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package net.minecraft.src;

public class TileEntityDigitalMisc extends TileEntityLogicalGates
{
    public TileEntityDigitalMisc()
    {
    }

    public void writeToNBT(NBTTagCompound nbttagcompound)
    {
        super.writeToNBT(nbttagcompound);
        nbttagcompound.setInteger("Function", Function);
        nbttagcompound.setInteger("State", State);
        nbttagcompound.setBoolean("StateA", State2[0]);
        nbttagcompound.setBoolean("StateB", State2[1]);
        nbttagcompound.setBoolean("StateC", State2[2]);
        nbttagcompound.setBoolean("OutputB", OutputB);
        if (Function == 3)
            nbttagcompound.setInteger("ClockTime", ClockTime);
        if (Function == 6)
            nbttagcompound.setInteger("PulseLength", PulseLength);
        if (Function == 7)
            nbttagcompound.setInteger("Count", Count);
    }

    public void readFromNBT(NBTTagCompound nbttagcompound)
    {
        super.readFromNBT(nbttagcompound);
        Function = nbttagcompound.getInteger("Function");
        State = nbttagcompound.getInteger("State");
        State2[0] = nbttagcompound.getBoolean("StateA");
        State2[1] = nbttagcompound.getBoolean("StateB");
        State2[2] = nbttagcompound.getBoolean("StateC");
        OutputB = nbttagcompound.getBoolean("OutputB");
        if (Function == 3)
            ClockTime = nbttagcompound.getInteger("ClockTime");
        if (Function == 6)
            PulseLength = nbttagcompound.getInteger("PulseLength");
        if (Function == 7)
            Count = nbttagcompound.getInteger("Count");
    }

    public int State;
    public boolean State2[] = {false, false, false};
    public boolean OutputB;
    public int ClockTime = mod_DigitalFunctions.ClockTime;
    public int PulseLength = mod_DigitalFunctions.PulseGenLength;
    public int Count = mod_DigitalFunctions.DefaultCount;
    public int Function;
}

```