

Counter

Data

IDs:

- 201, 7 [block, metadata]
- 457, 7 [item, damage]

Name:

- JK Flip Flop

Texture:

- MoareAI/Blocks/DigitalFunctions.png, Index 23

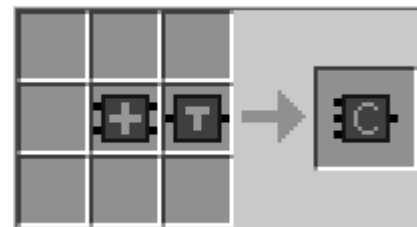
Icon:

- MoareAI/Items/MDCounter.png



Recipes

Half Adder	Toggle	=>	Counter
------------	--------	----	---------



Interacting

After crafting the item “Counter” you can place it on the ground as the block “Counter”, which will automatically power the output if the requirements are met (see function).

To pick it up again, destroy it by hitting it (one hit is enough) or by destroying the block underneath. This will yield the item “Counter”. This will also happen if the gate comes in contact with water.

In contact with lava, both the item and the block is completely destroyed.

If you right click a Pulse Clock, a GUI opens.

The GUI lets you set the count value (the value need for the output to activate) for that specific Counter.

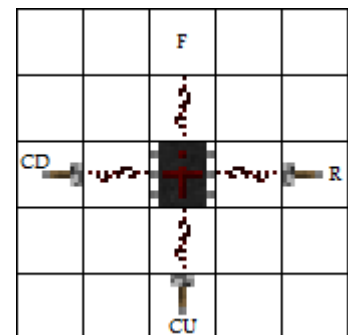
GUI controls		
Key	Key type	Description
Forward	Minecraft control	Increase value by 1
Right	Minecraft control	
+	Numpad	
Left Mouse Button	Mouse	
Back	Minecraft control	Decrease value by 1
Left	Minecraft control	
-	Numpad	
Right Mouse Button	Mouse	
Shift (Right or Left)	Normal	Hold to do value steps. (Multiplier is set in the configure file)
R	Normal	Set the value to default. (Default value is set in the configure file)
Shift + R	Normal (Combinaton)	Set the value to the current value.
All other keys	Undefined	Exit GUI and save value.

The value is saved to a TileEntity connected to the clock.

How to wire the gate

Wire as seen on the image, where “CU” and “CD” and “R” are pulse inputs, “F” is the output.

The connection for the output and the inputs may be in form of a direct signal or indirect signal through [Redstone Wires](#).



The function of the gate

As description

- When there is an input pulse on CU (Count Up) the current value increase by one
- When there is an input pulse on CD (Count Down) the current value decreased by one
- When there is an input pulse on R (Reset) the value is set to 0.
- When the current value is equal (or higher) than the set value, there is a signal on the output.