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package net.minecraft.src;

import java.io.*;

//Created by MoareAI

public class GuiPulseGen extends GuiScreen
{
    public GuiPulseGen(TileEntityPulseGen tileentitypulsegen)
    {
        super();
        xSize = 124;
        ySize = 63;
        Pulse = tileentitypulsegen.pulse;
        entityPulseGen = tileentitypulsegen;
    }

    //Mouse click
    protected void mouseClicked(int i, int j, int k)
    {
        super.mouseClicked(i, j, k);
        if(Mouse.isButtonDown(0))
        {
            if (Keyboard.isKeyDown(42) || Keyboard.isKeyDown(54))
                Pulse = Pulse+mod_MiscDigital.GUIStep;
            else
                Pulse++;
        }
        else
            if(Mouse.isButtonDown(1))
            {
                if (Keyboard.isKeyDown(42) || Keyboard.isKeyDown(54))
                {
                    if (Pulse > mod_MiscDigital.GUIStep)
                    {
                        Pulse = Pulse-mod_MiscDigital.GUIStep;
                    }
                }
                else
                    if (Pulse > 1)
                    {
                        Pulse--;
                    }
            }
        }

    //Display
    public void drawScreen(int j, int l, float f)
    {
        int i = mc.renderEngine.getTexture("/MoareAI/Gui/Neutral.png");
        GL11.glColor4f(1.0F, 1.0F, 1.0F, 1.0F);
        mc.renderEngine.bindTexture(i);
        int j1 = width - xSize >> 1;
        int k = height - ySize >> 1;
        drawTexturedModalRect(j1+25, k+16, 0, 0, 70, 4);
        drawTexturedModalRect(j1-25+120, k+16, 172, 0, 4, 28);
        drawTexturedModalRect(j1+25, k + 20, 0, 139, 4, 26);
        drawTexturedModalRect(j1+29, k + 43, 106, 162, 70, 4);
        drawTexturedModalRect(j1+29, k + 20, 29, 15, 66, 24);
        fontRenderer.drawString("Pulselength", j1+33, k+24, 0x404040);
        fontRenderer.drawString((new StringBuilder()).append(Pulse).toString(), j1+56,
k+33, 0x404040);
    }
}

```

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//Pause the game while doing this
public boolean doesGuiPauseGame()
{
    return true;
}

//Keyboard
protected void keyTyped(char c, int i)
{
    super.keyTyped(c, i);
    if (i==mc.gameSettings.keyBindRight.keyCode ||
i==mc.gameSettings.keyBindForward.keyCode || Keyboard.getEventKey() == 78)
    {
        if (Keyboard.isKeyDown(42) || Keyboard.isKeyDown(54))
        {
            Pulse = Pulse+mod_MiscDigital.GUIStep;
        }
        else
        {
            Pulse++;
        }
    }
    else
    if (i==mc.gameSettings.keyBindLeft.keyCode ||
i==mc.gameSettings.keyBindBack.keyCode || Keyboard.getEventKey() == 74)
    {
        if (Keyboard.isKeyDown(42) || Keyboard.isKeyDown(54))
        {
            if (Pulse > mod_MiscDigital.GUIStep)
            {
                Pulse = Pulse-mod_MiscDigital.GUIStep;
            }
        }
        else
        if (Pulse > 1)
        {
            Pulse--;
        }
    }
    else
    if (Keyboard.getEventKey() == 19)
    {
        Pulse = mod_MiscDigital.PulseGenLength;
    }
    else
    if (Keyboard.isKeyDown(42) || Keyboard.isKeyDown(54))
    {
    }
    else
    {
        entityPulseGen.pulse = Pulse;
        mc.thePlayer.closeScreen();
    }
}

private int Pulse;
private TileEntityPulseGen entityPulseGen;
private int xSize;
private int ySize;
public static int time = 16;
public static final int BORDER = 4;
public static final int GRIDX = 5;
public static final int GRIDY = 6;

```

GuiPulseGen.java

```
public static final int CRAFTX = 99;
public static final int CRAFTY = 24;
public static final int IMGWIDTH = 176;
public static final int IMGHEIGHT = 166;
public static final int IMGMDX = 29;
public static final int IMGMDY = 15;
public static final int MIDWIDTH = 116;
public static final int MIDHEIGHT = 55;
}
```