks/LGANDOn.png");
        GateANDOff.blockIndexInTexture = ModLoader.addOverride("/terrain.png",
"/MoareAI/Blocks/LGANDOff.png");
        GateNOROn.blockIndexInTexture = ModLoader.addOverride("/terrain.png",
"/MoareAI/Blocks/LGNOROn.png");
        GateNOROff.blockIndexInTexture = ModLoader.addOverride("/terrain.png",
"/MoareAI/Blocks/LGNOROff.png");
        GateNANDOn.blockIndexInTexture = ModLoader.addOverride("/terrain.png",
"/MoareAI/Blocks/LGNANDOn.png");
        GateNANDOff.blockIndexInTexture = ModLoader.addOverride("/terrain.png",
"/MoareAI/Blocks/LGNANDOff.png");
        GateXOROn.blockIndexInTexture = ModLoader.addOverride("/terrain.png",
"/MoareAI/Blocks/LGXOROn.png");
        GateXOROff.blockIndexInTexture = ModLoader.addOverride("/terrain.png",
"/MoareAI/Blocks/LGXOROff.png");
        GateXNOROn.blockIndexInTexture = ModLoader.addOverride("/terrain.png",
"/MoareAI/Blocks/LGXNOROn.png");
        GateXNOROff.blockIndexInTexture = ModLoader.addOverride("/terrain.png",
"/MoareAI/Blocks/LGXNOROff.png");
        GateToggleOn.blockIndexInTexture = ModLoader.addOverride("/terrain.png",
"/MoareAI/Blocks/LGToggleOn.png");
        GateToggleOff.blockIndexInTexture = ModLoader.addOverride("/terrain.png",
"/MoareAI/Blocks/LGToggleOff.png");
        GateSROn.blockIndexInTexture = ModLoader.addOverride("/terrain.png",

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"/MoareAI/Blocks/LGSROn.png");
    GateRSOn.blockIndexInTexture = ModLoader.addOverride("/terrain.png",
"/MoareAI/Blocks/LGRSOn.png");
    GateRSOff.blockIndexInTexture = ModLoader.addOverride("/terrain.png",
"/MoareAI/Blocks/LGRSOff.png");

    //Item Icons
    GateNOT.iconIndex = ModLoader.addOverride("/gui/items.png",
"/MoareAI/Items/LGNOT.png");
    GateOR.iconIndex = ModLoader.addOverride("/gui/items.png",
"/MoareAI/Items/LGOR.png");
    GateAND.iconIndex = ModLoader.addOverride("/gui/items.png",
"/MoareAI/Items/LGAND.png");
    GateNOR.iconIndex = ModLoader.addOverride("/gui/items.png",
"/MoareAI/Items/LGNOR.png");
    GateNAND.iconIndex = ModLoader.addOverride("/gui/items.png",
"/MoareAI/Items/LGNAND.png");
    GateXOR.iconIndex = ModLoader.addOverride("/gui/items.png",
"/MoareAI/Items/LGXOR.png");
    GateXNOR.iconIndex = ModLoader.addOverride("/gui/items.png",
"/MoareAI/Items/LGXNOR.png");
    GateToggle.iconIndex = ModLoader.addOverride("/gui/items.png",
"/MoareAI/Items/LGToggle.png");
    GateRS.iconIndex = ModLoader.addOverride("/gui/items.png",
"/MoareAI/Items/LGRS.png");

    //Item and Block Names
    ModLoader.AddName(GateNOT, "NOT Gate");
    ModLoader.AddName(GateOR, "OR Gate");
    ModLoader.AddName(GateAND, "AND Gate");
    ModLoader.AddName(GateNOR, "NOR Gate");
    ModLoader.AddName(GateNAND, "NAND Gate");
    ModLoader.AddName(GateXOR, "XOR Gate");
    ModLoader.AddName(GateXNOR, "XNOR Gate");
    ModLoader.AddName(GateToggle, "Toggle");
    ModLoader.AddName(GateRS, "RS Latch");

    //Recipe for NOT Gate
    ModLoader.AddRecipe(new ItemStack(GateNOT, 1), new Object[] {
        "#XY", Character.valueOf('#'), Item.redstone, Character.valueOf('X'),
Block.sand, Character.valueOf('Y'), Block.torchRedstoneActive
    });

    //Recipe for OR Gate
    ModLoader.AddRecipe(new ItemStack(GateOR, 1), new Object[] {
        "# ", "XY", "# ", Character.valueOf('#'), Item.redstone,
Character.valueOf('X'), Block.sand, Character.valueOf('Y'), Block.torchRedstoneActive
    });
    ModLoader.AddRecipe(new ItemStack(GateOR, 1), new Object[] {
        "#X", Character.valueOf('#'), GateNOR, Character.valueOf('X'), GateNOT
    });

    //Recipe for AND Gate
    ModLoader.AddRecipe(new ItemStack(GateAND, 1), new Object[] {
        "#Y ", " XY", "#Y ", Character.valueOf('#'), Item.redstone,
Character.valueOf('X'), Block.sand, Character.valueOf('Y'), Block.torchRedstoneActive
    });
    ModLoader.AddRecipe(new ItemStack(GateAND, 1), new Object[] {
        "#X", Character.valueOf('#'), GateNAND, Character.valueOf('X'), GateNOT
    });

    //Recipe for NOR Gate
    ModLoader.AddRecipe(new ItemStack(GateNOR, 1), new Object[] {
        "#X", Character.valueOf('#'), GateOR, Character.valueOf('X'), GateNOT

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});
ModLoader.AddRecipe(new ItemStack(GateNOR, 1), new Object[] {
    "X ", " #", "X ", Character.valueOf('#'), GateAND, Character.valueOf('X'),
GateNOT
});

//Recipe for NAND Gate
ModLoader.AddRecipe(new ItemStack(GateNAND, 1), new Object[] {
    "#X", Character.valueOf('#'), GateAND, Character.valueOf('X'), GateNOT
});
ModLoader.AddRecipe(new ItemStack(GateNAND, 1), new Object[] {
    "X ", " #", "X ", Character.valueOf('#'), GateOR, Character.valueOf('X'),
GateNOT
});

//Recipe for XOR Gate
ModLoader.AddRecipe(new ItemStack(GateXOR, 1), new Object[] {
    "Y# ", " X", "Y# ", Character.valueOf('#'), GateOR, Character.valueOf('X'),
GateNAND, Character.valueOf('Y'), GateNOT
});
ModLoader.AddRecipe(new ItemStack(GateXOR, 1), new Object[] {
    "Y# ", " X", "Y# ", Character.valueOf('#'), GateAND,
Character.valueOf('X'), GateOR, Character.valueOf('Y'), GateNOT
});
ModLoader.AddRecipe(new ItemStack(GateXOR, 1), new Object[] {
    "#X", Character.valueOf('#'), GateXNOR, Character.valueOf('X'), GateNOT
});

//Recipe for XNOR Gate
ModLoader.AddRecipe(new ItemStack(GateXNOR, 1), new Object[] {
    "Y# ", " X", "Y# ", Character.valueOf('#'), GateOR, Character.valueOf('X'),
GateAND, Character.valueOf('Y'), GateNOT
});
ModLoader.AddRecipe(new ItemStack(GateXNOR, 1), new Object[] {
    "Y# ", " X", "Y# ", Character.valueOf('#'), GateAND,
Character.valueOf('X'), GateNOR, Character.valueOf('Y'), GateNOT
});
ModLoader.AddRecipe(new ItemStack(GateXNOR, 1), new Object[] {
    "#X", Character.valueOf('#'), GateXOR, Character.valueOf('X'), GateNOT
});

//Recipe for Toggle - Currently disabled as the function doesn't work as
intended when there is more than one Toggle in the world
//ModLoader.AddRecipe(new ItemStack(GateToggle, 1), new Object[] {
//    " Z ", "#XY", Character.valueOf('#'), Item.redstone,
Character.valueOf('X'), Block.sand, Character.valueOf('Y'), Block.torchRedstoneActive,
Character.valueOf('Z'), Block.lever
//});

//Recipe for RS
ModLoader.AddRecipe(new ItemStack(GateRS, 1), new Object[] {
    "XY#", "# #", "#YX", Character.valueOf('#'), Item.redstone,
Character.valueOf('X'), Block.sand, Character.valueOf('Y'), Block.torchRedstoneActive
});
}

// Tests for game version
public String Version()
{
    return "1.5_01";
}

//Declare Blocks
public static final Block GateNOTOn;
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public static final Block GateNOTOff;
public static final Block GateOROn;
public static final Block GateOROff;
public static final Block GateANDOn;
public static final Block GateANDOff;
public static final Block GateNOROn;
public static final Block GateNOROff;
public static final Block GateNANDOn;
public static final Block GateNANDOff;
public static final Block GateXOROn;
public static final Block GateXOROff;
public static final Block GateXNOROn;
public static final Block GateXNOROff;
public static final Block GateToggleOn;
public static final Block GateToggleOff;
public static final Block GateSROn;
public static final Block GateSROn;
public static final Block GateRSOff;

//Declare Items
public static Item GateNOT;
public static Item GateOR;
public static Item GateAND;
public static Item GateNOR;
public static Item GateNAND;
public static Item GateXOR;
public static Item GateXNOR;
public static Item GateToggle;
public static Item GateRS;

//Block and Item data
static
{
    GateNOTOn = new BlockGateNOT(225,
true).setHardness(0.0F).setLightValue(0.625F).setStepSound(Block.soundWoodFootstep).set
BlockName("NOT");
    GateNOTOff = new BlockGateNOT(226,
false).setHardness(0.0F).setStepSound(Block.soundWoodFootstep).setBlockName("NOT");
    GateOROn = new BlockGateOR(227,
true).setHardness(0.0F).setLightValue(0.625F).setStepSound(Block.soundWoodFootstep).set
BlockName("OR");
    GateOROff = new BlockGateOR(228,
false).setHardness(0.0F).setStepSound(Block.soundWoodFootstep).setBlockName("OR");
    GateANDOn = new BlockGateAND(229,
true).setHardness(0.0F).setLightValue(0.625F).setStepSound(Block.soundWoodFootstep).set
BlockName("AND");
    GateANDOff = new BlockGateAND(230,
false).setHardness(0.0F).setStepSound(Block.soundWoodFootstep).setBlockName("AND");
    GateNOROn = new BlockGateNOR(231,
true).setHardness(0.0F).setLightValue(0.625F).setStepSound(Block.soundWoodFootstep).set
BlockName("NOR");
    GateNOROff = new BlockGateNOR(232,
false).setHardness(0.0F).setStepSound(Block.soundWoodFootstep).setBlockName("NOR");
    GateNANDOn = new BlockGateNAND(233,
true).setHardness(0.0F).setLightValue(0.625F).setStepSound(Block.soundWoodFootstep).set
BlockName("NAND");
    GateNANDOff = new BlockGateNAND(234,
false).setHardness(0.0F).setStepSound(Block.soundWoodFootstep).setBlockName("NAND");
    GateXOROn = new BlockGateXOR(235,
true).setHardness(0.0F).setLightValue(0.625F).setStepSound(Block.soundWoodFootstep).set
BlockName("XOR");
    GateXOROff = new BlockGateXOR(236,
false).setHardness(0.0F).setStepSound(Block.soundWoodFootstep).setBlockName("XOR");
    GateXNOROn = new BlockGateXNOR(237,

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true).setHardness(0.0F).setLightValue(0.625F).setStepSound(Block.soundWoodFootstep).set
BlockName("XNOR");
    GateXNOROff = new BlockGateXNOR(238,
false).setHardness(0.0F).setStepSound(Block.soundWoodFootstep).setBlockName("XNOR");
    GateToggleOn = new BlockGateToggle(239, true,
1).setHardness(0.0F).setLightValue(0.625F).setStepSound(Block.soundWoodFootstep).setBlo
ckName("Toggle");
    GateToggleOff = new BlockGateToggle(240, false,
0).setHardness(0.0F).setStepSound(Block.soundWoodFootstep).setBlockName("Toggle");
    GateSROn = new BlockGateRS(241, true,
false).setHardness(0.0F).setLightValue(0.625F).setStepSound(Block.soundWoodFootstep).se
tBlockName("RS");
    GateRSOn = new BlockGateRS(242, true,
true).setHardness(0.0F).setLightValue(0.625F).setStepSound(Block.soundWoodFootstep).set
BlockName("RS");
    GateRSOff = new BlockGateRS(243, false,
false).setHardness(0.0F).setStepSound(Block.soundWoodFootstep).setBlockName("RS");
    GateNOT = (new ItemReed(225, GateNOTOff)).setIconCoord(15,
15).setItemName("NOT");
    GateOR = (new ItemReed(226, GateOROff)).setIconCoord(15, 15).setItemName("OR");
    GateAND = (new ItemReed(227, GateANDOff)).setIconCoord(15,
15).setItemName("AND");
    GateNOR = (new ItemReed(228, GateNOROff)).setIconCoord(15,
15).setItemName("NOR");
    GateNAND = (new ItemReed(229, GateNANDOff)).setIconCoord(15,
15).setItemName("NAND");
    GateXOR = (new ItemReed(230, GateXOROff)).setIconCoord(15,
15).setItemName("XOR");
    GateXNOR = (new ItemReed(231, GateXNOROff)).setIconCoord(15,
15).setItemName("XNOR");
    GateToggle = (new ItemReed(232, GateToggleOff)).setIconCoord(15,
15).setItemName("Toggle");
    GateRS = (new ItemReed(233, GateRSOff)).setIconCoord(15, 15).setItemName("RS");
    }
}

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