

# 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] 

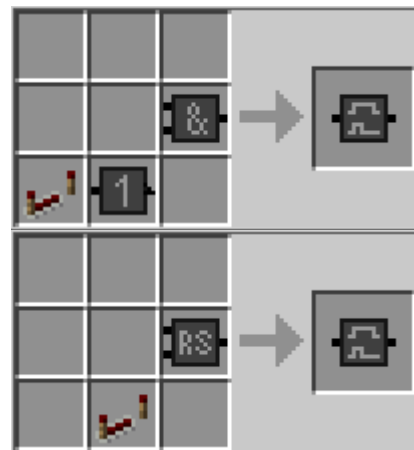
Icon:

- MoareAI/Items/MDPulseGen.png [item] 

## Recipe

		AND Gate	=>	Pulse Generator
<a href="#">Redstone Repeater</a>	NOT Gate			

	RS Latch	=>	Pulse Generator
<a href="#">Redstone Repeater</a>			



## 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.

If you right click while holding a Pulse Generator and you are not placing it, a GUI opens.

The GUI lets you chose the “global” pulse length for all Pulse Clocks, by either pressing the mouse buttons, or the Left, Right, Forward and Back keys (Minecraft controls).

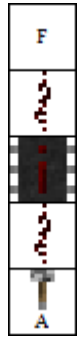
Left mouse button, Forward and Right key increases the value by one, while Right mouse button, Back and Left key decreases the value by one. Any other keys returns you to the game.

The value is saved.

## 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.