

```

package net.minecraft.src;

//Created by MoareAI

public class ItemPulseClock extends Item
{
    public ItemPulseClock(int i, Block block)
    {
        super(i);
        field_320_a = block.blockID;
    }

    public ItemStack onItemRightClick(ItemStack itemstack, World world, EntityPlayer entityplayer)
    {
        ModLoader.OpenGUI(entityplayer, new GuiPulseClock());
        return itemstack;
    }

    public boolean onItemUse(ItemStack itemstack, EntityPlayer entityplayer, World world, int i, int j, int k, int l)
    {
        if(world.getBlockId(i, j, k) == Block.snow.blockID)
        {
            l = 0;
        } else
        {
            if(l == 0)
            {
                j--;
            }
            if(l == 1)
            {
                j++;
            }
            if(l == 2)
            {
                k--;
            }
            if(l == 3)
            {
                k++;
            }
            if(l == 4)
            {
                i--;
            }
            if(l == 5)
            {
                i++;
            }
        }
        if(itemstack.stackSize == 0)
        {
            return false;
        }
        if(world.canBlockBePlacedAt(field_320_a, i, j, k, false))
        {
            Block block = Block.blocksList[field_320_a];
            if(world.setBlockWithNotify(i, j, k, field_320_a))
            {
                Block.blocksList[field_320_a].onBlockPlaced(world, i, j, k, l);
                Block.blocksList[field_320_a].onBlockPlacedBy(world, i, j, k,

```

ItemPulseClock.java

```
entityplayer);
        world.playSoundEffect((float)i + 0.5F, (float)j + 0.5F, (float)k +
0.5F, block.stepSound.func_1145_d(), (block.stepSound.func_1147_b() + 1.0F) / 2.0F,
block.stepSound.func_1144_c() * 0.8F);
        itemstack.stackSize--;
    }
    }
    return true;
}

private int field_320_a;
}
```