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package MoareAI.Class;

import net.minecraft.src.*;

public class TileEntityDigitalMisc extends TileEntity
{
    public TileEntityDigitalMisc()
    {
    }

    public void writeToNBT(NBTTagCompound nbttagcompound)
    {
        super.writeToNBT(nbttagcompound);
        nbttagcompound.setInteger("Type", Type);
        nbttagcompound.setInteger("Rotation", Rotation);
        nbttagcompound.setBoolean("OutputF", Output[F]);
        nbttagcompound.setBoolean("InputA", Input[A]);
        nbttagcompound.setBoolean("InputB", Input[B]);
        nbttagcompound.setBoolean("InputC", Input[C]);
        nbttagcompound.setBoolean("ConnectionA", Connection[A]);
        nbttagcompound.setBoolean("ConnectionB", Connection[B]);
        nbttagcompound.setBoolean("ConnectionC", Connection[C]);
        nbttagcompound.setInteger("State", State2);
        nbttagcompound.setBoolean("StateA", State[A]);
        nbttagcompound.setBoolean("StateB", State[B]);
        nbttagcompound.setBoolean("StateC", State[C]);
        if (Type == 2 || Type == 4 || Type == 8)
            nbttagcompound.setBoolean("OutputG", Output[G]);
        if (Type == 8)
            nbttagcompound.setBoolean("OutputI", Output[I]);
        if (Type == 3)
            nbttagcompound.setInteger("ClockTime", ClockTime);
        if (Type == 6)
            nbttagcompound.setInteger("PulseLength", PulseLength);
        if (Type == 7)
            nbttagcompound.setInteger("Count", Count);
    }

    public void readFromNBT(NBTTagCompound nbttagcompound)
    {
        super.readFromNBT(nbttagcompound);
        Type = nbttagcompound.getInteger("Type");
        Rotation = nbttagcompound.getInteger("Rotation");
        Output[F] = nbttagcompound.getBoolean("OutputF");
        Input[A] = nbttagcompound.getBoolean("InputA");
        Input[B] = nbttagcompound.getBoolean("InputB");
        Input[C] = nbttagcompound.getBoolean("InputC");
        Connection[A] = nbttagcompound.getBoolean("ConnectionA");
        Connection[B] = nbttagcompound.getBoolean("ConnectionB");
        Connection[C] = nbttagcompound.getBoolean("ConnectionC");
        State2 = nbttagcompound.getInteger("State");
        State[A] = nbttagcompound.getBoolean("StateA");
        State[B] = nbttagcompound.getBoolean("StateB");
        State[C] = nbttagcompound.getBoolean("StateC");
        if (Type == 2 || Type == 4 || Type == 8)
            Output[G] = nbttagcompound.getBoolean("OutputG");
        if (Type == 8)
            Output[I] = nbttagcompound.getBoolean("OutputI");
        if (Type == 3)
            ClockTime = nbttagcompound.getInteger("ClockTime");
        if (Type == 6)
            PulseLength = nbttagcompound.getInteger("PulseLength");
    }
}

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TileEntityDigitalMisc.java

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    if (Type == 7)
        Count = nbttagcompound.getInteger("Count");
}

public int Type;
public int Rotation;
public boolean Output[] = {false, false, false, false};
public boolean Input[] = {false, false, false, false};
public boolean Connection[] = {false, false, false, false};
public boolean State[] = {false, false, false, false};
public int State2;
public int ClockTime = mod_DigitalFunctions.ClockTime;
public int PulseLength = mod_DigitalFunctions.PulseGenLength;
public int Count = mod_DigitalFunctions.DefaultCount;
private byte A = BlockDigitalMisc.A;
private byte B = BlockDigitalMisc.B;
private byte C = BlockDigitalMisc.C;
private byte F = BlockDigitalMisc.F;
private byte G = BlockDigitalMisc.G;
private byte I = BlockDigitalMisc.I;
}
```