

# ItemLightbulb.java

```
package MoareAI.Class;

import forge.ITextureProvider;

//Created by MoareAI

public class ItemLightbulb extends ItemReed
implements ITextureProvider
{
    public ItemLightbulb(int ID, Block block)
    {
        super(ID, block);
        setIconIndex(1);
    }

    public String getTextureFile()
    {
        return mod_Lightbulb.BlockTexture;
    }
}
```