

# NOT Gate

## Data

IDs:

- 200 [block]
- 456 [item]


Name:

- NOT Gate (On) [block]
- NOT Gate [item]

Texture:

- MoareAI/Blocks/LGNOTOn.png [block, on] 
- MoareAI/Blocks/LGNOTOff.png [block, off]

Icon:

- MoareAI/Items/LGNOT.png [item] 

## Recipe

<a href="#">Redstone (Dust)</a>	<a href="#">Sand</a>	<a href="#">Redstone Torch</a>	=>	NOT Gate (Item)
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## Interacting

After crafting the item “NOT Gate” you can place it on the ground as the block “NOT Gate (Off)”, which will automatically power the output if the requirements are met (see function).

To pick it up again, destroy it by hitting it (one hit is enough) or by destroying the block underneath. This will yield the item “NOT Gate”. This will also happen if the gate comes in contact with water.

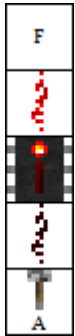
In contact with lava, both the item and the block is completely destroyed.

## How to wire the gate

Wire as seen on the image, where “A” is the input and “F” is the output.

The connection may be in form of a direct signal or indirect signal through [Redstone Wires](#) on both the input and output

**WARNING:** Don't wire the output to the input, as this will cause Minecraft to crash



## The function of the gate

### As description

The output is the inverse of the input.

- If there is a signal on the input, there is no signal on the output
- If there is no signal on the input, there is a signal on the output

### As Boolean algebra

$$F = \bar{A}$$

“Output F” equals NOT “input A”

### As truth table

A	F
0	1
1	0