

ItemDigitalMisc.java

```
package net.minecraft.src;

//Created by MoareAI

public class ItemDigitalMisc extends Item
{
    public ItemDigitalMisc(int ID, Block block, int icon)
    {
        super(ID-256);
        itemID = ID-256;
        field_320_a = block.blockID;
        setIconIndex(icon);
    }

    //Open GUI
    public ItemStack onItemRightClick(ItemStack itemstack, World world, EntityPlayer entityplayer)
    {
        if (itemID == mod_MiscDigital.ItemClockID-256)
        {
            ModLoader.OpenGUI(entityplayer, new GuiPulseClock());
        }
        if (itemID == mod_MiscDigital.ItemPulseGenID-256)
        {
            ModLoader.OpenGUI(entityplayer, new GuiPulseGen());
        }
        return itemstack;
    }

    //Place Block
    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, 1))
{
    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, 1);
        Block.blocksList[field_320_a].onBlockPlacedBy(world, i, j, k,
entityplayer);
        world.playSoundEffect((float)i + 0.5F, (float)j + 0.5F, (float)k +
0.5F, block.stepSound.func_1145_d(), (block.stepSound.getVolume() + 1.0F) / 2.0F,
block.stepSound.getPitch() * 0.8F);
        itemstack.stackSize--;
    }
}
return true;
}
private int field_320_a;
private final int itemID;
}

```