

TileEntityPulseClock.java

```
package net.minecraft.src;

public class TileEntityPulseClock extends TileEntity
{
    public TileEntityPulseClock()
    {
    }

    public void writeToNBT(NBTTagCompound nbttagcompound)
    {
        super.writeToNBT(nbttagcompound);
        nbttagcompound.setInteger("ClockTime", clocktime);
    }

    public void readFromNBT(NBTTagCompound nbttagcompound)
    {
        super.readFromNBT(nbttagcompound);
        clocktime = nbttagcompound.getInteger("ClockTime");
    }

    public int clocktime = mod_MiscDigital.ClockTime;
}
```