

Toggle

Data

IDs:

- 207 [block]
- 463 [item]


Name:

- Toggle [block]
- Toggle [item]

Texture:

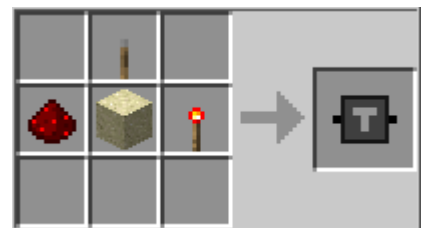
- MoareAI/Blocks/LGToggleOn.png [block, on] 
- MoareAI/Blocks/LGToggleOff.png [block, off] 

Icon:

- MoareAI/Items/LGNOT.png [item] 

Recipe

| | | | | |
|---------------------------------|-----------------------|--------------------------------|----|---------------|
| | Lever | | => | Toggle (Item) |
| Redstone (Dust) | Sand | Redstone Torch | | |



Interacting

After crafting the item “Toggle” you can place it on the ground as the block “Toggle”, 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 “Toggle”. 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 function of the gate

As description

The output toggles every time there is a signal on the input

- If the number of input pulses are odd, there is a signal on the output.
- If the number of input pulses are even, there is no signal on the output.