

JK Flip Flop

Data

IDs:

- 212 [block]
- 467 [item]


Name:

- JK Flip Flop [block]
- JK Flip Flop [item]

Texture:

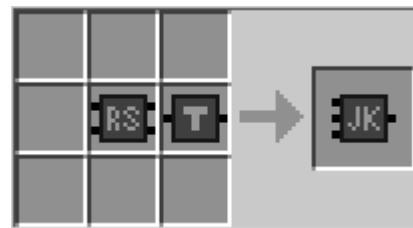
- MoareAI/Blocks/LGJKOn.png [block, on] 
- MoareAI/Blocks/LGJKOff.png [block, off] 

Icon:

- MoareAI/Items/LGJK.png [item] 

Recipes

RS Latch (Item)	Toggle (Item)	=>	JK Flip Flop (Item)
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Interacting

After crafting the item “JK Flip Flop” you can place it on the ground as the block “JK Flip Flop”, which will automaticly power the output if the requirements are met (see function).

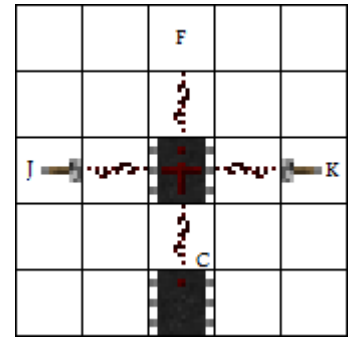
To pick it up again, destroy it by hitting it (one hit is enough) or by destroying the block underneath. This will yield the item “JK Flip Flop”. This will also happen if the gate comes in contact with water.

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 “J” and “C” are standard inputs, while “C” is a Clock input and “F” is the output.

The connection for the output and the inputs may be in form of a direct signal or indirect signal through [Redstone Wires](#).



The function of the gate

As description

The JK Flip Flop have four basic functions:

- Set, which is activated when there is a signal on J during triggering.
- Reset, which is activated when there is a signal on K during triggering.
- Toggle, which is activated when there is a signal on both J and K during triggering.
- Hold, which is activated when there is no signal on either J or K during triggering.

There are currently two types of triggers:

- Pulse trigger: Triggers during the whole clock pulse (default)
- Rising edge trigger: Trigger on the rising edge of a clock pulse

Only the pulse trigger works as intended when there is more than one JK Flip Flop in the world. The trigger type is determined in the property file.