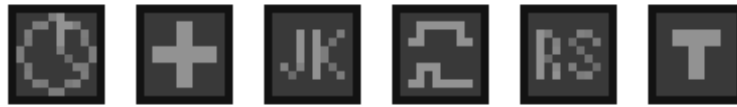


# Miscellaneous Digital Functions [v2.0.2]

by MoareAI



## Introduction

This mod is created by me, MoareAI, and adds different digital functions, like Toggle, RS and Clock, to your Minecraft game as single blocks, which might be much less space taking than creating them manually with Redstone Wires, Redstone Torch and generic blocks.

## Requirements

- Minecraft Beta 1.6.6
- [Risugami's ModLoader Beta 1.6.6](#)
- [MoareAI's Logical Gates \[v3.0.3\]](#)

## Installation

1. Install [Risugami's ModLoader](#)
2. Install [MoareAI's Logical Gates](#)
3. Remove older versions of this mod
4. Copy this zip to “%appdata%/.minecraft/mods/”
5. Start up Minecraft
6. *(Optional)* Quit Minecraft and do your changes to  
“%appdata%/.minecraft/config/MoareAI's Misc Digital  
Functions.cfg”
7. *(Optional)* Restart Minecraft

## Documentation

If you are interested in looking at what this mod is doing, take a look at the Documentation folder found in the folder named MoareAI. Here you find any information connected to this mod.

There is no guaranty that it is updatet to the most recent version

Here you find:

- The source code for this mod (see Legal/Copyright for details)
- How the functions work
- Recipes
- How to wire the functions
- Block textures
- Item icons

# Configuration file

Path: ““%appdata%/.minecraft/config/MoareAI's Misc Digital Functions.cfg””

Parameter	Default value	Decription
<b>Misc Parameters</b>		
DefaultClockPulseWidth	16	(Ticks) The Pulse Clock's default pulse width
DefaultPulseLength	2	(Ticks) The Pulse Generator's default pulse length
GUIStep	5	How large a value step in the GUIs are when holding Shift
EffectiveCrafting	TRUE	You craft effectivly when crafting with rawmaterials.
ReduceBlockSprites	FALSE	Reduces the number of block sprites used to one.
ReduceItemSprites	FALSE	Reduces the number of item sprites used to one.
<b>Block IDs (Range: 0-255)</b>		
BlockToggleID	207	Block ID for Toggle
BlockRSLatchID	208	Block ID for RS Latch
BlockPulseClockID	209	Block ID for Pulse Clock
BlockHalfAdderID	210	Block ID for Half Adder
BlockJKFlipFlopID	211	Block ID for JK Flip Flop
BlockPulseGeneratorID	212	Block ID for PulseGenerator
<b>Item IDs (Range: 256-???)</b>		
ItemToggleID	463	Item ID for Toggle
ItemRSLatchID	464	Item ID for RS Latch
ItemPulseClockID	465	Item ID for Pulse Clock
ItemHalfAdderID	466	Item ID for Half Adder
ItemJKFlipFlopID	467	Item ID for JK Flip Flop
ItemPulseGeneratorID	468	Item ID for PulseGenerator

## Known Issues

- The render model for the gates becomes pitch black when a block is placed above a gate.
- The Pulse Generator behaves strange when used incorrectly

## History

- v2.0.2 - Values for Pulse Clock and Pulse Generator are now separate for each block instead of sharing a common value. Increased GUI controls.
- v2.0.1 - Updated for Beta 1.6.6. Activating a function now makes the name pop-up in the chat. Wire limitations should now be reduced, if not fixed. Blocks displayed in Statistics are fixed. Fixed the broken configure file. Made reduce sprites a part of the configure file.
- v2.0.0 - Updated for Beta 1.6.5. A configure file is automatically created upon launching Minecraft. Alternative versions for reducing sprites are available. Added GUI for the Pulse Generator. GUI values are now saved.
- v1.2.0 - Added Pulse Generator. Added GUI for the Pulse Clock. Old ID standard is removed. Removed the Edge Trigger function on the JK Flip Flop
- v1.1.2 - New mistake fixed. Changing IDs should work as intended now.
- v1.1.1 - Mistake fixed. Changing IDs should work now.
- v1.1.0 - Added JK Flip Flop and Half Adder. Fixed bugged inputs
- v1.0.0 - Mod separated from MoareAI's Logical Gates and published

## Legal/Copyright

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