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package net.minecraft.src;

//Created by MoareAI

public class ItemDigitalMisc extends Item
{
    public ItemDigitalMisc(int ID, Block block)
    {
        super(ID-256);
        setItemName("LGLogic");
        blockID = block.blockID;
        setHasSubtypes(true);
    }

    //Sets icon from a list based on damage value
    public int getIconFromDamage(int Damage)
    {
        if (!mod_DigitalFunctions.ReduceIcon)
            return IconList[Damage];
        else
            return IconList[0];
    }

    //From ItemDye
    public String getItemNameIS(ItemStack itemstack)
    {
        return (new
StringBuilder()).append(FunctionName[itemstack.getItemDamage()]).toString();
    }

    //Mostly a modification of ItemReed.onItemUse(), modified to be able to transfer
    damage to metadata
    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++;
            }
        }
    }
}

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    }
    if(itemstack.stackSize == 0)
    {
        return false;
    }
    if(world.canBlockBePlacedAt(blockID, i, j, k, false, 1))
    {
        Block block = Block.blocksList[blockID];
        if(world.setBlockWithNotify(i, j, k, blockID))
        {
            Block.blocksList[blockID].onBlockPlaced(world, i, j, k, 1);
            Block.blocksList[blockID].onBlockPlacedBy(world, i, j, k,
entityplayer);
            world.setBlockMetadata(i, j, k, itemstack.getItemDamage());
            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 blockID;
private int IconList[] = {mod_LogicalGates.IconGate,
mod_DigitalFunctions.IconToggle, mod_DigitalFunctions.IconRS,
mod_DigitalFunctions.IconClock, mod_DigitalFunctions.IconHalfAdder,
mod_DigitalFunctions.IconJK, mod_DigitalFunctions.IconPulseGen,
mod_DigitalFunctions.IconCounter};
public static String FunctionName[] = {"Digital Functions", "Toggle", "RS Latch",
"Pulse Clock", "Half Adder", "JK Flip Flop", "Pulse Generator", "Counter"};
}

```