

# Digital Miner Modes

## Inverse Mode

The "I" icon toggle Inverse mode. Inverse mode mines everything that is not in the in the list. A practical use for this is to put Dirt, Grass, Sand, Sandstone, Gravel, Cobblestone and Stone into the ItemStack list and toggle the Inverse mode. The Digital Miner will mine everything **but** these common materials.

## Silk Touch Mode

The Silk Touch button toggles the Silk Touch mode. When mining coal, the miner will instead receive Coal Ore blocks, rather than pieces of Coal. However, this mode requires 6x the amount of energy it needs.

## Auto-Eject

The Auto-Eject button toggles the eject function. When a block is mined, the block will automatically be sent to a connected pipe, leading to a chest or to an ore processing machine. If the other end of the pipe is not attached to anything, the miner won't eject them.

## Auto-Pull

The Auto-Pull button toggles the pull function. When a block is mined, the miner will automatically collect one block from a container to replace the mined block. If the required replacement block is missing from the container, depending on the state of the block replacement requirement setting is (active for any filter or inactive for all filters), the miner will stop (active) or continue mining (inactive).

## Block Replacement

Not really a mode, but a feature of the filters. When a block is mined, you can choose to leave another block in its it by specifying a block in the filter. Using Auto-Pull mode with this feature is highly recommended so as to keep the digital miner inventory clear and not having to frequently worry about keeping a constant flow/supply of replacement blocks.

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