

Pulse Generator

Data


IDs:

- 212 [block]
- 468 [item]

Name:

- Pulse Generator [block]
- Pulse Generator [item]

Texture:

- MoareAI/Blocks/MDToggleOn.png [block, on] 
- MoareAI/Blocks/MDToggleOff.png [block, off] 

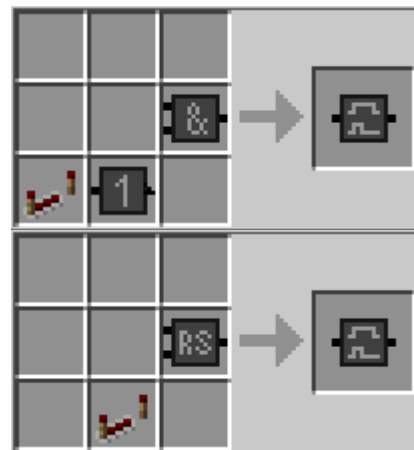
Icon:

- MoareAI/Items/MDPulseGen.png [item] 

Recipe

		AND Gate	=>	Pulse Generator
Redstone Repeater	NOT Gate			

	RS Latch	=>	Pulse Generator
Redstone Repeater			



Interacting

After crafting the item “Pulse Generator” you can place it on the ground as the block “Pulse Generator”, 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 Generator”. 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

Every time the Pulse Generator is powered, it creates a short pulse (set in the property file), and won't create another pulse, unless it is powered again.