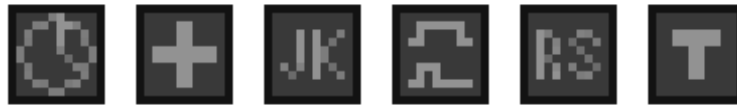


# Digital Functions [v3.0.0]

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 \[v4.0.0\]](#)
- [SpaceToad's Buildcraft Client A Core 1.6.6.3](#)
  - [SDK's ModloaderMP 1.6.6v4](#)

## Installation

1. Install [Risugami's ModLoader](#)
2. Install [SpaceToad's Buildcraft Client Core](#)
3. Install [MoareAI's Logical Gates](#)
4. Remove older versions of this mod
5. Copy this zip to “%appdata%/.minecraft/mods/”
6. Start up Minecraft
7. *(Optional)* Quit Minecraft and do your changes to “%appdata%/.minecraft/config/MoareAI's Digital Functions.cfg”
8. *(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
DefaultCounterValue	5	The Counter's default count value
GUIStep	5	How large a value step in the GUIs are when holding Shift
EffectiveCrafting	TRUE	You craft effectivly when crafting with rawmaterials.
ReduceItemSprites	FALSE	Reduces the number of item sprites used to zero.
<b>Block IDs (Range: 0-255)</b>		
DigitalFunctionsBlockID	201	Common Block ID for the functions
<b>Item IDs (Range: 256-???)</b>		
ItemToggleID	457	Common Item ID for the functions

## Texture file

Path: ".../MoareAI/Blocks/DigitalFunctions.png"

Index	Coordinates	Description
1	0, 1	Input connection. This texture connects the inputs and indicate the state of the output.
2	0, 2	Input path. This texture indicates where the inputs may be connected and their state.
3	0, 3	Output LED. This texture indicates the where the gate outputs power, and the state of the output.
4	0, 4	Pins. This texture is used to make the functions look like integrated circuits.
5	0, 5	Input connection extention. This texture is mostly cosmetic.
16	1, 0	Digital functions texture. Serves as a template for the function textures. Does not appere in the game under normal circumstances.
17	1, 1	Toggle texture.
18	1, 2	RS Latch texture.
19	1, 3	Pulse Clock texture.
20	1, 4	Half Adder texture.
21	1, 5	JK Flip Flop texture.
22	1, 6	Pulse Generator texture.
23	1, 7	Counter texture.

## Credits

- [Risugami](#) - For his ModLoader and configuration system
- [SpaceToad](#) - For letting me use his system for seperate terrain files
- [TheCreators](#) - For their solution for naming Items by damage

## Disclaimer

I take no responsibilities for damages to your Minecraft saves, game or your computer while using this mod. Use it with care and report any problems related to the mod.

## Legal/Copyright

This mod (plugin, a patch to Minecraft source, henceforth "Mod" or "The Mod"), by the terms of <http://www.minecraft.net/copyright.jsp> is sole property of the Mod author ([Morten "MoareAI" Bjørndal](#), henceforth "Owner" or "The Owner"). By default it may only be distributed on [minecraftforum.net](http://minecraftforum.net). It may only be mirrored or reposted with advance written permission of the Owner. [Electronic Mail](#) is fine if you wait for a response. URL shorteners or other attempts to make money off The Owner's Mod are strictly forbidden without advance written permission. You may copy and alter parts (functions and/or methods) of The Mod created by The Owner without the approval of The Owner to use in your own Mod, as long as The Owner is given credit for the work, the new Mod (mods not created by The Owner) is released under the same or similar licence and the new mod is not used to make profit in any way.

# History

- v3.0.0 - Block IDs and Item IDs are reduced to one of each. Block textures now uses a seperate terrain file, which requires SpaceToad's Buildcraft Core to work. Textures are dynamic and will change depending on connected input, input signal and output signal. The block is hidden from the Statistics and mods like Too Many Items. JK Flip Flop now triggers on rising edge. The Pulse Generator's pulse is now always as long as the set time. Added Counter.
- 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 shold 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 automaticly 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