

# Pulse Generator

## Data

IDs:

- 201, 6 [block, metadata]
- 457, 6 [item, damage]

Name:

- Pulse Generator

Texture:

- MoareAI/Blocks/DigitalFunctions.png, Index 22

Icon:

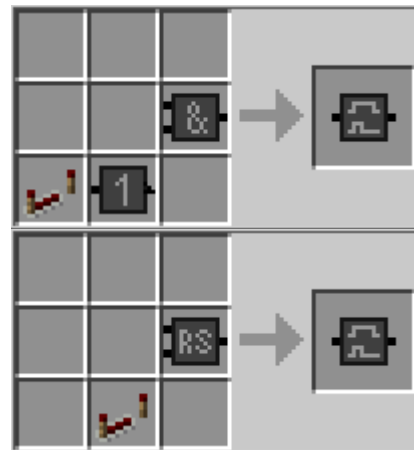
- MoareAI/Items/MDPulseGen.png



## Recipe

		AND Gate	=>	Pulse Generator
<a href="#">Redstone Repeater</a>	NOT Gate			

	RS Latch	=>	Pulse Generator
<a href="#">Redstone Repeater</a>			



## Interacting

After crafting the item “Pulse Generator” you can place it on the ground as the block “Pulse Generator”, 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 “Pulse Generator”. 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 Generator, a GUI opens.  
The GUI lets you set the pulse length for that specific Pulse Generator.

GUI controls		
Key	Key type	Description
Forward	Minecraft control	Increase value by 1
Right	Minecraft control	
+	Numpad	
Left Mouse Button	Mouse	Decrease value by 1
Back	Minecraft control	
Left	Minecraft control	
-	Numpad	
Right Mouse Button	Mouse	Hold to do value steps. (Multiplier is set in the configure file)
Shift (Right or Left)	Normal	
R	Normal	
Shift + R	Normal (Combinaton)	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.

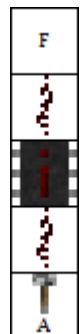
The value is saved to a TileEntity connected to the generator.

## How to wire the gate

Wire as seen on the image, where “A” is the input and “F” is the output.

The connection may be in form of a direct signal or indirect signal through [Redstone Wires](#) on both the input and output

It is recommended that the output is wired with a Redstone Wire, in order for correct behavior.



## The function of the gate

### As description

Every time the Pulse Generator is powered, it creates a short pulse (set in the property file), and won't create another pulse, unless it is powered again. The pulse will allways be as long as the set length