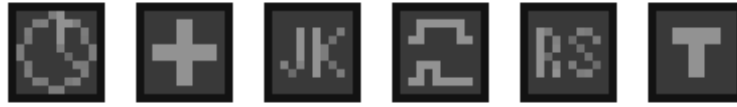


Digital Functions [v3.1.2]

by MoareAI



Introduction

This mod adds different digital functions, like Toggle, RS and Clock, to your Minecraft game as single blocks, which might be much less space taking than creating them manually with Redstone Wires, Redstone Torch and generic blocks.

Requirements

- Minecraft Beta 1.7.3
- [Risugami's ModLoader Beta 1.7.3](#)
- [Minecraft Forge 1.0.3](#) (necessary files are included)

For all functions and recipes:

- [MoareAI's Logical Gates \[v4.1.2\]](#)

Installation

1. Install [Risugami's ModLoader](#)
2. Install [Minecraft Forge](#) (choose one of the methods below)
 - 2a. Install the full API
 - 2b. Copy the content of the folder “Minecraft Forge” to
“%appdata%/.minecraft/bin/minecraft.jar”
3. Install [MoareAI's Logical Gates](#) if you want all functions and recipes
4. Remove older versions of this mod
5. Copy this zip to “%appdata%/.minecraft/mods/”
6. Start up Minecraft
7. *(Optional)* Quit Minecraft and do your changes to
“%appdata%/.minecraft/config/MoareAI's Digital Functions.cfg”
8. *(Optional)* Restart Minecraft

Known Issues

- The Pulse Generator may appear buggy if rapidly used to create pulses

Documentation

If you are interested in looking at what this mod is doing, take a look at the Documentation folder found in the folder named MoareAI. Here you find any information connected to this mod.

There is no guaranty that it is updatet to the most recent version

Here you find:

- The source code for this mod (see Legal/Copyright for details)
- How the functions work
- Recipes
- How to wire the functions
- Block textures
- Item icons

Configuration file

Path: “%appdata%/.minecraft/config/MoareAI's Misc Digital Functions.cfg”

Parameter	Default value	Decription
Misc Parameters		
DefaultClockPulseWidth	16	(Ticks) The Pulse Clock's default pulse width
DefaultPulseLength	2	(Ticks) The Pulse Generator's default pulse length
DefaultCounterValue	5	The Counter's default count value
GUIStep	5	How large a value step in the GUIs are when holding Shift
EffectiveCrafting	TRUE	You craft effectivly when crafting with rawmaterials.
Block IDs (Range: 0-255)		
DigitalFunctionsBlockID	201	Common Block ID for the functions
Item IDs (Range: 256-???)		
DigitalFunctionsItemID	457	Common Item ID for the functions

Texture file

Path: “.../MoareAI/Blocks/DigitalFunctions.png”

Index	Coordinates	Description
1	0, 1	Input connection. This texture connects the inputs and indicate the state of the output.
2	0, 2	Input path. This texture indicates where the inputs may be connected and their state.
3	0, 3	Output LED. This texture indicates the where the gate outputs power, and the state of the output.
4	0, 4	Pins. This texture is used to make the functions look like integrated ciruits.
5	0, 5	Input connection extention. This texture is mostly cosmetic.
16	1, 0	Digital functions texture. Serves as a template for the function textures. Does not appere in the game under normal circumstances.
17	1, 1	Toggle texture.
18	1, 2	RS Latch texture.
19	1, 3	Pulse Clock texture.
20	1, 4	Half Adder texture.
21	1, 5	JK Flip Flop texture.
22	1, 6	Pulse Generator texture.
23	1, 7	Counter texture.
24	1, 8	Random Generator texture.
32	2, 0	Digital Functions icon.
33	2, 1	Toggle icon.
34	2, 2	RS Latch icon.
35	2, 3	Pulse Clock icon.
36	2, 4	Half Adder icon.
37	2, 5	JK Flip Flop icon.
38	2, 6	Pulse Generator icon.
39	2, 7	Counter icon.
40	2, 8	Random Generator icon.

Credits

- [Risugami](#) - For his ModLoader and configuration system
- [SpaceToad](#) - For the Minecraft Forge API
- [TheCreators](#) - For their solution for naming Items by damage
- [Thorinbur](#) - For his idea about, and pointer for how to create, the Random Generator.

Disclaimer

I take no responsibilities for damages to your Minecraft saves, game or your computer while using this mod. Use it with care and report any problems related to the mod.

Legal/Copyright

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History

- v3.1.2 - Dependency changed from Buildcraft to [Minecraft Forge](#). Item icons are now a part of the texture file. Fixed the crashing Half Adder. RS Latches and Half Adders may now be mirrored through a GUI.
- v3.1.1 - Fixed the connection detection to detect the direction of functions and gates and to support Redstone Repeaters, including their direction.
- v3.1.0 - Renamed from “Misc Digital Functions” to “Digital Functions”. Made independent of [MoareAI's Logical Gates](#) (some recipes still require the mod). Added Random Generator.
- v3.0.1 - Updated for Minecraft Beta 1.7.2
- v3.0.0 - Block IDs and Item IDs are reduced to one of each. Block textures now uses a separate terrain file, which requires SpaceToad's Buildcraft Core to work. Textures are dynamic and will change depending on connected input, input signal and output signal. The block is hidden from the Statistics and mods like Too Many Items. JK Flip Flop now triggers on rising edge. The Pulse Generator's pulse is now always as long as the set time. Added Counter.
- v2.0.2 - Values for Pulse Clock and Pulse Generator are now separate for each block instead of sharing a common value. Increased GUI controls.
- v2.0.1 - Updated for Beta 1.6.6. Activating a function now makes the name pop-up in the chat. Wire limitations should now be reduced, if not fixed. Blocks displayed in Statistics are fixed. Fixed the broken configure file. Made reduce sprites a part of the configure file.
- v2.0.0 - Updated for Beta 1.6.5. A configure file is automatically created upon launching Minecraft. Alternative versions for reducing sprites are available. Added GUI for the Pulse Generator. GUI values are now saved.
- v1.2.0 - Added Pulse Generator. Added GUI for the Pulse Clock. Old ID standard is removed. Removed the Edge Trigger function on the JK Flip Flop
- v1.1.2 - New mistake fixed. Changing IDs should work as intended now.
- v1.1.1 - Mistake fixed. Changing IDs should work now.
- v1.1.0 - Added JK Flip Flop and Half Adder. Fixed bugged inputs
- v1.0.0 - Mod separated from MoareAI's Logical Gates and published