

BlockDigitalClock.java

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package net.minecraft.src;

// Created by MoareAI

import java.util.Random;

public class BlockDigitalClock extends Block
{
    //Class parameters
    protected BlockDigitalClock(int id, int texture, boolean output)
    {
        super(id, texture, Material.circuits);
        setBlockBounds(0.0F, 0.0F, 0.0F, 1.0F, 0.125F, 1.0F);
        field_OutputF = output;
    }

    //Block texture
    public int getBlockTextureFromSideAndMetadata(int side, int meta)
    {
        if(field_OutputF)
            return blockIndexInTexture = mod_MiscDigital.TextureClockOn;
        return blockIndexInTexture = mod_MiscDigital.TextureClockOff;
    }

    //Block type (preset)
    public int getRenderType()
    {
        return mod_MiscDigital.RenderGate;
    }

    //Updates on/off
    public void updateTick(World world, int x, int y, int z, Random random)
    {
        int meta = world.getBlockMetadata(x, y, z);
        boolean InputA = func_InputA(world, x, y, z, meta);
        boolean WireA = isPowerConnectedA (world, x, y, z, meta);
        if(!field_OutputF && (!WireA || InputA))
        {
            world.setBlockAndMetadataWithNotify(x, y, z,
mod_MiscDigital.BlockClockOn.blockID, meta);
        } else
        {
            world.setBlockAndMetadataWithNotify(x, y, z,
mod_MiscDigital.BlockClockOff.blockID, meta);
        }
    }

    //Update block
    public void onNeighborBlockChange(World world, int x, int y, int z, int id)
    {
        if(!canBlockStay(world, x, y, z))
        {
            dropBlockAsItem(world, x, y, z, world.getBlockMetadata(x, y, z));
            world.setBlockWithNotify(x, y, z, 0);
            return;
        }
        int meta = world.getBlockMetadata(x, y, z);
        boolean InputA = func_InputA(world, x, y, z, meta);
        boolean WireA = isPowerConnectedA (world, x, y, z, meta);
        int clocktime = mod_MiscDigital.ClockTime/2;
        if (InputA || !WireA)
            clocktime = mod_MiscDigital.ClockTime/2;
        else
            clocktime = 1;
    }
}
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BlockDigitalClock.java

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        world.scheduleBlockUpdate(x, y, z, blockID, clocktime);
    }

    //Signal out
    public boolean isPoweringTo(IBlockAccess iblockaccess, int i, int j, int k, int l)
    {
        if(!field_OutputF)
        {
            return false;
        }
        int i1 = iblockaccess.getBlockMetadata(i, j, k) & 3;
        if((i1 == 0) && l == 3)
        {
            return true;
        }
        if(i1 == 1 && l == 4)
        {
            return true;
        }
        if(i1 == 2 && l == 2)
        {
            return true;
        }
        return i1 == 3 && l == 5;
    }

    //Signal in
    //Back
    private boolean func_InputA(World world, int x, int y, int z, int meta)
    {
        int side = meta%4;
        if (side == 0)
            return world.isBlockIndirectlyGettingPowered(x, y, z+1);
        if (side == 1)
            return world.isBlockIndirectlyGettingPowered(x-1, y, z);
        if (side == 2)
            return world.isBlockIndirectlyGettingPowered(x, y, z-1);
        if (side == 3)
            return world.isBlockIndirectlyGettingPowered(x+1, y, z);
        return false;
    }

    //Checks for Redstone Wire connection
    //Back
    private boolean isPowerConnectedA(World world, int x, int y, int z, int meta)
    {
        int side = meta%4;
        if (side == 0)
            return world.getBlockId(x, y, z+1) == Block.redstoneWire.blockID;
        if (side == 1)
            return world.getBlockId(x-1, y, z) == Block.redstoneWire.blockID;
        if (side == 2)
            return world.getBlockId(x, y, z-1) == Block.redstoneWire.blockID;
        if (side == 3)
            return world.getBlockId(x+1, y, z) == Block.redstoneWire.blockID;
        return false;
    }

    //Rotation when placed
    public void onBlockPlacedBy(World world, int x, int y, int z, EntityLiving
entityliving)
    {
        int meta = ((MathHelper.floor_double((double)((entityliving.rotationYaw * 4F) /
360F) + 0.5D) & 3) + 2) % 4;
    }

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BlockDigitalClock.java

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world.setBlockMetadataWithNotify(x, y, z, meta);
int id = blockID;
onNeighborBlockChange(world, x, y, z, id);
}

//Notifies neighbor blocks when added
public void onBlockAdded(World world, int x, int y, int z)
{
    world.notifyBlocksOfNeighborChange(x+1, y, z, blockID);
    world.notifyBlocksOfNeighborChange(x-1, y, z, blockID);
    world.notifyBlocksOfNeighborChange(x, y, z+1, blockID);
    world.notifyBlocksOfNeighborChange(x, y, z-1, blockID);
    world.notifyBlocksOfNeighborChange(x, y-1, z, blockID);
    world.notifyBlocksOfNeighborChange(x, y+1, z, blockID);
}

//Dropped
public int idDropped(int i, Random random)
{
    return mod_MiscDigital.ItemClock.shiftedIndex;
}

//Tests if the block is solid
public boolean isOpaqueCube()
{
    return false;
}

//Tests if the block may provide power. Used for drawing Redstone Wires.
public boolean canProvidePower()
{
    return true;
}

//Tests where the block may be placed
public boolean canPlaceBlockAt(World world, int x, int y, int z)
{
    if(!world.isBlockOpaqueCube(x, y - 1, z))
        return false;
    else
        return super.canPlaceBlockAt(world, x, y, z);
}

//Tests if the block may stay in the world
public boolean canBlockStay(World world, int x, int y, int z)
{
    if(!world.isBlockOpaqueCube(x, y - 1, z))
        return false;
    else
        return super.canBlockStay(world, x, y, z);
}

private final boolean field_OutputF;
}
```