I've got a mod that uses custom block rendering, which you should check out here.

But basically what I did was I first declared a renderID for the object, using this code:

```
lampRenderID = ModLoader.getUniqueBlockModelID(this, false);
```

Next, I used this ModLoader function to set the renderID to my custom method which actually renders the block.

```
public boolean RenderWorldBlock(RenderBlocks renderblocks, IBlockAccess iblockaccess, int i, int j, int k, Block
block, int l)
    {
        if (l == lampRenderID)
                {
                        return RenderLamp(block, i, j, k, renderblocks);
                }

                return false;
    }
```

As you can see here, RenderLamp is the method that renders the lamp.

```
public boolean RenderLamp(Block block, int i, int j, int k, RenderBlocks renderblocks)
        {
                renderblocks.overrideBlockTexture = lampbrass;
                block.setBlockBounds(0.2F, 0.0F, 0.2F, 0.8F, 0.1F, 0.8F);
                renderblocks.renderStandardBlock(block, i, j, k);

                block.setBlockBounds(0.4F, 0.1F, 0.4F, 0.6F, 0.5F, 0.6F);
                renderblocks.renderStandardBlock(block, i, j, k);

                renderblocks.overrideBlockTexture = lampleather;
                block.setBlockBounds(0.0F, 0.5F, 0.0F, 1.0F, 0.6F, 1.0F);
                renderblocks.renderStandardBlock(block, i, j, k);

                block.setBlockBounds(0.1F, 0.6F, 0.1F, 0.9F, 0.7F, 0.9F);
                renderblocks.renderStandardBlock(block, i, j, k);

                block.setBlockBounds(0.2F, 0.7F, 0.2F, 0.8F, 0.8F, 0.8F);
                renderblocks.renderStandardBlock(block, i, j, k);

                block.setBlockBounds(0.3F, 0.8F, 0.3F, 0.7F, 0.9F, 0.7F);
                renderblocks.renderStandardBlock(block, i, j, k);

                block.setBlockBounds(0.4F, 0.9F, 0.4F, 0.6F, 1.0F, 0.6F);
                renderblocks.renderStandardBlock(block, i, j, k);
                renderblocks.overrideBlockTexture = -1;

                block.setBlockBounds(0.0F, 0.0F, 0.0F, 1.0F, 1.0F, 1.0F);
                return true;
        }
```

Now this method is a lot, so I will break it down.

```
renderblocks.overrideBlockTexture = lampbrass;
```

This just sets the texture of the block you are going to render. In your case, you would probably use ModLoader.addOverride(blahblah)

```
block.setBlockBounds(0.2F, 0.0F, 0.2F, 0.8F, 0.1F, 0.8F);
```

This sets the bounds of the block. The first three values are the min x, y, and z values, and the last three are the max x, y, and z values. Basically what you are trying to do is render blocks together to form your block, so if you were making a chair for example, you would wanna render each leg, then the part that you sit on, then the back support part. You'll have to play around with these values, because it would be to much work to explain.

```
renderblocks.renderStandardBlock(block, i, j, k);
```

This just renders the block once you set the bounds. Do this with every part of your block.

```
block.setBlockBounds(0.0F, 0.0F, 0.0F, 1.0F, 1.0F, 1.0F);
                return true;
```

This will set the final block bounds to the normal values, and then returns true.

Lastly, but most importantly, in your block file for the block put this in:

```
public boolean isOpaqueCube()
    {
        return false;
    }

        public boolean renderAsNormalBlock()
    {
        return false;
    }

    public int getRenderType()
    {
        return mod_mainmodfile.lampRenderID;
    }
```

change the getRenderType() to your main mod file and then your renderID

Whew, there you go. You're lucky I'm nice enough to post this for you, most people wouldn't take the time. Let me know if this works!