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package net.minecraft.src;

import java.io.*;

// Created by MoareAI

public class mod_Lightbulb extends BaseMod
{
    //ModLoader actions
    public mod_Lightbulb()
    {
        //Item name
        ModLoader.AddName(ItemLightbulb, "Lightbulb");

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

    public String Version()
    {
        return "1.0.2";
    }

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

    //Item declaration
    public static Item ItemLightbulb;

    //Properties
    public static final File cfgfile;
    public static int BlockLightbulbOnID = 202;
    public static int BlockLightbulbOffID = 203;
    public static int ItemLightbulbID = 458;
    public static float LightLevelOn;
    public static float LightLevelOff;
    private static float LightConstant = 1/15F;
    public static int ConfigLightLevelOn = 15;
    public static int ConfigLightLevelOff = 0;
    public static String BlockTexture = "/MoareAI/Blocks/SensorActuator.png";

    //Block and Item data
    static
    {
        //The configuration file
        cfgfile = new File(Minecraft.getMinecraftDir(), "/config/MoareAI's
Lightbulb.cfg");
        ConfigLightbulb.Configure(cfgfile);
        ItemLightbulbID = ItemLightbulbID-256;

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

        BlockLightbulbOn = new BlockLightbulb(BlockLightbulbOnID, 4,
LightLevelOn).setBlockName("Lightbulb");
        BlockLightbulbOff = new BlockLightbulb(BlockLightbulbOffID, 3,
LightLevelOff).setBlockName("Lightbulb");
        ItemLightbulb = new ItemLightbulb(ItemLightbulbID,
BlockLightbulbOn).setItemName("Lightbulb");
    }
}

```

mod_Lightbulb.java

}