

Lightbulb [v1.0.2]

by MoareAI

Introduction

Adds a lightbulb to you Minecraft game. The lightbulb is placed like a torch and provides light when powered by redstone signals.

Requirements

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

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. Copy this zip to “%appdata%/.minecraft/mods/”
4. Start up Minecraft
5. *(Optional)* Quit Minecraft and do your changes to
“%appdata%/.minecraft/config/MoareAI's Lightbulb.cfg”
6. *(Optional)* Restart Minecraft

Recipe

Glass		
Redstone	=>	Lightbulb
Stick		



Configuration file

Path: “%appdata%/.minecraft/config/MoareAI's Lightbulb.cfg”

Parameter	Default value	Decription
Light Values (Range: 0-15)		
LightLevelOn	15	The light value for the Lightbulb when on
LightLevelOff	0	The light value for the Lightbulb when off
Block IDs (Range: 0-255)		
LightbulbOnBlockID	202	Block ID for Lightbulb when (on)
LightbulbOffBlockID	203	Block ID for Lightbulb when (off)
Item ID (Range: 256 - ???)		
LightbulbItemID	458	Item ID for Lightbulb

Credits

- [Risugami](#) - For his ModLoader and configuration system
- [SpaceToad](#) - For Minecraft Forge
- [Kuro](#) - For his lightbulb icon which is used in this mod.

Legal/Copyright

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History

- v1.0.2 - Dependency changed from Buildcraft to [Minecraft Forge](#). The item icon are now a part of the texture file.
- v1.0.1 - Updated for Minecraft Beta 1.7.2. Updated to use a separate terrain file (requires [SpaceToad's Buildcraft Client A Core](#)). Block IDs have new default values.
- v1.0.0 - Published the mod