

# Pulse Clock

## Data



IDs:

- 209 [block, on]
- 210 [block, off]
- 465 [item]

Name:

- Pulse Clock (On) [block, on]
- Pulse Clock (Off) [block, off]
- Pulse Clock [item]

Texture:

- MoareAI/Blocks/LGClockOn.png [block, on] 
- MoareAI/Blocks/LGClockOff.png [block, off] 

Icon:

- MoareAI/Items/LGClock.png [item] 

## Recipe

<a href="#">Clock</a>	<a href="#">Sand</a>	<a href="#">Redstone Torch</a>	=>	Pulse Clock (Item)
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## Interacting

After crafting the item “Pulse Clock” you can place it on the ground as the block “Pulse Clock (On)”, 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 “Pulse Clock”. This will also happen if the gate comes in contact with water.

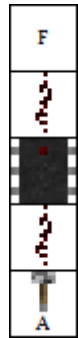
In contact with lava, both the item and the block is completely destroyed.

## 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

The clock works without any wiring as well.



## The function of the gate

### As description

Without wiring the clock, it will switch the output between on and off with intervals of 8 ticks which is the fastest clock which does not burn out Redstone Torches.

If the clock is wired, the input needs a signal for the clock to work.

**NOTE:** If you exit Minecraft the Pulse Clock (both wired and unwired) needs one of the neighbor blocks to update to function again.