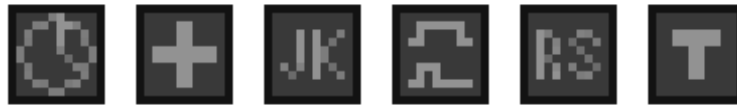


Miscellaneous Digital Functions [v1.2]

by MoareAI



Introduction

This mod is created by me, MoareAI, and adds different digital functions, like Toggle, RS and Clock, to your Minecraft game as single blocks, which might be much less space taking than creating them manually with Redstone Wires, Redstone Torch and generic blocks.

Requirements

- Minecraft Beta 1.5_01
- [Risugami's ModLoader Beta 1.5_01](#)
- [MoareAI's Logical Gates \[v2.0\]](#)

Installation

1. Install [Risugami's ModLoader Beta 1.5_01v3](#)
2. Install [MoareAI's Logical Gates](#)
3. Remove older versions of this mod
4. Copy this zip to “%appdata%/.minecraft/mods/”
5. *(Optional)* Do your changes to “/MoareAI/MiscDigitalFunctions.properties”
6. Start up Minecraft

Documentation

If you are interested in looking at what this mod is doing, take a look at the Documentation folder found in the folder named MoareAI. Here you find any information connected to this mod, as well as all the recipes.

Property file

In the property file, found in “/MoareAI/” called “MiscDigitalFunctions.properties”, you may change some of this mods properties like the Block and Item IDs used by this mod.

You may also change the default pulse width for the Pulse Clock as well as the pulse length for the Pulse Generator. The time is given in ticks.

Issues

- The render model for the gates becomes pitch black when a block is placed above a gate.
- The Pulse Clock need to be restarted if you shut down Minecraft.
- Some limitations when the input wire is bent

History

- | | |
|-----------|---|
| v1.2 - | Added Pulse Generator. Added GUI for the Pulse Clock. Old ID standard is removed. Removed the Edge Trigger function on the JK Flip Flop |
| v1.1_02 - | New mistake fixed. Changing IDs should work as intended now. |
| v1.1_01 - | Mistake fixed. Changing IDs should work now. |
| v1.1 - | Added JK Flip Flop and Half Adder. Fixed bugged inputs |
| v1.0 - | Mod separated from MoareAI's Logical Gates and published |