

# Pulse Clock

## Data



IDs:

- 209 [block, on]
- 465 [item]


Name:

- Pulse Clock [block, on]
- Pulse Clock [item]

Texture:

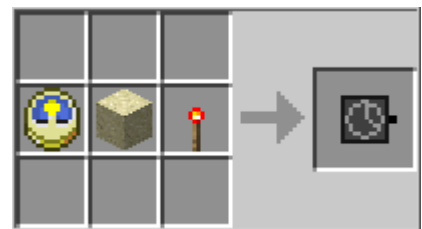
- MoareAI/Blocks/LGClockOn.png [block, on] 
- MoareAI/Blocks/LGClockOff.png [block, off] 

Icon:

- MoareAI/Items/LGClock.png [item] 

## Recipe

<a href="#">Clock</a>	<a href="#">Sand</a>	<a href="#">Redstone Torch</a>	=>	Pulse Clock
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## Interacting

After crafting the item “Pulse Clock” you can place it on the ground as the block “Pulse Clock”, 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 Clock”. 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 a Pulse Clock, a GUI opens.  
The GUI lets you set the pulse width for that specific Pulse Clock.

GUI controls		
Key	Key type	Description
Forward	Minecraft control	Increase value by 1
Right	Minecraft control	
+	Numpad	
Left Mouse Button	Mouse	
Back	Minecraft control	Decrease value by 1
Left	Minecraft control	
-	Numpad	
Right Mouse Button	Mouse	
Shift (Right or Left)	Normal	Hold to do value steps. (Multiplier is set in the configure file)
R	Normal	Set the value to default. (Default value is set in the configure file)
All other keys	Undefined	Exit GUI and save value.

The value is saved to a TileEntity connected to the clock.

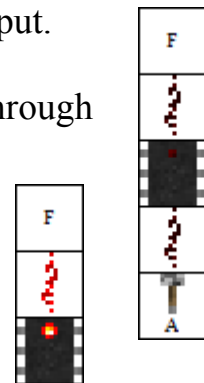
## How to wire the gate

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 clock works without any wiring as well.

It is recommended that the output is wired with a Redstone Wire, in order for correct behavior.



## The function of the gate

### As description

Without wiring the clock, it will switch the output between on and off with intervals of 8 ticks (=8 ticks is the fastest pulsetrain which does not burn out a Redstone Torch)  
You may set the pulsewidth in the configure file.

If the clock is wired, the input needs a signal for the clock to work.

**NOTE:** If you exit Minecraft the Pulse Clock stops, but will resume after a while.