

ItemDigitalMisc.java

```
package MoareAI.Class;
```

```
import forge.ITextureProvider;
```

```
//Created by MoareAI
```

```
public class ItemDigitalMisc extends Item
implements ITextureProvider
```

```
{
    public ItemDigitalMisc(int ID, Block block)
    {
        super(ID-256);
        setItemName("LGLogic");
        blockID = block.blockID;
        setHasSubtypes(true);
    }

    //Location of the iconfile
    public String getTextureFile()
    {
        return mod_DigitalFunctions.BlockTexture;
    }

    //Sets icon based on damage value
    public int getIconFromDamage(int Damage)
    {
        return 32+Damage;
    }

    //From ItemDye
    public String getItemNameIS(ItemStack itemstack)
    {
        return (new
StringBulder()).append(FunctionName[itemstack.getItemDamage()]).toString();
    }
}
```

```
//A modification of ItemReed.onItemUse(), modified to be able to transfer damage to
metadata
```

```
public boolean onItemUse(ItemStack itemstack, EntityPlayer entityplayer, World
world, int i, int j, int k, int l)
{
    if(world.getBlockId(i, j, k) == Block.snow.blockID)
    {
        l = 0;
    } else
    {
        if(l == 0)
        {
            j--;
        }
        if(l == 1)
        {
            j++;
        }
        if(l == 2)
        {
            k--;
        }
        if(l == 3)
        {
            k++;
        }
        if(l == 4)
        {

```

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```

        i--;
    }
    if(l == 5)
    {
        i++;
    }
}
if(itemstack.stackSize == 0)
{
    return false;
}
if(world.canBlockBePlacedAt(blockID, i, j, k, false, l))
{
    Block block = Block.blocksList[blockID];
    if(world.setBlockWithNotify(i, j, k, blockID))
    {
        Block.blocksList[blockID].onBlockPlaced(world, i, j, k, l);
        Block.blocksList[blockID].onBlockPlacedBy(world, i, j, k,
entityplayer);
        world.setBlockMetadata(i, j, k, itemstack.getItemDamage());
        world.playSoundEffect((float)i + 0.5F, (float)j + 0.5F, (float)k +
0.5F, block.stepSound.func_1145_d(), (block.stepSound.getVolume() + 1.0F) / 2.0F,
block.stepSound.getPitch() * 0.8F);
        itemstack.stackSize--;
    }
}
return true;
}

private int blockID;
public static String FunctionName[] = {"Digital Functions", "Toggle", "RS Latch",
"Pulse Clock", "Half Adder", "JK Flip Flop", "Pulse Generator", "Counter", "Random
Generator"};
}

```