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package net.minecraft.src;

import java.io.*;

// Created by MoareAI
// Contains data handled by the ModLoader

public class mod_Lightbulb extends BaseMod
{
    //ModLoader actions
    public mod_Lightbulb()
    {
        ModLoader.RegisterBlock(BlockLightbulbOn);
        ModLoader.RegisterBlock(BlockLightbulbOff);

        //Item names
        ModLoader.AddName(BlockLightbulbOn, "Lightbulb");
        ModLoader.AddName(BlockLightbulbOff, "Lightbulb");

        //Textures
        ModLoader.addOverride("/terrain.png", "/MoareAI/Blocks/SALightbulbOn.png",
TextureLightbulbOn);
        ModLoader.addOverride("/terrain.png", "/MoareAI/Blocks/SALightbulbOff.png",
TextureLightbulbOff);

        //Recipe for Lightbulb
        ModLoader.AddRecipe(new ItemStack(BlockLightbulbOn, 1), new Object[] {
            "X", "#", "Y", Character.valueOf('#'), Item.redstone,
            Character.valueOf('X'), Block.glass, Character.valueOf('Y'), Item.stick
        });
    }

    public String Version()
    {
        return "1.6.6";
    }

    //Block declaration
    public static final Block BlockLightbulbOn;
    public static final Block BlockLightbulbOff;

    //Properties
    public static final File cfgfile = new File(Minecraft.getMinecraftDir(),
"/config/MoareAI's Lightbulb.cfg");
    public static int LightbulbOnID = 213;
    public static int LightbulbOffID = 214;
    public static float LightLevelOn;
    public static float LightLevelOff;
    private static float LightConstant = 1/15F;
    public static int ConfigLightLevelOn = 15;
    public static int ConfigLightLevelOff = 0;

    //Texture
    public static int TextureLightbulbOn;
    public static int TextureLightbulbOff;

    //Block and Item data
    static
    {
        //The configuration file
        try
        {
            cfgfile.getParentFile().mkdirs();

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    if(cfgfile.exists() || cfgfile.createNewFile())
    {
        Properties properties = new Properties();
        if(cfgfile.canRead())
        {
            FileInputStream fileinputstream = new FileInputStream(cfgfile);
            properties.load(fileinputstream);
            System.out.println("Succesfully loaded Proterties for MoareAI's
Sensors and Actuators");
            LightbulbOnID =
Integer.parseInt(properties.getProperty("LightbulbOnID", "213"));
            LightbulbOffID =
Integer.parseInt(properties.getProperty("LightbulbOffID", "214"));
            ConfigLightLevelOn =
Integer.parseInt(properties.getProperty("LightLevelOn", "15"));
            ConfigLightLevelOff =
Integer.parseInt(properties.getProperty("LightLevelOff", "0"));
            fileinputstream.close();
        }
        if(cfgfile.canWrite())
        {
            FileOutputStream fileoutputstream = new FileOutputStream(cfgfile);
            properties.setProperty("LightbulbOnID",
Integer.toString(LightbulbOnID));
            properties.setProperty("LightbulbOffID",
Integer.toString(LightbulbOffID));
            properties.setProperty("LightLevelOn",
Integer.toString(ConfigLightLevelOn));
            properties.setProperty("LightLevelOff",
Integer.toString(ConfigLightLevelOff));
            properties.store(fileoutputstream, "MoareAI's Sensors and
Actuators");
            fileoutputstream.close();
        }
    }
}

catch(Throwable throwable) { }

LightLevelOn = ConfigLightLevelOn*LightConstant;
LightLevelOff = ConfigLightLevelOff*LightConstant;

TextureLightbulbOn = ModLoader.getUniqueSpriteIndex("/terrain.png");
TextureLightbulbOff = ModLoader.getUniqueSpriteIndex("/terrain.png");

BlockLightbulbOn = new BlockLightbulb(LightbulbOnID, TextureLightbulbOn,
LightLevelOn).setBlockName("Lightbulb");
BlockLightbulbOff = new BlockLightbulb(LightbulbOffID, TextureLightbulbOff,
LightLevelOff).setBlockName("Lightbulb");
}
}

```