Main and Config Interface

Main Interface

500px-DGGUI1.png

#	Label	Description
1	Start Button	Initiates mining. Upon running for the first time after being placed or reset, it will scan the area for the desired blocks. It will NOT scan the area for any blocks/items placed after the start button was pressed. The miner will need to be reset for it to re-scan the area for new blocks.
2	Stop Button	Stops mining.
3	Config Button	Brings up the config interface (see GUI below). This button will be unavailable to click once the start button has been pressed, the reset button must be pressed to allow access to the config interface.
4	Energy Slot	Insert a source of energy (like a charged Energy Tablet or Energy Cube) to power the digital miner. This does not need to be used if power is provided externally through one of its energy ports.
5	Block Status	Indicates if blocks are needed to replace mined ones. If the indication is on, you will need to supply the shown block or else the miner will not continue to mine.
6	Reset Button	Resets the digital miner; allows for the config to be accessed again and re-scans the area for new blocks after hitting the start button.
7	Auto-Eject Button	Toggles auto-eject mode; automatically ejects blocks/items not used for replacing mined ones. If there is nothing connected to the output port, the miner will not eject anything.
8	Silk Touch Button	Toggles Silk Touch mode, where mined blocks act as if mined by a pickaxe enchanted with silk touch. This mode comes at the expense of utilizing six times as much energy.
9	Auto-Pull Button	Toggles auto-pull mode; automatically pulls blocks from a container (like a bin) for replacing mined blocks. Do not insert items in the top port (like a pipe or an export bus), just place the container (with the corresponding blocks) directly on top of the port.
10	Upgrade Tab	Opens up the upgrade interface. The digital miner is able to accept speed and energy upgrades, eight each for a maximum multiplier effect of 10.
11	Security Tab	Changes who is allowed to use/access the digital miner. Set it to private to restrict other players, public for free access, or trusted for friends.
12	Redstone Control	Changes the behavior of the digital miner with redstone. Default setting is disabled, allowing for manual control. The digital miner can accept the signal on any of its sides.

13	Energy Information	Indicates how much energy will be utilized during operation, how much is needed if lacking an insufficient supply of energy and the current unit of energy. Click this tab to change the energy unit used (RF/EU/MJ/J).
14	Visual Toggle	Click this to see the area that the digital miner will cover when mining. The visuals/field will appear as white cubes so as long as the area is not occupied by any blocks. The white cubes represent the maximum area the digital miner will cover, including blocks at those cubes.
15	Display Screen	Displays the current status of the digital miner. 'Idle' when not running, 'Running' when operating, 'Not Ready' when machine has not run after being reset, 'Ready' after running at least once, what modes are currently active (On/Off) and how many blocks are left to be mined.
16	Energy Buffer	Hover the cursor over the bar to see how much energy is currently stored by the digital miner. As it depletes, the green bar will decrease.
17	Inventory	Mined blocks/items will be stored here. Replacement blocks for the mined blocks can also be placed here instead of using a container with blocks and auto-pull mode active. Once this inventory is full, the digital miner will continue to run but not mine any blocks, so please ensure that this inventory is kept cleared by collecting the items or by using the auto-eject function.

Config Interface

500px-DGGUI2.png

#	Label	Description
1	Start Button	Initiates mining. Upon running for the first time after being placed or reset, it will scan the area for the desired blocks. It will NOT scan the area for any blocks/items placed after the start button was pressed. The miner will need to be reset for it to re-scan the area for new blocks.
2	Stop Button	Stops mining.
3	Config Button	Brings up the config interface (see GUI below). This button will be unavailable to click once the start button has been pressed, the reset button must be pressed to allow access to the config interface.
4	Energy Slot	Insert a source of energy (like a charged Energy Tablet or Energy Cube) to power the digital miner. This does not need to be used if power is provided externally through one of its energy ports.
5	Block Status	Indicates if blocks are needed to replace mined ones. If the indication is on, you will need to supply the shown block or else the miner will not continue to mine.
6	Reset Button	Resets the digital miner; allows for the config to be accessed again and re-scans the area for new blocks after hitting the start button.

7	Auto-Eject Button	Toggles auto-eject mode; automatically ejects blocks/items not used for replacing mined ones. If there is nothing connected to the output port, the miner will not eject anything.
8	Silk Touch Button	Toggles Silk Touch mode, where mined blocks act as if mined by a pickaxe enchanted with silk touch. This mode comes at the expense of utilizing six times as much energy.
9	Auto-Pull Button	Toggles auto-pull mode; automatically pulls blocks from a container (like a bin) for replacing mined blocks. Do not insert items in the top port (like a pipe or an export bus), just place the container (with the corresponding blocks) directly on top of the port.
10	Upgrade Tab	Opens up the upgrade interface. The digital miner is able to accept speed and energy upgrades, eight each for a maximum multiplier effect of 10.
11	Security Tab	Changes who is allowed to use/access the digital miner. Set it to private to restrict other players, public for free access, or trusted for friends.
12	Redstone Control	Changes the behavior of the digital miner with redstone. Default setting is disabled, allowing for manual control. The digital miner can accept the signal on any of its sides.
13	Energy Information	Indicates how much energy will be utilized during operation, how much is needed if lacking an insufficient supply of energy and the current unit of energy. Click this tab to change the energy unit used (RF/EU/MJ/J).
14	Visual Toggle	Click this to see the area that the digital miner will cover when mining. The visuals/field will appear as white cubes so as long as the area is not occupied by any blocks. The white cubes represent the maximum area the digital miner will cover, including blocks at those cubes.
15	Display Screen	Displays the current status of the digital miner. 'Idle' when not running, 'Running' when operating, 'Not Ready' when machine has not run after being reset, 'Ready' after running at least once, what modes are currently active (On/Off) and how many blocks are left to be mined.
16	Energy Buffer	Hover the cursor over the bar to see how much energy is currently stored by the digital miner. As it depletes, the green bar will decrease.
17	Inventory	Mined blocks/items will be stored here. Replacement blocks for the mined blocks can also be placed here instead of using a container with blocks and auto-pull mode active. Once this inventory is full, the digital miner will continue to run but not mine any blocks, so please ensure that this inventory is kept cleared by collecting the items or by using the auto-eject function.

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