

# Random Generator

## Data

IDs:

- 201, 8 [block, metadata]
- 457, 8 [item, damage]

Name:

- Random Generator

Texture:

- MoareAI/Blocks/DigitalFunctions.png, Index 24

Icon:

- MoareAI/Items/MDRandom.png 

## Recipes

<a href="#">Leaves</a>	<a href="#">Sand</a>	<a href="#">Redstone Torch</a>	=>	Random Generator
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## Interacting

After crafting the item “Random Generator” you can place it on the ground as the block “Random 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 “Random Generator”. This will also happen if the gate comes in contact with water.

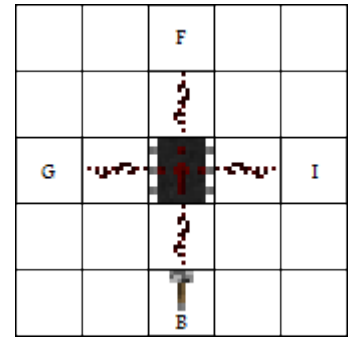
In contact with lava, both the item and the block are completely destroyed.

You will also activate the function by activating it with right click

## How to wire the function

Wire as seen on the image, where “B” is a pulse input and “F”, “G” and “I” are outputs.

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 the function is activated by a pulse or by right clicking it, all the output will randomly change their state, effectively creating a random 3-bit number