

Logical Gates Mod [v2.0_02]

by MoareAI



Introduction

This mod is created by me, MoareAI, and adds logical gates, like AND, OR and NOT, to your Minecraft game as single blocks, which might be much less space taking than creating them manually with Redstone Wires, Redstone Torch and generic blocks.

The basic gates are crafted by Redstone Dust, Sand and Redstone Torches, inspired by those found [here](#), or by other gates. The exact recipes are found in “/MoareAI/Documentation/”

Requirements

- Minecraft Beta 1.5_01
- [Risugami's ModLoader Beta 1.5_01](#)

Installation

1. Install [Risugami's ModLoader Beta 1.5_01v3](#)
2. Remove older versions of this mod
3. Copy this zip to “%appdata%/.minecraft/mods/”
4. *(Optional)* Do your changes to “/MoareAI/LogicalGates.properties”
5. Start up Minecraft

Documentation

If you are interested in looking at what this mod is doing, take a look at the Documentation folder found in the folder named MoareAI. Here you find any information connected to this mod, as well as how to craft the gates.

Property file

In the property file, found in “/MoareAI/” called “LogicalGates.properties”, you may change some of this mods properties like the Block and Item IDs used by this mod.

You may also turn on or off a fix called NDelay.

If NDelay = true, the fix is active, and will prevent Minecraft from crashing if you connect the output of a negated gate (NOT, NOR, NAND and XNOR) to one or more of their inputs. This fix is at the cost of a slight delay (most noticeable if negated gates are chained).

If NDelay = false, the fix is deactivated, and there should be no delay. Keep in mind that Minecraft WILL crash if you connect the output of a negated gate to one or more of its inputs.

Issues

- The render model for the gates becomes pitch black when a block is placed above a gate.
- Some limitations when the input wire is bent

History

- v2.1_02 - Old ID standard is removed. Fixed the issue about Minecraft crashing when wiring the output of negated gates to their input. (The fix causes a delay and may be turned off)
- v2.1_01 - Mistake fixed. Changing IDs should work now.
- v2.1 - Added diode. Fixed the bugged inputs. AND and NAND gates may now be chained.
- v2.0_01 - Partially fixed the bugged inputs. Removed unused Block IDs.
- v2.0 - Most of the mod is rewritten. A property file is added.
A unique render is added. Non logical gates are separated into a new mod.
- v1.3 - Fixed a bug with the XOR Gate. Added Pulse Clock
- v1.2 - Compatible with Minecraft Beta 1.5_01. Added RS Latch.
- v1.1 - Code for gates optimized (somewhat). Added NAND, NOR, XOR and XNOR Gate
- v1.0 - Mod published