Minecraft Bedrock Block/Item List

Home page

Welcome to the Block/Item List for Minecraft Bedrock.

In this page you can find each item. Each block/item will have show information about its properties. Below this page you can find several tabs about the items. Make sure to read the information below here to understand how it works

Latest version: 1.19.51

Category	
To make sure the spreadsheet doesn't become one mess, the block/items are separated in several categories:	
- 'Block States'	All possible block states in game, whether they can be obtained or not
- 'Items'	All items in the game, whether they can be obtained or not
- 'Obtainable'	All blocks/items that can be obtained, without bugs/glitches/cheats, in survival
- 'Unobtainable'	All blocks/items that can only be obtained with bugs, commands, cheats (inventory editing) or creative inventory
- 'Statisctics'	Quick overview of the statistiscs of all the pages, in one organized page

"Block States" Category Explanation		
- Name	Name of the item (in EN_US, if no translation is there, the translation key will be shown)	
- Identifier	The name of the block/item, that minecraft identifies (For example: "stone", "bedrock", "air")	
- Obtainable	Whether the item can be obtained (TRUE = Obtainable, FALSE = Unobtainable)	
- Appearance ingame	Whether the block/item comes in the form as a block, item or both	
	Form	Explanation
	Block + Item	Block has the same identifier as it's item form
	Block DIF Item	Block has a different identifier than its item form. These blocks are unobtainable; they can only be obtained through bugs/che
	Block NO Item	Block has no item form
	Item Only	Item only, no block form
	Nonexist	The block/item does not exist anywhere, except internally by Mojang Studios
- Separate item form	Whether the block with the same identifier, but a different block state, will be a separate item in the inventory, or not. For example, different types of leaves used to not stack into one and the other (TRUE= Not a duplicate, an original item, FALSE= Duplicate of another item (usually the one with the same Identifier)	
- Legacy Numeric ID	Numeric ID that was used for blocks versions before 1.16.100, but now only used by developers. The first number indicated the Numeric ID (Defines the "identifier") and the second number indicates the metadeta bit (a decimal number that functions the same as "Block State")	
- Block State	NBT containing more information about the block(/item) (Color, Direction, Type of Log, etc.). FALSE means that there is no block states for that block	
- (Un)obtainable category	Category in which the block/item falls how it can be obtained. See the "Obtainable" / "Unobtainable" sheet and the information below	
- (Un)obtainable method	Method for the category that the block/item falls in. See the "Obtainable" / "Unobtainable" sheet and the information below	

"Items" Category Explanation		
- Name	Name of the item (in EN_US, if no translation is there, the translation key will be shown)	
- Identifier	The name of the block/item, that minecraft identifies (For example: "stone", "bedrock", "air")	
- Obtainable	Whether the item can be obtained (TRUE = Obtainable, FALSE = Unobtainable)	
- Appearance ingame	Whether the block/item comes in the form as a block, item or both	
	Form	Explanation
	Item Only	Item only, no block form
	Nonexist	The block/item does not exist anywhere, except internally by Mojang Studios
- Stackable	Whether the item can be stacked to 1, 16 or 64 items	
- Legacy Numeric ID	Numeric ID that was used for blocks versions before 1.16.100, but now only used by developers. Items use a separate item ID, that start with 256 (actually 257)	
- (Un)obtainable category	Category in which the block/item falls how it can be obtained. See the "Obtainable" / "Unobtainable" sheet and the information below	
- (Un)obtainable method	Method for the category that the block/item falls in. See the "Obtainable" / "Unobtainable" sheet and the information below	

"Obtainables" Category Explanation		
- Name	Name of the item (in EN_US, if no translation is there, the translation key will be shown)	
- Identifier	The name of the block, that minecraft identifies (For example: "stone", "bedrock", "air")	
- Block State	NBT containing more information about the block (Color, Direction, Type of Log, etc.)	
- Farmable Category	In which category the item can be farmed. A number indicates how it can be farmed, a letter means it cannot be farmed. If a item falls in multiple categories, it will have multiple numbers/letters	
	Number	Explanation
	0	Item can be farmed through crafting (TNT, Bee Hive, Enchanting Table)
	1	Item can be farmed through bartering (with Piglins)
	2	Item can be farmed through manually killing mobs (Wither)
	3	Item can be farmed through automatic killing mobs (Passive Mob, Hostile Mobs, Structure-Only Mobs, Warden)
	4	Item can be farmed through manually mining the blocks (Ice)
	5	Item can be farmed through automatic destroying blocks (using Wither/Ghast) (Tree, Huge Fungus, Concrete, Obsidian)
	6	Item can be farmed through a piston (Snow, Melon, Pumpkin, Sugarcane, Kelp, Cactus)

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	7	Item can be farmed using a Villager (Raid, Iron, Crop)
	8	Item can be farmed using a mob (Fox, Chicken, Sheep)
	9	Item can be farmed using a bug (Gravity Blocks, Piston)
	Letter	Explanation
	a	Item can be obtained in loot chests (Temple, Village, Dungeons, Fortress, Stronghold, End City)
	b	Item can be obtained by exploring (Dragon Head, Elytra, Bee Nest, Dragon Egg, Sponges)
	c	Item can be obtained through trading (Villager, Wandering Trader)
	d	Item can only be obtained through mining with the Silk Touch enchantment (Glass, Dead Bush, Cob Web)
	e	Item can be obtained through mining without Silk Touch or Shears (Ores, Blocks from Structures)
- Farm Method	If an item can be farmed, it will show which method(s) can be used to farm said item	

"Unobtainables" Category Explanation		
- Name	Name of the item (in EN_US, if no translation is there, the translation key will be shown)	
- Identifier	The name of the block, that minecraft identifies (For example: "stone", "bedrock", "air")	
- Block State	NBT containing more information about the block (Color, Direction, Type of Log, etc.)	
- Unobtainable Category	Obtaining of the unobtainable. If a block/item falls in multiple categories, multiple letters are included. Note: The letters are a capital letter, they are different from the "Obtainable" category	
	Letter	Explanation
	A	Item cannot be obtained at all
	B	Item can only be obtained if the "Education Edition" toggle is enabled
	C	Item can be obtained in the creative inventory
	D	Item can be obtained through commands (1.16.10 Command bug exploit excluded)
	E	Item can be obtained through bugs that are still present in the game
	F	Item can be obtained through bugs that are fixed (General Block Conversion (GBC), 1.16.10 Command bug exploit)
	G	Item can be obtained using cheats (inventory editing, hacked clients)
- Unobtainable Method	If an item can be obtained through a certain method, the method will be explained more (using links as well). If it uses a bug that is patched, the version range is included	

"Statistics" Category Explanation	
Amount of block states	Amount of block states that can exist in the game. Block states are saved ingame and can be unique depending on its color, rotation, or other unique property
Amount of items	Amount of items
Amount of blocks items	Amount of blocks that are their own item form
Amount of obtainables	Amount of blocks/items that can be obtained, without using bugs, glitches or cheats
Amount of unobtainables	Amount of blocks/items that can only be obtained through using bugs, glitches or cheats
Amount of unstackables	Amount of 1-stackable/unstackble items
Amount of 16-stackables	Amount of 16-stackable items
Amount of 64-stackables	Amount of 64-stackable items
Amount of auto farmable blocks/items	Amount of items that can be automatic farmed, even if it requires a bug (Number: 1,3,5,6,7,8,9)
Amount of non-auto farmable blocks/items	Amount of items that cannot be automatic farmed (through crafting or manually mining) (Number: 0,2,4)
Amount of non-farmable blocks/items	Amount of items that require traveling the world to find the item or trading with mobs (Letter: a , b, c, d, e)
Amount of unobtainables with current bugs	Amount of unobtainable items that can be obtained through survival gameplay, using bugs that still exist (Letter: E)
Amount of unobtainables with fixed bugs	Amount of unobtainable items that cannot be obtained anymore with bugs (GBC, 1.16.10 Command bug) (Letter: F)
Amount of unobtainables with cheats	Amount of blocks/items that can only be obtained through the creative inventory, using commands or inventory editing (Letter: C,D,G)
Amount of (un)obtainables from Education Edition	Amount of blocks/items from the Education Edition toggle (Letter: B)

Notes

- Experimental items are not counted (from the Experimental toggle)
- Education Edition items are classed as "Unobtainable" (from the Education Edition toggle)
- Items that can be farmed using bugs fall under the "Obtainable" category, if they still can be obtained (manually) without that bug
- Items without a proper language string are classed as "Unobtainable"
- If a cell is marked with a "?", it means it isn't finished and needs more information (the entire row will be colored blue as well to indicate it needs more information)
- If a cell is coloured yellow/orange, it means that the block/item is an unobtainable item
- In the future there will be a sheet called "Block Properties" which will show all properties each block has. Individual block states will be combined together, as they work the same

Problem?

If you have a problem, saw a spelling mistake, or have a suggestion, please contact the creator of this page (ItsRichHeart)

Credits

Role	Person	Details
Creator	ItsRichHeart	Discord: ItsColdHeart#5759

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States						(Un)obtainable category	(Un)obtainable method
Air	air	FALSE	Block NO Item	FALSE	0	FALSE						FALSE	FALSE
Stone	stone	TRUE	Block + Item	TRUE	1	"stone_type": "stone"						?	?
Granite	stone	TRUE	Block + Item	TRUE		"stone_type": "granite"						?	?
Polished Granite	stone	TRUE	Block + Item	TRUE		"stone_type": "granite_smooth"						?	?
Diorite	stone	TRUE	Block + Item	TRUE		"stone_type": "diorite"						?	?
Polished Diorite	stone	TRUE	Block + Item	TRUE		"stone_type": "diorite_smooth"						?	?
Andesite	stone	TRUE	Block + Item	TRUE		"stone_type": "andesite"						?	?
Polished Andesite	stone	TRUE	Block + Item	TRUE		"stone_type": "andesite_smooth"						?	?
Grass Block	grass	TRUE	Block + Item	TRUE	2	FALSE						?	?
Dirt	dirt	TRUE	Block + Item	TRUE	3	"dirt_type": "normal"						?	?
Coarse Dirt	dirt	TRUE	Block + Item	TRUE		"dirt_type": "coarse"						?	?
Cobblestone	cobblestone	TRUE	Block + Item	TRUE	4	FALSE						?	?
Oak Wood Planks	planks	TRUE	Block + Item	TRUE	5	"wood_type": "oak"						?	?
Spruce Wood Planks	planks	TRUE	Block + Item	TRUE		"wood_type": "spruce"						?	?
Birch Wood Planks	planks	TRUE	Block + Item	TRUE		"wood_type": "birch"						?	?
Jungle Wood Planks	planks	TRUE	Block + Item	TRUE		"wood_type": "jungle"						?	?
Acacia Wood Planks	planks	TRUE	Block + Item	TRUE		"wood_type": "acacia"						?	?
Dark Oak Wood Planks	planks	TRUE	Block + Item	TRUE		"wood_type": "dark_oak"						?	?
Oak Sapling	sapling	TRUE	Block + Item	TRUE	6	"sapling_type": "oak"	"age_bit": false					?	?
Spruce Sapling	sapling	TRUE	Block + Item	TRUE		"sapling_type": "spruce"	"age_bit": false					?	?
Birch Sapling	sapling	TRUE	Block + Item	TRUE		"sapling_type": "birch"	"age_bit": false					?	?
Jungle Sapling	sapling	TRUE	Block + Item	TRUE		"sapling_type": "jungle"	"age_bit": false					?	?
Acacia Sapling	sapling	TRUE	Block + Item	TRUE		"sapling_type": "acacia"	"age_bit": false					?	?
Dark Oak Sapling	sapling	TRUE	Block + Item	TRUE		"sapling_type": "dark_oak"	"age_bit": false					?	?
Oak Sapling	sapling	FALSE	Block + Item	TRUE		"sapling_type": "oak"	"age_bit": true					?	?
Spruce Sapling	sapling	FALSE	Block + Item	TRUE		"sapling_type": "spruce"	"age_bit": true					?	?
Birch Sapling	sapling	FALSE	Block + Item	TRUE		"sapling_type": "birch"	"age_bit": true					?	?
Jungle Sapling	sapling	FALSE	Block + Item	TRUE		"sapling_type": "jungle"	"age_bit": true					?	?
Acacia Sapling	sapling	FALSE	Block + Item	TRUE		"sapling_type": "acacia"	"age_bit": true					?	?
Dark Oak Sapling	sapling	FALSE	Block + Item	TRUE		"sapling_type": "dark_oak"	"age_bit": true					?	?
Bedrock	bedrock	FALSE	Block + Item	TRUE	7	"infiniburn_bit": false						?	?
Bedrock (Infinite Burn)	bedrock	FALSE	Block + Item	FALSE		"infiniburn_bit": true						FALSE	FALSE
Flowing Water	flowing_water	FALSE	Block + Item	TRUE	8	"liquid_depth": 0						?	?
Flowing Water	flowing_water	FALSE	Block + Item	FALSE		"liquid_depth": 1						FALSE	FALSE
Flowing Water	flowing_water	FALSE	Block + Item	FALSE		"liquid_depth": 2						FALSE	FALSE
Flowing Water	flowing_water	FALSE	Block + Item	FALSE		"liquid_depth": 3						FALSE	FALSE
Flowing Water	flowing_water	FALSE	Block + Item	FALSE		"liquid_depth": 4						FALSE	FALSE
Flowing Water	flowing_water	FALSE	Block + Item	FALSE		"liquid_depth": 5						FALSE	FALSE
Flowing Water	flowing_water	FALSE	Block + Item	FALSE		"liquid_depth": 6						FALSE	FALSE
Flowing Water	flowing_water	FALSE	Block + Item	FALSE		"liquid_depth": 7						FALSE	FALSE
Flowing Water	flowing_water	FALSE	Block + Item	FALSE		"liquid_depth": 8						FALSE	FALSE
Flowing Water	flowing_water	FALSE	Block + Item	FALSE		"liquid_depth": 9						FALSE	FALSE
Flowing Water	flowing_water	FALSE	Block + Item	FALSE		"liquid_depth": 10						FALSE	FALSE
Flowing Water	flowing_water	FALSE	Block + Item	FALSE		"liquid_depth": 11						FALSE	FALSE
Flowing Water	flowing_water	FALSE	Block + Item	FALSE		"liquid_depth": 12						FALSE	FALSE
Flowing Water	flowing_water	FALSE	Block + Item	FALSE		"liquid_depth": 13						FALSE	FALSE
Flowing Water	flowing_water	FALSE	Block + Item	FALSE		"liquid_depth": 14						FALSE	FALSE
Flowing Water	flowing_water	FALSE	Block + Item	FALSE		"liquid_depth": 15						FALSE	FALSE
Stationary Water	water	FALSE	Block + Item	TRUE	9	"liquid_depth": 0						?	?
Stationary Water	water	FALSE	Block + Item	FALSE		"liquid_depth": 1						FALSE	FALSE
Stationary Water	water	FALSE	Block + Item	FALSE		"liquid_depth": 2						FALSE	FALSE
Stationary Water	water	FALSE	Block + Item	FALSE		"liquid_depth": 3						FALSE	FALSE
Stationary Water	water	FALSE	Block + Item	FALSE		"liquid_depth": 4						FALSE	FALSE
Stationary Water	water	FALSE	Block + Item	FALSE		"liquid_depth": 5						FALSE	FALSE
Stationary Water	water	FALSE	Block + Item	FALSE		"liquid_depth": 6						FALSE	FALSE
Stationary Water	water	FALSE	Block + Item	FALSE		"liquid_depth": 7						FALSE	FALSE
Stationary Water	water	FALSE	Block + Item	FALSE		"liquid_depth": 8						FALSE	FALSE
Stationary Water	water	FALSE	Block + Item	FALSE		"liquid_depth": 9						FALSE	FALSE
Stationary Water	water	FALSE	Block + Item	FALSE		"liquid_depth": 10						FALSE	FALSE
Stationary Water	water	FALSE	Block + Item	FALSE		"liquid_depth": 11						FALSE	FALSE
Stationary Water	water	FALSE	Block + Item	FALSE		"liquid_depth": 12						FALSE	FALSE
Stationary Water	water	FALSE	Block + Item	FALSE		"liquid_depth": 13						FALSE	FALSE
Stationary Water	water	FALSE	Block + Item	FALSE		"liquid_depth": 14						FALSE	FALSE
Stationary Water	water	FALSE	Block + Item	FALSE		"liquid_depth": 15						FALSE	FALSE
Flowing Lava	flowing_lava	FALSE	Block + Item	TRUE	10	"liquid_depth": 0						?	?
Flowing Lava	flowing_lava	FALSE	Block + Item	FALSE		"liquid_depth": 1						FALSE	FALSE
Flowing Lava	flowing_lava	FALSE	Block + Item	FALSE		"liquid_depth": 2						FALSE	FALSE
Flowing Lava	flowing_lava	FALSE	Block + Item	FALSE		"liquid_depth": 3						FALSE	FALSE
Flowing Lava	flowing_lava	FALSE	Block + Item	FALSE		"liquid_depth": 4						FALSE	FALSE
Flowing Lava	flowing_lava	FALSE	Block + Item	FALSE		"liquid_depth": 5						FALSE	FALSE
Flowing Lava	flowing_lava	FALSE	Block + Item	FALSE		"liquid_depth": 6						FALSE	FALSE
Flowing Lava	flowing_lava	FALSE	Block + Item	FALSE		"liquid_depth": 7						FALSE	FALSE
Flowing Lava	flowing_lava	FALSE	Block + Item	FALSE		"liquid_depth": 8						FALSE	FALSE
Flowing Lava	flowing_lava	FALSE	Block + Item	FALSE		"liquid_depth": 9						FALSE	FALSE
Flowing Lava	flowing_lava	FALSE	Block + Item	FALSE		"liquid_depth": 10						FALSE	FALSE
Flowing Lava	flowing_lava	FALSE	Block + Item	FALSE		"liquid_depth": 11						FALSE	FALSE
Flowing Lava	flowing_lava	FALSE	Block + Item	FALSE		"liquid_depth": 12						FALSE	FALSE
Flowing Lava	flowing_lava	FALSE	Block + Item	FALSE		"liquid_depth": 13						FALSE	FALSE
Flowing Lava	flowing_lava	FALSE	Block + Item	FALSE		"liquid_depth": 14						FALSE	FALSE
Flowing Lava	flowing_lava	FALSE	Block + Item	FALSE		"liquid_depth": 15						FALSE	FALSE
Stationary Lava	lava	FALSE	Block + Item	TRUE	11	"liquid_depth": 0						?	?
Stationary Lava	lava	FALSE	Block + Item	FALSE		"liquid_depth": 1						FALSE	FALSE
Stationary Lava	lava	FALSE	Block + Item	FALSE		"liquid_depth": 2						FALSE	FALSE
Stationary Lava	lava	FALSE	Block + Item	FALSE		"liquid_depth": 3						FALSE	FALSE
Stationary Lava	lava	FALSE	Block + Item	FALSE		"liquid_depth": 4						FALSE	FALSE
Stationary Lava	lava	FALSE	Block + Item	FALSE		"liquid_depth": 5						FALSE	FALSE
Stationary Lava	lava	FALSE	Block + Item	FALSE		"liquid_depth": 6						FALSE	FALSE
Stationary Lava	lava	FALSE	Block + Item	FALSE		"liquid_depth": 7						FALSE	FALSE
Stationary Lava	lava	FALSE	Block + Item	FALSE		"liquid_depth": 8						FALSE	FALSE
Stationary Lava	lava	FALSE	Block + Item	FALSE		"liquid_depth": 9						FALSE	FALSE
Stationary Lava	lava	FALSE	Block + Item	FALSE		"liquid_depth": 10						FALSE	FALSE
Stationary Lava	lava	FALSE	Block + Item	FALSE		"liquid_depth": 11						FALSE	FALSE
Stationary Lava	lava	FALSE	Block + Item	FALSE		"liquid_depth": 12						FALSE	FALSE
Stationary Lava	lava	FALSE	Block + Item	FALSE		"liquid_depth": 13						FALSE	FALSE
Stationary Lava	lava	FALSE	Block + Item	FALSE		"liquid_depth": 14						FALSE	FALSE
Stationary Lava	lava	FALSE	Block + Item	FALSE		"liquid_depth": 15						FALSE	FALSE
Sand	sand	TRUE	Block + Item	TRUE	12	"sand_type": "normal"						?	?
Red Sand	sand	TRUE	Block + Item	TRUE		"sand_type": "red"						?	?
Gravel	gravel	TRUE	Block + Item	TRUE	13	FALSE						?	?
Gold Ore	gold_ore	TRUE	Block + Item	TRUE	14	FALSE						?	?
Iron Ore	iron_ore	TRUE	Block + Item	TRUE	15	FALSE						?	?
Coal Ore	coal_ore	TRUE	Block + Item	TRUE	16	FALSE						?	?
Oak Log	log	TRUE	Block + Item	TRUE	17	"old_log_type": "oak"	"pillar_axis": "y"					?	?
Spruce Log	log	TRUE	Block + Item	TRUE		"old_log_type": "spruce"	"pillar_axis": "y"					?	?
Birch Log	log	TRUE	Block + Item	TRUE		"old_log_type": "birch"	"pillar_axis": "y"					?	?
Jungle Log	log	TRUE	Block + Item	TRUE		"old_log_type": "jungle"	"pillar_axis": "y"					?	?
Oak Log	log	FALSE	Block + Item	FALSE		"old_log_type": "oak"	"pillar_axis": "x"					FALSE	FALSE
Spruce Log	log	FALSE	Block + Item	FALSE		"old_log_type": "spruce"	"pillar_axis": "x"					FALSE	FALSE
Birch Log	log	FALSE	Block + Item	FALSE		"old_log_type": "birch"	"pillar_axis": "x"					FALSE	FALSE
Jungle Log	log	FALSE	Block + Item	FALSE		"old_log_type": "jungle"	"pillar_axis": "x"					FALSE	FALSE
Oak Log	log	FALSE	Block + Item	FALSE		"old_log_type": "oak"	"pillar_axis": "z"					FALSE	FALSE
Spruce Log	log	FALSE	Block + Item	FALSE		"old_log_type": "spruce"	"pillar_axis": "z"					FALSE	FALSE
Birch Log	log	FALSE	Block + Item	FALSE		"old_log_type": "birch"	"pillar_axis": "z"					FALSE	FALSE
Jungle Log	log	FALSE	Block + Item	FALSE		"old_log_type": "jungle"	"pillar_axis": "z"					FALSE	FALSE
Oak Leaves	leaves	TRUE	Block + Item	TRUE	18	"old_log_type": "oak"	"update_bit": false	"persistent_bit": false				?	?
Spruce Leaves	leaves	TRUE	Block + Item	TRUE		"old_log_type": "spruce"	"update_bit": false	"persistent_bit": false				?	?
Birch Leaves	leaves	TRUE	Block + Item	TRUE		"old_log_type": "birch"	"update_bit": false	"persistent_bit": false				?	?
Jungle Leaves	leaves	TRUE	Block + Item	TRUE		"old_log_type": "jungle"	"update_bit": false	"persistent_bit": false				?	?
Oak Leaves	leaves	FALSE	Block + Item	FALSE		"old_log_type": "oak"	"update_bit": true	"persistent_bit": false				FALSE	FALSE
Spruce Leaves	leaves	FALSE	Block + Item	FALSE		"old_log_type": "spruce"	"update_bit": true	"persistent_bit": false				FALSE	FALSE
Birch Leaves	leaves	FALSE	Block + Item	FALSE		"old_log_type": "birch"	"update_bit": true	"persistent_bit": false				FALSE	FALSE
Jungle Leaves	leaves	FALSE	Block + Item	FALSE		"old_log_type": "jungle"	"update_bit": true	"persistent_bit": false				FALSE	FALSE
Oak Leaves	leaves	FALSE	Block + Item	FALSE		"old_log_type": "oak"	"update_bit": false	"persistent_bit": true				FALSE	FALSE
Spruce Leaves	leaves	FALSE	Block + Item	FALSE		"old_log_type": "spruce"	"update_bit": false	"persistent_bit": true				FALSE	FALSE
Birch Leaves	leaves	FALSE	Block + Item	FALSE		"old_log_type": "birch"	"update_bit": false	"persistent_bit": true				FALSE	FALSE
Jungle Leaves	leaves	FALSE	Block + Item	FALSE		"old_log_type": "jungle"	"update_bit": false	"persistent_bit": true				FALSE	FALSE
Oak Leaves	leaves	FALSE	Block + Item	FALSE		"old_log_type": "oak"	"update_bit": true	"persistent_bit": true				FALSE	FALSE
Spruce Leaves	leaves	FALSE	Block + Item	FALSE		"old_log_type": "spruce"	"update_bit": true	"persistent_bit": true				FALSE	FALSE
Birch Leaves	leaves	FALSE	Block + Item	FALSE		"old_log_type": "birch"	"update_bit": true	"persistent_bit": true				FALSE	FALSE
Jungle Leaves	leaves	FALSE	Block + Item	FALSE		"old_log_type": "jungle"	"update_bit": true	"persistent_bit": true				FALSE	FALSE
Sponge	sponge	TRUE	Block + Item	TRUE	19	"sponge_type": "dry"						?	?
Wet Sponge	sponge	TRUE	Block + Item	TRUE		"sponge_type": "wet"						?	?
Glass	glass	TRUE	Block + Item	TRUE	20	FALSE						?	?
Lapis Lazuli Ore	lapis_ore	TRUE	Block + Item	TRUE	21	FALSE						?	?
Lapis Lazuli Block	lapis_block	TRUE	Block + Item	TRUE	22	FALSE						?	?
Dispenser	dispenser	TRUE	Block + Item	TRUE	23	"facing_direction": 0 (facing down)	"triggered_bit": false					?	?
Dispenser	dispenser	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"triggered_bit": false					FALSE	FALSE
Dispenser	dispenser	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"triggered_bit": false					FALSE	FALSE
Dispenser	dispenser	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"triggered_bit": false					FALSE	FALSE
Dispenser	dispenser	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"triggered_bit": false					FALSE	FALSE
Dispenser	dispenser	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"triggered_bit": false					FALSE	FALSE
Dispenser	dispenser	FALSE	Block + Item	FALSE		"facing_direction": 6 (unused)	"triggered_bit": false					FALSE	FALSE
Dispenser	dispenser	FALSE	Block + Item	FALSE		"facing_direction": 7 (unused)	"triggered_bit": false					FALSE	FALSE
Dispenser	dispenser	FALSE	Block + Item	FALSE		"facing_direction": 0 (facing down)	"triggered_bit": true					FALSE	FALSE
Dispenser	dispenser	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"triggered_bit": true					FALSE	FALSE
Dispenser	dispenser	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"triggered_bit": true					FALSE	FALSE
Dispenser	dispenser	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"triggered_bit": true					FALSE	FALSE
Dispenser	dispenser	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"triggered_bit": true					FALSE	FALSE
Dispenser	dispenser	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"triggered_bit": true					FALSE	FALSE
Dispenser	dispenser	FALSE	Block + Item	FALSE		"facing_direction": 6 (unused)	"triggered_bit": true					FALSE	FALSE
Dispenser	dispenser	FALSE	Block + Item	FALSE		"facing_direction": 7 (unused)	"triggered_bit": true					FALSE	FALSE
Sandstone	sandstone	TRUE	Block + Item	TRUE	24	"sand_stone_type": "default"						?	?
Chiseled Sandstone	sandstone	TRUE	Block + Item	TRUE		"sand_stone_type": "heiroglyps"						?	?
Cut Sandstone	sandstone	TRUE	Block + Item	TRUE		"sand_stone_type": "cut"						?	?
Smooth Sandstone	sandstone	TRUE	Block + Item	TRUE		"sand_stone_type": "smooth"						?	?
Note Block	noteblock	TRUE	Block + Item	TRUE	25	FALSE						?	?
Bed	item.bed	FALSE	Block DIF Item	TRUE	26	FALSE						?	?
Powered Rail	golden_rail	TRUE	Block + Item	TRUE	27	"rail_direction": 0 (straight north & south)	"rail_data_bit": false					?	?
Powered Rail	golden_rail	FALSE	Block + Item	FALSE		"rail_direction": 1 (straight east & west)	"rail_data_bit": false					FALSE	FALSE
Powered Rail	golden_rail	FALSE	Block + Item	FALSE		"rail_direction": 2 (sloped east-up)	"rail_data_bit": false					FALSE	FALSE
Powered Rail	golden_rail	FALSE	Block + Item	FALSE		"rail_direction": 3 (sloped west-up)	"rail_data_bit": false					FALSE	FALSE
Powered Rail	golden_rail	FALSE	Block + Item	FALSE		"rail_direction": 4 (sloped north-up)	"rail_data_bit": false					FALSE	FALSE
Powered Rail	golden_rail	FALSE	Block + Item	FALSE		"rail_direction": 5 (sloped south-up)	"rail_data_bit": false					FALSE	FALSE
Powered Rail	golden_rail	FALSE	Block + Item	FALSE		"rail_direction": 6 (unused)	"rail_data_bit": false					FALSE	FALSE
Powered Rail	golden_rail	FALSE	Block + Item	FALSE		"rail_direction": 7 (unused)	"rail_data_bit": false					FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States		(Un)obtainable category	(Un)obtainable method
Powered Rail	golden_rail	FALSE	Block + Item	FALSE		"rail_direction": 8 (unused)	"rail_data_bit": false	FALSE	FALSE
Powered Rail	golden_rail	FALSE	Block + Item	FALSE		"rail_direction": 9 (unused)	"rail_data_bit": false	FALSE	FALSE
Powered Rail	golden_rail	FALSE	Block + Item	FALSE		"rail_direction": 0 (straight north & south)	"rail_data_bit": true	FALSE	FALSE
Powered Rail	golden_rail	FALSE	Block + Item	FALSE		"rail_direction": 1 (straight east & west)	"rail_data_bit": true	FALSE	FALSE
Powered Rail	golden_rail	FALSE	Block + Item	FALSE		"rail_direction": 2 (sloped east-up)	"rail_data_bit": true	FALSE	FALSE
Powered Rail	golden_rail	FALSE	Block + Item	FALSE		"rail_direction": 3 (sloped west-up)	"rail_data_bit": true	FALSE	FALSE
Powered Rail	golden_rail	FALSE	Block + Item	FALSE		"rail_direction": 4 (sloped north-up)	"rail_data_bit": true	FALSE	FALSE
Powered Rail	golden_rail	FALSE	Block + Item	FALSE		"rail_direction": 5 (sloped south-up)	"rail_data_bit": true	FALSE	FALSE
Powered Rail	golden_rail	FALSE	Block + Item	FALSE		"rail_direction": 6 (unused)	"rail_data_bit": true	FALSE	FALSE
Powered Rail	golden_rail	FALSE	Block + Item	FALSE		"rail_direction": 7 (unused)	"rail_data_bit": true	FALSE	FALSE
Powered Rail	golden_rail	FALSE	Block + Item	FALSE		"rail_direction": 8 (unused)	"rail_data_bit": true	FALSE	FALSE
Powered Rail	golden_rail	FALSE	Block + Item	FALSE		"rail_direction": 9 (unused)	"rail_data_bit": true	FALSE	FALSE
Detector Rail	detector_rail	TRUE	Block + Item	TRUE	28	"rail_direction": 0 (straight north & south)	"rail_data_bit": false	?	?
Detector Rail	detector_rail	FALSE	Block + Item	FALSE		"rail_direction": 1 (straight east & west)	"rail_data_bit": false	FALSE	FALSE
Detector Rail	detector_rail	FALSE	Block + Item	FALSE		"rail_direction": 2 (sloped east-up)	"rail_data_bit": false	FALSE	FALSE
Detector Rail	detector_rail	FALSE	Block + Item	FALSE		"rail_direction": 3 (sloped west-up)	"rail_data_bit": false	FALSE	FALSE
Detector Rail	detector_rail	FALSE	Block + Item	FALSE		"rail_direction": 4 (sloped north-up)	"rail_data_bit": false	FALSE	FALSE
Detector Rail	detector_rail	FALSE	Block + Item	FALSE		"rail_direction": 5 (sloped south-up)	"rail_data_bit": false	FALSE	FALSE
Detector Rail	detector_rail	FALSE	Block + Item	FALSE		"rail_direction": 6 (unused)	"rail_data_bit": false	FALSE	FALSE
Detector Rail	detector_rail	FALSE	Block + Item	FALSE		"rail_direction": 7 (unused)	"rail_data_bit": false	FALSE	FALSE
Detector Rail	detector_rail	FALSE	Block + Item	FALSE		"rail_direction": 8 (unused)	"rail_data_bit": false	FALSE	FALSE
Detector Rail	detector_rail	FALSE	Block + Item	FALSE		"rail_direction": 9 (unused)	"rail_data_bit": false	FALSE	FALSE
Detector Rail	detector_rail	FALSE	Block + Item	FALSE		"rail_direction": 0 (straight north & south)	"rail_data_bit": true	FALSE	FALSE
Detector Rail	detector_rail	FALSE	Block + Item	FALSE		"rail_direction": 1 (straight east & west)	"rail_data_bit": true	FALSE	FALSE
Detector Rail	detector_rail	FALSE	Block + Item	FALSE		"rail_direction": 2 (sloped east-up)	"rail_data_bit": true	FALSE	FALSE
Detector Rail	detector_rail	FALSE	Block + Item	FALSE		"rail_direction": 3 (sloped west-up)	"rail_data_bit": true	FALSE	FALSE
Detector Rail	detector_rail	FALSE	Block + Item	FALSE		"rail_direction": 4 (sloped north-up)	"rail_data_bit": true	FALSE	FALSE
Detector Rail	detector_rail	FALSE	Block + Item	FALSE		"rail_direction": 5 (sloped south-up)	"rail_data_bit": true	FALSE	FALSE
Detector Rail	detector_rail	FALSE	Block + Item	FALSE		"rail_direction": 6 (unused)	"rail_data_bit": true	FALSE	FALSE
Detector Rail	detector_rail	FALSE	Block + Item	FALSE		"rail_direction": 7 (unused)	"rail_data_bit": true	FALSE	FALSE
Detector Rail	detector_rail	FALSE	Block + Item	FALSE		"rail_direction": 8 (unused)	"rail_data_bit": true	FALSE	FALSE
Detector Rail	detector_rail	FALSE	Block + Item	FALSE		"rail_direction": 9 (unused)	"rail_data_bit": true	FALSE	FALSE
Sticky Piston	sticky_piston	TRUE	Block + Item	TRUE	29	"facing_direction": 0 (facing down)		?	?
Sticky Piston	sticky_piston	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)		FALSE	FALSE
Sticky Piston	sticky_piston	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)		FALSE	FALSE
Sticky Piston	sticky_piston	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)		FALSE	FALSE
Sticky Piston	sticky_piston	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)		FALSE	FALSE
Sticky Piston	sticky_piston	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)		FALSE	FALSE
Cobweb	web	TRUE	Block + Item	TRUE	30	FALSE		?	?
Fern	tallgrass	TRUE	Block + Item	TRUE	31	tall_grass_type: "default"		?	?
Grass	tallgrass	TRUE	Block + Item	TRUE		tall_grass_type: "tall"		?	?
Fern	tallgrass	TRUE	Block + Item	TRUE		tall_grass_type: "fern"		?	?
Fern	tallgrass	FALSE	Block + Item	TRUE		tall_grass_type: "snow"		?	?
Dead Bush	deadbush	TRUE	Block + Item	TRUE	32	FALSE		?	?
Piston	piston	TRUE	Block + Item	TRUE	33	"facing_direction": 0 (facing down)		?	?
Piston	piston	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)		FALSE	FALSE
Piston	piston	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)		FALSE	FALSE
Piston	piston	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)		FALSE	FALSE
Piston	piston	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)		FALSE	FALSE
Piston	piston	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)		FALSE	FALSE
Piston Arm Collision	pistonarmcollision	FALSE	Block + Item	TRUE	34	FALSE		?	?
White Wool	wool	TRUE	Block + Item	TRUE	35	"color": "white"		?	?
Orange Wool	wool	TRUE	Block + Item	TRUE		"color": "orange"		?	?
Magenta Wool	wool	TRUE	Block + Item	TRUE		"color": "magenta"		?	?
Light Blue Wool	wool	TRUE	Block + Item	TRUE		"color": "light_blue"		?	?
Yellow Wool	wool	TRUE	Block + Item	TRUE		"color": "yellow"		?	?
Lime Wool	wool	TRUE	Block + Item	TRUE		"color": "lime"		?	?
Pink Wool	wool	TRUE	Block + Item	TRUE		"color": "pink"		?	?
Gray Wool	wool	TRUE	Block + Item	TRUE		"color": "gray"		?	?
Light Gray Wool	wool	TRUE	Block + Item	TRUE		"color": "silver"		?	?
Cyan Wool	wool	TRUE	Block + Item	TRUE		"color": "cyan"		?	?
Purple Wool	wool	TRUE	Block + Item	TRUE		"color": "purple"		?	?
Blue Wool	wool	TRUE	Block + Item	TRUE		"color": "blue"		?	?
Brown Wool	wool	TRUE	Block + Item	TRUE		"color": "brown"		?	?
Green Wool	wool	TRUE	Block + Item	TRUE		"color": "green"		?	?
Red Wool	wool	TRUE	Block + Item	TRUE		"color": "red"		?	?
Black Wool	wool	TRUE	Block + Item	TRUE		"color": "black"		?	?
??? [EDU]	element_0	FALSE	Block + Item	TRUE	36	FALSE		B	?
Dandelion	yellow_flower	TRUE	Block + Item	TRUE	37	FALSE		?	?
Poppy	red_flower	TRUE	Block + Item	TRUE	38	"flower_type": "poppy"		?	?
Blue Orchid	red_flower	TRUE	Block + Item	TRUE		"flower_type": "orchid"		?	?
Allium	red_flower	TRUE	Block + Item	TRUE		"flower_type": "allium"		?	?
Azure Bluet	red_flower	TRUE	Block + Item	TRUE		"flower_type": "houstonia"		?	?
Red Tulip	red_flower	TRUE	Block + Item	TRUE		"flower_type": "tulip_red"		?	?
Orange Tulip	red_flower	TRUE	Block + Item	TRUE		"flower_type": "tulip_orange"		?	?
White Tulip	red_flower	TRUE	Block + Item	TRUE		"flower_type": "tulip_white"		?	?
Pink Tulip	red_flower	TRUE	Block + Item	TRUE		"flower_type": "tulip_pink"		?	?
Oxeye Daisy	red_flower	TRUE	Block + Item	TRUE		"flower_type": "oxeye"		?	?
Cornflower	red_flower	TRUE	Block + Item	TRUE		"flower_type": "cornflower"		?	?
Lily of the Valley	red_flower	TRUE	Block + Item	TRUE		"flower_type": "lily_of_the_valley"		?	?
Brown Mushroom	brown_mushroom	TRUE	Block + Item	TRUE	39	FALSE		?	?
Red Mushroom	red_mushroom	TRUE	Block + Item	TRUE	40	FALSE		?	?
Block of Gold	gold_block	TRUE	Block + Item	TRUE	41	FALSE		?	?
Block of Iron	iron_block	TRUE	Block + Item	TRUE	42	FALSE		?	?
Double Smooth Stone Slab	double_stone_block_slab	TRUE	Block + Item	TRUE	43	"stone_slab_type": "smooth_stone"	"top_slot_bit": false	?	?
Double Sandstone Slab	double_stone_block_slab	TRUE	Block + Item	TRUE		"stone_slab_type": "sandstone"	"top_slot_bit": false	?	?
Double Petrified Oak Slab	double_stone_block_slab	TRUE	Block + Item	TRUE		"stone_slab_type": "wood"	"top_slot_bit": false	?	?
Double Cobblestone Slab	double_stone_block_slab	TRUE	Block + Item	TRUE		"stone_slab_type": "cobblestone"	"top_slot_bit": false	?	?
Double Brick Slab	double_stone_block_slab	TRUE	Block + Item	TRUE		"stone_slab_type": "brick"	"top_slot_bit": false	?	?
Double Stone Brick Slab	double_stone_block_slab	TRUE	Block + Item	TRUE		"stone_slab_type": "stone_brick"	"top_slot_bit": false	?	?
Double Quartz Slab	double_stone_block_slab	TRUE	Block + Item	TRUE		"stone_slab_type": "quartz"	"top_slot_bit": false	?	?
Double Nether Brick Slab	double_stone_block_slab	TRUE	Block + Item	TRUE		"stone_slab_type": "nether_brick"	"top_slot_bit": false	?	?
Double Smooth Stone Slab	double_stone_block_slab	FALSE	Block + Item	FALSE		"stone_slab_type": "smooth_stone"	"top_slot_bit": true	FALSE	FALSE
Double Sandstone Slab	double_stone_block_slab	FALSE	Block + Item	FALSE		"stone_slab_type": "sandstone"	"top_slot_bit": true	FALSE	FALSE
Double Petrified Oak Slab	double_stone_block_slab	FALSE	Block + Item	FALSE		"stone_slab_type": "wood"	"top_slot_bit": true	FALSE	FALSE
Double Cobblestone Slab	double_stone_block_slab	FALSE	Block + Item	FALSE		"stone_slab_type": "cobblestone"	"top_slot_bit": true	FALSE	FALSE
Double Brick Slab	double_stone_block_slab	FALSE	Block + Item	FALSE		"stone_slab_type": "brick"	"top_slot_bit": true	FALSE	FALSE
Double Stone Brick Slab	double_stone_block_slab	FALSE	Block + Item	FALSE		"stone_slab_type": "stone_brick"	"top_slot_bit": true	FALSE	FALSE
Double Quartz Slab	double_stone_block_slab	FALSE	Block + Item	FALSE		"stone_slab_type": "quartz"	"top_slot_bit": true	FALSE	FALSE
Double Nether Brick Slab	double_stone_block_slab	FALSE	Block + Item	FALSE		"stone_slab_type": "nether_brick"	"top_slot_bit": true	FALSE	FALSE
(Lower) Smooth Stone Slab	stone_block_slab	TRUE	Block + Item	TRUE	44	"stone_slab_type": "smooth_stone"	"top_slot_bit": false	?	?
(Lower) Sandstone Slab	stone_block_slab	TRUE	Block + Item	TRUE		"stone_slab_type": "sandstone"	"top_slot_bit": false	?	?
(Lower) Petrified Oak Slab	stone_block_slab	FALSE	Block + Item	TRUE		"stone_slab_type": "wood"	"top_slot_bit": false	?	?
(Lower) Cobblestone Slab	stone_block_slab	TRUE	Block + Item	TRUE		"stone_slab_type": "cobblestone"	"top_slot_bit": false	?	?
(Lower) Brick Slab	stone_block_slab	TRUE	Block + Item	TRUE		"stone_slab_type": "brick"	"top_slot_bit": false	?	?
(Lower) Stone Brick Slab	stone_block_slab	TRUE	Block + Item	TRUE		"stone_slab_type": "stone_brick"	"top_slot_bit": false	?	?
(Lower) Quartz Slab	stone_block_slab	TRUE	Block + Item	TRUE		"stone_slab_type": "quartz"	"top_slot_bit": false	?	?
(Lower) Nether Brick Slab	stone_block_slab	TRUE	Block + Item	TRUE		"stone_slab_type": "nether_brick"	"top_slot_bit": false	?	?
(Upper) Smooth Stone Slab	stone_block_slab	FALSE	Block + Item	FALSE		"stone_slab_type": "smooth_stone"	"top_slot_bit": true	FALSE	FALSE
(Upper) Sandstone Slab	stone_block_slab	FALSE	Block + Item	FALSE		"stone_slab_type": "sandstone"	"top_slot_bit": true	FALSE	FALSE
(Upper) Petrified Oak Slab	stone_block_slab	FALSE	Block + Item	FALSE		"stone_slab_type": "wood"	"top_slot_bit": true	FALSE	FALSE
(Upper) Cobblestone Slab	stone_block_slab	FALSE	Block + Item	FALSE		"stone_slab_type": "cobblestone"	"top_slot_bit": true	FALSE	FALSE
(Upper) Brick Slab	stone_block_slab	FALSE	Block + Item	FALSE		"stone_slab_type": "brick"	"top_slot_bit": true	FALSE	FALSE
(Upper) Stone Brick Slab	stone_block_slab	FALSE	Block + Item	FALSE		"stone_slab_type": "stone_brick"	"top_slot_bit": true	FALSE	FALSE
(Upper) Quartz Slab	stone_block_slab	FALSE	Block + Item	FALSE		"stone_slab_type": "quartz"	"top_slot_bit": true	FALSE	FALSE
(Upper) Nether Brick Slab	stone_block_slab	FALSE	Block + Item	FALSE		"stone_slab_type": "nether_brick"	"top_slot_bit": true	FALSE	FALSE
Brick Block	brick_block	TRUE	Block + Item	TRUE	45	FALSE		?	?
TNT	tnt	TRUE	Block + Item	TRUE	46	"explode_bit": false	"allow_underwater_bit": false	?	?
TNT	tnt	FALSE	Block + Item	TRUE		"explode_bit": true	"allow_underwater_bit": false	?	?
Underwater TNT [EDU]	tnt	FALSE	Block + Item	TRUE		"explode_bit": false	"allow_underwater_bit": true	B	?
Underwater TNT [EDU]	tnt	FALSE	Block + Item	TRUE		"explode_bit": true	"allow_underwater_bit": true	?	?
Bookshelf	bookshelf	TRUE	Block + Item	TRUE	47	FALSE		?	?
Mossy Cobblestone	mossy_cobblestone	TRUE	Block + Item	TRUE	48	FALSE		?	?
Obsidian	obsidian	TRUE	Block + Item	TRUE	49	FALSE		?	?
Torch	torch	FALSE	Block + Item	FALSE	50	"torch_facing_direction": "unknown" (unused)		FALSE	FALSE
Torch	torch	FALSE	Block + Item	FALSE		"torch_facing_direction": "west"		FALSE	FALSE
Torch	torch	FALSE	Block + Item	FALSE		"torch_facing_direction": "east"		FALSE	FALSE
Torch	torch	FALSE	Block + Item	FALSE		"torch_facing_direction": "north"		FALSE	FALSE
Torch	torch	FALSE	Block + Item	FALSE		"torch_facing_direction": "south"		FALSE	FALSE
Torch	torch	TRUE	Block + Item	TRUE		"torch_facing_direction": "top"		?	?
Fire	fire	FALSE	Block + Item	TRUE	51	"age": 0 (starting at 0, degrading to a lower number until it stops)		?	?
Fire	fire	FALSE	Block + Item	FALSE		"age": 1		FALSE	FALSE
Fire	fire	FALSE	Block + Item	FALSE		"age": 2		FALSE	FALSE
Fire	fire	FALSE	Block + Item	FALSE		"age": 3		FALSE	FALSE
Fire	fire	FALSE	Block + Item	FALSE		"age": 4		FALSE	FALSE
Fire	fire	FALSE	Block + Item	FALSE		"age": 5		FALSE	FALSE
Fire	fire	FALSE	Block + Item	FALSE		"age": 6		FALSE	FALSE
Fire	fire	FALSE	Block + Item	FALSE		"age": 7		FALSE	FALSE
Fire	fire	FALSE	Block + Item	FALSE		"age": 8		FALSE	FALSE
Fire	fire	FALSE	Block + Item	FALSE		"age": 9		FALSE	FALSE
Fire	fire	FALSE	Block + Item	FALSE		"age": 10		FALSE	FALSE
Fire	fire	FALSE	Block + Item	FALSE		"age": 11		FALSE	FALSE
Fire	fire	FALSE	Block + Item	FALSE		"age": 12		FALSE	FALSE
Fire	fire	FALSE	Block + Item	FALSE		"age": 13		FALSE	FALSE
Fire	fire	FALSE	Block + Item	FALSE		"age": 14		FALSE	FALSE
Fire	fire	FALSE	Block + Item	FALSE		"age": 15		FALSE	FALSE
Monster Spawner	mob_spawner	FALSE	Block + Item	TRUE	52	FALSE		?	?
Oak Wood Stairs	oak_stairs	TRUE	Block + Item	TRUE	53	"weirdo_direction": 0 (facing east)	"upside_down_bit": false	?	?
Oak Wood Stairs	oak_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false	FALSE	FALSE
Oak Wood Stairs	oak_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false	FALSE	FALSE
Oak Wood Stairs	oak_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false	FALSE	FALSE
Oak Wood Stairs	oak_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true	FALSE	FALSE
Oak Wood Stairs	oak_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true	FALSE	FALSE
Oak Wood Stairs	oak_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true	FALSE	FALSE
Oak Wood Stairs	oak_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true	FALSE	FALSE
Chest	chest	FALSE	Block + Item	FALSE	54	"facing_direction": 0 (unused)		FALSE	FALSE
Chest	chest	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)		FALSE	FALSE
Chest	chest	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)		FALSE	FALSE
Chest	chest	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)		FALSE	FALSE
Chest	chest	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)		FALSE	FALSE
Chest	chest	TRUE	Block + Item	TRUE		"facing_direction": 5 (facing east)		?	?
Redstone Dust	redstone_wire	FALSE	Block DIF Item	TRUE	55	"redstone_signal": 0		?	?
Redstone Dust	redstone_wire	FALSE	Block DIF Item	FALSE		"redstone_signal": 1		FALSE	FALSE
Redstone Dust	redstone_wire	FALSE	Block DIF Item	FALSE		"redstone_signal": 2		FALSE	FALSE
Redstone Dust	redstone_wire	FALSE	Block DIF Item	FALSE		"redstone_signal": 3		FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States							(Un)obtainable category	(Un)obtainable method
Redstone Dust	redstone_wire	FALSE	Block DIF Item	FALSE		"redstone_signal": 4							FALSE	FALSE
Redstone Dust	redstone_wire	FALSE	Block DIF Item	FALSE		"redstone_signal": 5							FALSE	FALSE
Redstone Dust	redstone_wire	FALSE	Block DIF Item	FALSE		"redstone_signal": 6							FALSE	FALSE
Redstone Dust	redstone_wire	FALSE	Block DIF Item	FALSE		"redstone_signal": 7							FALSE	FALSE
Redstone Dust	redstone_wire	FALSE	Block DIF Item	FALSE		"redstone_signal": 8							FALSE	FALSE
Redstone Dust	redstone_wire	FALSE	Block DIF Item	FALSE		"redstone_signal": 9							FALSE	FALSE
Redstone Dust	redstone_wire	FALSE	Block DIF Item	FALSE		"redstone_signal": 10							FALSE	FALSE
Redstone Dust	redstone_wire	FALSE	Block DIF Item	FALSE		"redstone_signal": 11							FALSE	FALSE
Redstone Dust	redstone_wire	FALSE	Block DIF Item	FALSE		"redstone_signal": 12							FALSE	FALSE
Redstone Dust	redstone_wire	FALSE	Block DIF Item	FALSE		"redstone_signal": 13							FALSE	FALSE
Redstone Dust	redstone_wire	FALSE	Block DIF Item	FALSE		"redstone_signal": 14							FALSE	FALSE
Redstone Dust	redstone_wire	FALSE	Block DIF Item	FALSE		"redstone_signal": 15							FALSE	FALSE
Diamond Ore	diamond_ore	TRUE	Block + Item	TRUE	56	FALSE							?	?
Block of Diamond	diamond_block	TRUE	Block + Item	TRUE	57	FALSE							?	?
Crafting Table	crafting_table	TRUE	Block + Item	TRUE	58	FALSE							?	?
Wheat Crops	item.wheat	FALSE	Block DIF Item	TRUE	59	"age": 0 (newly grown plant)							?	?
Wheat Crops	item.wheat	FALSE	Block DIF Item	FALSE		"age": 1							FALSE	FALSE
Wheat Crops	item.wheat	FALSE	Block DIF Item	FALSE		"age": 2							FALSE	FALSE
Wheat Crops	item.wheat	FALSE	Block DIF Item	FALSE		"age": 3							FALSE	FALSE
Wheat Crops	item.wheat	FALSE	Block DIF Item	FALSE		"age": 4							FALSE	FALSE
Wheat Crops	item.wheat	FALSE	Block DIF Item	FALSE		"age": 5							FALSE	FALSE
Wheat Crops	item.wheat	FALSE	Block DIF Item	FALSE		"age": 6							FALSE	FALSE
Wheat Crops	item.wheat	FALSE	Block DIF Item	FALSE		"age": 7 (fully grown plant)							FALSE	FALSE
Farmland	farmland	FALSE	Block + Item	TRUE	60	"moisturized_amount": 0							?	?
Farmland	farmland	FALSE	Block + Item	FALSE		"moisturized_amount": 1							FALSE	FALSE
Farmland	farmland	FALSE	Block + Item	FALSE		"moisturized_amount": 2							FALSE	FALSE
Farmland	farmland	FALSE	Block + Item	FALSE		"moisturized_amount": 3							FALSE	FALSE
Farmland	farmland	FALSE	Block + Item	FALSE		"moisturized_amount": 4							FALSE	FALSE
Farmland	farmland	FALSE	Block + Item	FALSE		"moisturized_amount": 5							FALSE	FALSE
Farmland	farmland	FALSE	Block + Item	FALSE		"moisturized_amount": 6							FALSE	FALSE
Farmland	farmland	FALSE	Block + Item	FALSE		"moisturized_amount": 7							FALSE	FALSE
Furnace	furnace	FALSE	Block + Item	FALSE	61	"facing_direction": 0 (unused)							FALSE	FALSE
Furnace	furnace	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)							FALSE	FALSE
Furnace	furnace	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)							FALSE	FALSE
Furnace	furnace	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)							FALSE	FALSE
Furnace	furnace	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)							FALSE	FALSE
Furnace	furnace	TRUE	Block + Item	TRUE		"facing_direction": 5 (facing east)							?	?
Lit Furnace	lit_furnace	FALSE	Block + Item	FALSE	62	"facing_direction": 0 (unused)							FALSE	FALSE
Lit Furnace	lit_furnace	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)							FALSE	FALSE
Lit Furnace	lit_furnace	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)							FALSE	FALSE
Lit Furnace	lit_furnace	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)							FALSE	FALSE
Lit Furnace	lit_furnace	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)							FALSE	FALSE
Lit Furnace	lit_furnace	TRUE	Block + Item	TRUE		"facing_direction": 5 (facing east)							?	?
Oak Standing Sign	standing_sign	FALSE	Block DIF Item	TRUE	63	"ground_sign_direction": 0 (facing south)							?	?
Oak Standing Sign	standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 1 (facing south-southwest)							FALSE	FALSE
Oak Standing Sign	standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 2 (facing southwest)							FALSE	FALSE
Oak Standing Sign	standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 3 (facing west-southwest)							FALSE	FALSE
Oak Standing Sign	standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 4 (facing west)							FALSE	FALSE
Oak Standing Sign	standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 5 (facing west-northwest)							FALSE	FALSE
Oak Standing Sign	standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 6 (facing northwest)							FALSE	FALSE
Oak Standing Sign	standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 7 (facing north-northwest)							FALSE	FALSE
Oak Standing Sign	standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 8 (facing north)							FALSE	FALSE
Oak Standing Sign	standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 9 (facing north-northeast)							FALSE	FALSE
Oak Standing Sign	standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 10 (facing northeast)							FALSE	FALSE
Oak Standing Sign	standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 11 (facing east-northeast)							FALSE	FALSE
Oak Standing Sign	standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 12 (facing east)							FALSE	FALSE
Oak Standing Sign	standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 13 (facing east-southeast)							FALSE	FALSE
Oak Standing Sign	standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 14 (facing southeast)							FALSE	FALSE
Oak Standing Sign	standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 15 (facing south-southeast)							FALSE	FALSE
(Lower) Oak Door	item.wooden_door	FALSE	Block DIF Item	TRUE	64	"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false				?	?
(Lower) Oak Door	item.wooden_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false				FALSE	FALSE
(Lower) Oak Door	item.wooden_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false				FALSE	FALSE
(Lower) Oak Door	item.wooden_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false				FALSE	FALSE
(Lower) Oak Door	item.wooden_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false				FALSE	FALSE
(Lower) Oak Door	item.wooden_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false				FALSE	FALSE
(Lower) Oak Door	item.wooden_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false				FALSE	FALSE
(Lower) Oak Door	item.wooden_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false				FALSE	FALSE
(Lower) Oak Door	item.wooden_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false				FALSE	FALSE
(Lower) Oak Door	item.wooden_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false				FALSE	FALSE
(Lower) Oak Door	item.wooden_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false				FALSE	FALSE
(Lower) Oak Door	item.wooden_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false				FALSE	FALSE
(Lower) Oak Door	item.wooden_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false				FALSE	FALSE
(Lower) Oak Door	item.wooden_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false				FALSE	FALSE
(Lower) Oak Door	item.wooden_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false				FALSE	FALSE
(Lower) Oak Door	item.wooden_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false				FALSE	FALSE
(Upper) Oak Door	item.wooden_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": true				FALSE	FALSE
(Upper) Oak Door	item.wooden_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": true				FALSE	FALSE
(Upper) Oak Door	item.wooden_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": true				FALSE	FALSE
(Upper) Oak Door	item.wooden_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": true				FALSE	FALSE
(Upper) Oak Door	item.wooden_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": true				FALSE	FALSE
(Upper) Oak Door	item.wooden_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": true				FALSE	FALSE
(Upper) Oak Door	item.wooden_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": true				FALSE	FALSE
(Upper) Oak Door	item.wooden_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": true				FALSE	FALSE
(Upper) Oak Door	item.wooden_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": true				FALSE	FALSE
(Upper) Oak Door	item.wooden_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": true				FALSE	FALSE
(Upper) Oak Door	item.wooden_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": true				FALSE	FALSE
(Upper) Oak Door	item.wooden_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": true				FALSE	FALSE
(Upper) Oak Door	item.wooden_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": true				FALSE	FALSE
(Upper) Oak Door	item.wooden_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": true				FALSE	FALSE
(Upper) Oak Door	item.wooden_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": true				FALSE	FALSE
(Upper) Oak Door	item.wooden_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": true				FALSE	FALSE
Ladder	ladder	FALSE	Block + Item	FALSE	65	"facing_direction": 0 (unused)							FALSE	FALSE
Ladder	ladder	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)							FALSE	FALSE
Ladder	ladder	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)							FALSE	FALSE
Ladder	ladder	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)							FALSE	FALSE
Ladder	ladder	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)							FALSE	FALSE
Ladder	ladder	TRUE	Block + Item	TRUE		"facing_direction": 5 (facing east)							?	?
Rail	rail	TRUE	Block + Item	TRUE	66	"rail_direction": 0 (straight north & south)							?	?
Rail	rail	FALSE	Block + Item	FALSE		"rail_direction": 1 (straight east & west)							FALSE	FALSE
Rail	rail	FALSE	Block + Item	FALSE		"rail_direction": 2 (sloped east-up)							FALSE	FALSE
Rail	rail	FALSE	Block + Item	FALSE		"rail_direction": 3 (sloped west-up)							FALSE	FALSE
Rail	rail	FALSE	Block + Item	FALSE		"rail_direction": 4 (sloped north-up)							FALSE	FALSE
Rail	rail	FALSE	Block + Item	FALSE		"rail_direction": 5 (sloped south-up)							FALSE	FALSE
Rail	rail	FALSE	Block + Item	FALSE		"rail_direction": 6 (curved south & east)							FALSE	FALSE
Rail	rail	FALSE	Block + Item	FALSE		"rail_direction": 7 (curved south & west)							FALSE	FALSE
Rail	rail	FALSE	Block + Item	FALSE		"rail_direction": 8 (curved north & east)							FALSE	FALSE
Rail	rail	FALSE	Block + Item	FALSE		"rail_direction": 9 (curved north & west)							FALSE	FALSE
Cobblestone Stairs	stone_stairs	TRUE	Block + Item	TRUE	67	"weirdo_direction": 0 (facing east)	"upside_down_bit": false						?	?
Cobblestone Stairs	stone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false						FALSE	FALSE
Cobblestone Stairs	stone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false						FALSE	FALSE
Cobblestone Stairs	stone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false						FALSE	FALSE
Cobblestone Stairs	stone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true						FALSE	FALSE
Cobblestone Stairs	stone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true						FALSE	FALSE
Cobblestone Stairs	stone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true						FALSE	FALSE
Cobblestone Stairs	stone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true						FALSE	FALSE
Oak Wall Sign	wall_sign	FALSE	Block DIF Item	FALSE	68	"facing_direction": 0 (unused)							FALSE	FALSE
Oak Wall Sign	wall_sign	FALSE	Block DIF Item	FALSE		"facing_direction": 1 (unused)							FALSE	FALSE
Oak Wall Sign	wall_sign	FALSE	Block DIF Item	FALSE		"facing_direction": 2 (facing north)							FALSE	FALSE
Oak Wall Sign	wall_sign	FALSE	Block DIF Item	FALSE		"facing_direction": 3 (facing south)							FALSE	FALSE
Oak Wall Sign	wall_sign	FALSE	Block DIF Item	FALSE		"facing_direction": 4 (facing west)							FALSE	FALSE
Oak Wall Sign	wall_sign	FALSE	Block DIF Item	TRUE		"facing_direction": 5 (facing east)							?	?
Lever	lever	TRUE	Block + Item	TRUE	69	"lever_direction": "down_east_west"	"open_bit": false						?	?
Lever	lever	FALSE	Block + Item	FALSE		"lever_direction": "east"	"open_bit": false						FALSE	FALSE
Lever	lever	FALSE	Block + Item	FALSE		"lever_direction": "west"	"open_bit": false						FALSE	FALSE
Lever	lever	FALSE	Block + Item	FALSE		"lever_direction": "south"	"open_bit": false						FALSE	FALSE
Lever	lever	FALSE	Block + Item	FALSE		"lever_direction": "north"	"open_bit": false						FALSE	FALSE
Lever	lever	FALSE	Block + Item	FALSE		"lever_direction": "up_north_south"	"open_bit": false						FALSE	FALSE
Lever	lever	FALSE	Block + Item	FALSE		"lever_direction": "up_east_west"	"open_bit": false						FALSE	FALSE
Lever	lever	FALSE	Block + Item	FALSE		"lever_direction": "down_north_south"	"open_bit": false						FALSE	FALSE
Lever	lever	FALSE	Block + Item	FALSE		"lever_direction": "down_east_west"	"open_bit": true						FALSE	FALSE
Lever	lever	FALSE	Block + Item	FALSE		"lever_direction": "east"	"open_bit": true						FALSE	FALSE
Lever	lever	FALSE	Block + Item	FALSE		"lever_direction": "west"	"open_bit": true						FALSE	FALSE
Lever	lever	FALSE	Block + Item	FALSE		"lever_direction": "south"	"open_bit": true						FALSE	FALSE
Lever	lever	FALSE	Block + Item	FALSE		"lever_direction": "north"	"open_bit": true						FALSE	FALSE
Lever	lever	FALSE	Block + Item	FALSE		"lever_direction": "up_north_south"	"open_bit": true						FALSE	FALSE
Lever	lever	FALSE	Block + Item	FALSE		"lever_direction": "up_east_west"	"open_bit": true						FALSE	FALSE
Lever	lever	FALSE	Block + Item	FALSE		"lever_direction": "down_north_south"	"open_bit": true						FALSE	FALSE
Stone Pressure Plate	stone_pressure_plate	TRUE	Block + Item	TRUE	70	"redstone_signal": 0							?	?
Stone Pressure Plate	stone_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 1							FALSE	FALSE
Stone Pressure Plate	stone_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 2 (unused)							FALSE	FALSE
Stone Pressure Plate	stone_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 3 (unused)							FALSE	FALSE
Stone Pressure Plate	stone_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 4 (unused)							FALSE	FALSE
Stone Pressure Plate	stone_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 5 (unused)							FALSE	FALSE
Stone Pressure Plate	stone_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 6 (unused)							FALSE	FALSE
Stone Pressure Plate	stone_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 7 (unused)							FALSE	FALSE
Stone Pressure Plate	stone_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 8 (unused)							FALSE	FALSE
Stone Pressure Plate	stone_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 9 (unused)							FALSE	FALSE
Stone Pressure Plate	stone_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 10 (unused)							FALSE	FALSE
Stone Pressure Plate	stone_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 11 (unused)							FALSE	FALSE
Stone Pressure Plate	stone_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 12 (unused)							FALSE	FALSE
Stone Pressure Plate	stone_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 13 (unused)							FALSE	FALSE
Stone Pressure Plate	stone_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 14 (unused)							FALSE	FALSE
Stone Pressure Plate	stone_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 15 (unused)							FALSE	FALSE
(Lower) Iron Door	item.iron_door	FALSE	Block DIF Item	TRUE	71	"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false				?	?
(Lower) Iron Door	item.iron_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false				FALSE	FALSE
(Lower) Iron Door	item.iron_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false				FALSE	FALSE
(Lower) Iron Door	item.iron_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false				FALSE	FALSE
(Lower) Iron Door	item.iron_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false				FALSE	FALSE
(Lower) Iron Door	item.iron_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false				FALSE	FALSE
(Lower) Iron Door	item.iron_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false				FALSE	FALSE
(Lower) Iron Door	item.iron_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false				FALSE	FALSE
(Lower) Iron Door	item.iron_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false				FALSE	FALSE
(Lower) Iron Door	item.iron_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false				FALSE	FALSE
(Lower) Iron Door	item.iron_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false				FALSE	FALSE
(Lower) Iron Door	item.iron_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false				FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States					(Un)obtainable category	(Un)obtainable method
(Lower) Iron Door	item.iron_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false		FALSE	FALSE
(Lower) Iron Door	item.iron_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false		FALSE	FALSE
(Lower) Iron Door	item.iron_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false		FALSE	FALSE
(Lower) Iron Door	item.iron_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false		FALSE	FALSE
(Upper) Iron Door	item.iron_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": true		FALSE	FALSE
(Upper) Iron Door	item.iron_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": true		FALSE	FALSE
(Upper) Iron Door	item.iron_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": true		FALSE	FALSE
(Upper) Iron Door	item.iron_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": true		FALSE	FALSE
(Upper) Iron Door	item.iron_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": true		FALSE	FALSE
(Upper) Iron Door	item.iron_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": true		FALSE	FALSE
(Upper) Iron Door	item.iron_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": true		FALSE	FALSE
(Upper) Iron Door	item.iron_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": true		FALSE	FALSE
(Upper) Iron Door	item.iron_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": true		FALSE	FALSE
(Upper) Iron Door	item.iron_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": true		FALSE	FALSE
(Upper) Iron Door	item.iron_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": true		FALSE	FALSE
(Upper) Iron Door	item.iron_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": true		FALSE	FALSE
(Upper) Iron Door	item.iron_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": true		FALSE	FALSE
(Upper) Iron Door	item.iron_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": true		FALSE	FALSE
(Upper) Iron Door	item.iron_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": true		FALSE	FALSE
(Upper) Iron Door	item.iron_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": true		FALSE	FALSE
Oak Pressure Plate	wooden_pressure_plate	TRUE	Block + Item	TRUE	72	"redstone_signal": 0					?	?
Oak Pressure Plate	wooden_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 1					FALSE	FALSE
Oak Pressure Plate	wooden_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 2 (unused)					FALSE	FALSE
Oak Pressure Plate	wooden_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 3 (unused)					FALSE	FALSE
Oak Pressure Plate	wooden_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 4 (unused)					FALSE	FALSE
Oak Pressure Plate	wooden_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 5 (unused)					FALSE	FALSE
Oak Pressure Plate	wooden_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 6 (unused)					FALSE	FALSE
Oak Pressure Plate	wooden_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 7 (unused)					FALSE	FALSE
Oak Pressure Plate	wooden_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 8 (unused)					FALSE	FALSE
Oak Pressure Plate	wooden_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 9 (unused)					FALSE	FALSE
Oak Pressure Plate	wooden_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 10 (unused)					FALSE	FALSE
Oak Pressure Plate	wooden_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 11 (unused)					FALSE	FALSE
Oak Pressure Plate	wooden_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 12 (unused)					FALSE	FALSE
Oak Pressure Plate	wooden_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 13 (unused)					FALSE	FALSE
Oak Pressure Plate	wooden_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 14 (unused)					FALSE	FALSE
Oak Pressure Plate	wooden_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 15 (unused)					FALSE	FALSE
Redstone Ore	redstone_ore	TRUE	Block + Item	TRUE	73	FALSE					?	?
Lit Redstone Ore	lit_redstone_ore	FALSE	Block + Item	TRUE	74	FALSE					?	?
Unlit Redstone Torch	unlit_redstone_torch	FALSE	Block + Item	FALSE	75	"torch_facing_direction": "unknown" (unused)					FALSE	FALSE
Unlit Redstone Torch	unlit_redstone_torch	FALSE	Block + Item	FALSE		"torch_facing_direction": "west"					FALSE	FALSE
Unlit Redstone Torch	unlit_redstone_torch	FALSE	Block + Item	FALSE		"torch_facing_direction": "east"					FALSE	FALSE
Unlit Redstone Torch	unlit_redstone_torch	FALSE	Block + Item	FALSE		"torch_facing_direction": "north"					FALSE	FALSE
Unlit Redstone Torch	unlit_redstone_torch	FALSE	Block + Item	FALSE		"torch_facing_direction": "south"					FALSE	FALSE
Unlit Redstone Torch	unlit_redstone_torch	FALSE	Block + Item	TRUE		"torch_facing_direction": "top"					?	?
Redstone Torch	redstone_torch	FALSE	Block + Item	FALSE	76	"torch_facing_direction": "unknown" (unused)					FALSE	FALSE
Redstone Torch	redstone_torch	FALSE	Block + Item	FALSE		"torch_facing_direction": "west"					FALSE	FALSE
Redstone Torch	redstone_torch	FALSE	Block + Item	FALSE		"torch_facing_direction": "east"					FALSE	FALSE
Redstone Torch	redstone_torch	FALSE	Block + Item	FALSE		"torch_facing_direction": "north"					FALSE	FALSE
Redstone Torch	redstone_torch	FALSE	Block + Item	FALSE		"torch_facing_direction": "south"					FALSE	FALSE
Redstone Torch	redstone_torch	TRUE	Block + Item	TRUE		"torch_facing_direction": "top"					?	?
Stone Button	stone_button	TRUE	Block + Item	TRUE	77	"facing_direction": 0 (facing down)	"button_pressed_bit": false				?	?
Stone Button	stone_button	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"button_pressed_bit": false				FALSE	FALSE
Stone Button	stone_button	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"button_pressed_bit": false				FALSE	FALSE
Stone Button	stone_button	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"button_pressed_bit": false				FALSE	FALSE
Stone Button	stone_button	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"button_pressed_bit": false				FALSE	FALSE
Stone Button	stone_button	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"button_pressed_bit": false				FALSE	FALSE
Stone Button	stone_button	FALSE	Block + Item	FALSE		"facing_direction": 0 (facing down)	"button_pressed_bit": true				FALSE	FALSE
Stone Button	stone_button	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"button_pressed_bit": true				FALSE	FALSE
Stone Button	stone_button	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"button_pressed_bit": true				FALSE	FALSE
Stone Button	stone_button	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"button_pressed_bit": true				FALSE	FALSE
Stone Button	stone_button	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"button_pressed_bit": true				FALSE	FALSE
Stone Button	stone_button	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"button_pressed_bit": true				FALSE	FALSE
Top Snow	snow_layer	FALSE	Block + Item	TRUE	78	"height": 0	"covered_bit": false				?	?
Top Snow	snow_layer	FALSE	Block + Item	TRUE		"height": 1	"covered_bit": false				?	?
Top Snow	snow_layer	FALSE	Block + Item	TRUE		"height": 2	"covered_bit": false				?	?
Top Snow	snow_layer	FALSE	Block + Item	TRUE		"height": 3	"covered_bit": false				?	?
Top Snow	snow_layer	FALSE	Block + Item	TRUE		"height": 4	"covered_bit": false				?	?
Top Snow	snow_layer	FALSE	Block + Item	TRUE		"height": 5	"covered_bit": false				?	?
Top Snow	snow_layer	FALSE	Block + Item	TRUE		"height": 6	"covered_bit": false				?	?
Top Snow	snow_layer	FALSE	Block + Item	TRUE		"height": 7	"covered_bit": false				?	?
Top Snow	snow_layer	FALSE	Block + Item	FALSE		"height": 0	"covered_bit": true				FALSE	FALSE
Top Snow	snow_layer	FALSE	Block + Item	FALSE		"height": 1	"covered_bit": true				FALSE	FALSE
Top Snow	snow_layer	FALSE	Block + Item	FALSE		"height": 2	"covered_bit": true				FALSE	FALSE
Top Snow	snow_layer	FALSE	Block + Item	FALSE		"height": 3	"covered_bit": true				FALSE	FALSE
Top Snow	snow_layer	FALSE	Block + Item	FALSE		"height": 4	"covered_bit": true				FALSE	FALSE
Top Snow	snow_layer	FALSE	Block + Item	FALSE		"height": 5	"covered_bit": true				FALSE	FALSE
Top Snow	snow_layer	FALSE	Block + Item	FALSE		"height": 6	"covered_bit": true				FALSE	FALSE
Top Snow	snow_layer	FALSE	Block + Item	FALSE		"height": 7	"covered_bit": true				FALSE	FALSE
Ice	ice	TRUE	Block + Item	TRUE	79	FALSE					?	?
Snow Block	snow	TRUE	Block + Item	TRUE	80	FALSE					?	?
Cactus	cactus	TRUE	Block + Item	TRUE	81	"age": 0					?	?
Cactus	cactus	FALSE	Block + Item	FALSE		"age": 1					FALSE	FALSE
Cactus	cactus	FALSE	Block + Item	FALSE		"age": 2					FALSE	FALSE
Cactus	cactus	FALSE	Block + Item	FALSE		"age": 3					FALSE	FALSE
Cactus	cactus	FALSE	Block + Item	FALSE		"age": 4					FALSE	FALSE
Cactus	cactus	FALSE	Block + Item	FALSE		"age": 5					FALSE	FALSE
Cactus	cactus	FALSE	Block + Item	FALSE		"age": 6					FALSE	FALSE
Cactus	cactus	FALSE	Block + Item	FALSE		"age": 7					FALSE	FALSE
Cactus	cactus	FALSE	Block + Item	FALSE		"age": 8					FALSE	FALSE
Cactus	cactus	FALSE	Block + Item	FALSE		"age": 9					FALSE	FALSE
Cactus	cactus	FALSE	Block + Item	FALSE		"age": 10					FALSE	FALSE
Cactus	cactus	FALSE	Block + Item	FALSE		"age": 11					FALSE	FALSE
Cactus	cactus	FALSE	Block + Item	FALSE		"age": 12					FALSE	FALSE
Cactus	cactus	FALSE	Block + Item	FALSE		"age": 13					FALSE	FALSE
Cactus	cactus	FALSE	Block + Item	FALSE		"age": 14					FALSE	FALSE
Cactus	cactus	FALSE	Block + Item	FALSE		"age": 15					FALSE	FALSE
Clay Block	clay	TRUE	Block + Item	TRUE	82	FALSE					?	?
Sugar cane	item.reeds	FALSE	Block DIF Item	TRUE	83	"age": 0					?	?
Sugar cane	item.reeds	FALSE	Block DIF Item	FALSE		"age": 1					FALSE	FALSE
Sugar cane	item.reeds	FALSE	Block DIF Item	FALSE		"age": 2					FALSE	FALSE
Sugar cane	item.reeds	FALSE	Block DIF Item	FALSE		"age": 3					FALSE	FALSE
Sugar cane	item.reeds	FALSE	Block DIF Item	FALSE		"age": 4					FALSE	FALSE
Sugar cane	item.reeds	FALSE	Block DIF Item	FALSE		"age": 5					FALSE	FALSE
Sugar cane	item.reeds	FALSE	Block DIF Item	FALSE		"age": 6					FALSE	FALSE
Sugar cane	item.reeds	FALSE	Block DIF Item	FALSE		"age": 7					FALSE	FALSE
Sugar cane	item.reeds	FALSE	Block DIF Item	FALSE		"age": 8					FALSE	FALSE
Sugar cane	item.reeds	FALSE	Block DIF Item	FALSE		"age": 9					FALSE	FALSE
Sugar cane	item.reeds	FALSE	Block DIF Item	FALSE		"age": 10					FALSE	FALSE
Sugar cane	item.reeds	FALSE	Block DIF Item	FALSE		"age": 11					FALSE	FALSE
Sugar cane	item.reeds	FALSE	Block DIF Item	FALSE		"age": 12					FALSE	FALSE
Sugar cane	item.reeds	FALSE	Block DIF Item	FALSE		"age": 13					FALSE	FALSE
Sugar cane	item.reeds	FALSE	Block DIF Item	FALSE		"age": 14					FALSE	FALSE
Sugar cane	item.reeds	FALSE	Block DIF Item	FALSE		"age": 15					FALSE	FALSE
Jukebox	jukebox	TRUE	Block + Item	TRUE	84	FALSE					?	?
Oak Fence	fence	TRUE	Block + Item	TRUE	85	"wood_type": "oak"					?	?
Spruce Fence	fence	TRUE	Block + Item	TRUE		"wood_type": "spruce"					?	?
Birch Fence	fence	TRUE	Block + Item	TRUE		"wood_type": "birch"					?	?
Jungle Fence	fence	TRUE	Block + Item	TRUE		"wood_type": "jungle"					?	?
Acacia Fence	fence	TRUE	Block + Item	TRUE		"wood_type": "acacia"					?	?
Dark Oak Fence	fence	TRUE	Block + Item	TRUE		"wood_type": "dark_oak"					?	?
Pumpkin	pumpkin	FALSE	Block + Item	FALSE	86	"direction": 0 (facing south)					FALSE	FALSE
Pumpkin	pumpkin	FALSE	Block + Item	FALSE		"direction": 1 (facing west)					FALSE	FALSE
Pumpkin	pumpkin	FALSE	Block + Item	FALSE		"direction": 2 (facing north)					FALSE	FALSE
Pumpkin	pumpkin	TRUE	Block + Item	TRUE		"direction": 3 (facing east)					?	?
Netherrack	netherrack	TRUE	Block + Item	TRUE	87	FALSE					?	?
Soul Sand	soul_sand	TRUE	Block + Item	TRUE	88	FALSE					?	?
Glowstone	glowstone	TRUE	Block + Item	TRUE	89	FALSE					?	?
Nether Portal	portal	FALSE	Block + Item	FALSE	90	(unused)					FALSE	FALSE
Nether Portal	portal	FALSE	Block + Item	TRUE		"portal_axis": "x" (east-west)					?	?
Nether Portal	portal	FALSE	Block + Item	FALSE		"portal_axis": "z" (north-south)					FALSE	FALSE
Jack o'Lantern	lit_pumpkin	FALSE	Block + Item	FALSE	91	"direction": 0 (facing south)					FALSE	FALSE
Jack o'Lantern	lit_pumpkin	FALSE	Block + Item	FALSE		"direction": 1 (facing west)					FALSE	FALSE
Jack o'Lantern	lit_pumpkin	FALSE	Block + Item	FALSE		"direction": 2 (facing north)					FALSE	FALSE
Jack o'Lantern	lit_pumpkin	TRUE	Block + Item	TRUE		"direction": 3 (facing east)					?	?
Cake	item.cake	FALSE	Block DIF Item	TRUE	92	"bite_counter": 0					?	?
Cake	item.cake	FALSE	Block DIF Item	FALSE		"bite_counter": 1					FALSE	FALSE
Cake	item.cake	FALSE	Block DIF Item	FALSE		"bite_counter": 2					FALSE	FALSE
Cake	item.cake	FALSE	Block DIF Item	FALSE		"bite_counter": 3					FALSE	FALSE
Cake	item.cake	FALSE	Block DIF Item	FALSE		"bite_counter": 4					FALSE	FALSE
Cake	item.cake	FALSE	Block DIF Item	FALSE		"bite_counter": 5					FALSE	FALSE
Cake	item.cake	FALSE	Block DIF Item	FALSE		"bite_counter": 6					FALSE	FALSE
(Unpowered) Redstone Repeater	unpowered_repeater	FALSE	Block DIF Item	TRUE	93	"direction": 0 (facing north)	"repeater_delay": 0				?	?
(Unpowered) Redstone Repeater	unpowered_repeater	FALSE	Block DIF Item	FALSE		"direction": 1 (facing east)	"repeater_delay": 0				FALSE	FALSE
(Unpowered) Redstone Repeater	unpowered_repeater	FALSE	Block DIF Item	FALSE		"direction": 2 (facing south)	"repeater_delay": 0				FALSE	FALSE
(Unpowered) Redstone Repeater	unpowered_repeater	FALSE	Block DIF Item	FALSE		"direction": 3 (facing west)	"repeater_delay": 0				FALSE	FALSE
(Unpowered) Redstone Repeater	unpowered_repeater	FALSE	Block DIF Item	FALSE		"direction": 0 (facing north)	"repeater_delay": 1				FALSE	FALSE
(Unpowered) Redstone Repeater	unpowered_repeater	FALSE	Block DIF Item	FALSE		"direction": 1 (facing east)	"repeater_delay": 1				FALSE	FALSE
(Unpowered) Redstone Repeater	unpowered_repeater	FALSE	Block DIF Item	FALSE		"direction": 2 (facing south)	"repeater_delay": 1				FALSE	FALSE
(Unpowered) Redstone Repeater	unpowered_repeater	FALSE	Block DIF Item	FALSE		"direction": 3 (facing west)	"repeater_delay": 1				FALSE	FALSE
(Unpowered) Redstone Repeater	unpowered_repeater	FALSE	Block DIF Item	FALSE		"direction": 0 (facing north)	"repeater_delay": 2				FALSE	FALSE
(Unpowered) Redstone Repeater	unpowered_repeater	FALSE	Block DIF Item	FALSE		"direction": 1 (facing east)	"repeater_delay": 2				FALSE	FALSE
(Unpowered) Redstone Repeater	unpowered_repeater	FALSE	Block DIF Item	FALSE		"direction": 2 (facing south)	"repeater_delay": 2				FALSE	FALSE
(Unpowered) Redstone Repeater	unpowered_repeater	FALSE	Block DIF Item	FALSE		"direction": 3 (facing west)	"repeater_delay": 2				FALSE	FALSE
(Unpowered) Redstone Repeater	unpowered_repeater	FALSE	Block DIF Item	FALSE		"direction": 0 (facing north)	"repeater_delay": 3				FALSE	FALSE
(Unpowered) Redstone Repeater	unpowered_repeater	FALSE	Block DIF Item	FALSE		"direction": 1 (facing east)	"repeater_delay": 3				FALSE	FALSE
(Unpowered) Redstone Repeater	unpowered_repeater	FALSE	Block DIF Item	FALSE		"direction": 2 (facing south)	"repeater_delay": 3				FALSE	FALSE
(Unpowered) Redstone Repeater	unpowered_repeater	FALSE	Block DIF Item	FALSE		"direction": 3 (facing west)	"repeater_delay": 3				FALSE	FALSE
Powered Redstone Repeater	powered_repeater	FALSE	Block DIF Item	TRUE	94	"direction": 0 (facing north)	"repeater_delay": 0				?	?
Powered Redstone Repeater	powered_repeater	FALSE	Block DIF Item	FALSE		"direction": 1 (facing east)	"repeater_delay": 0				FALSE	FALSE
Powered Redstone Repeater	powered_repeater	FALSE	Block DIF Item	FALSE		"direction": 2 (facing south)	"repeater_delay": 0				FALSE	FALSE
Powered Redstone Repeater	powered_repeater	FALSE	Block DIF Item	FALSE		"direction": 3 (facing west)	"repeater_delay": 0				FALSE	FALSE
Powered Redstone Repeater	powered_repeater	FALSE	Block DIF Item	FALSE		"direction": 0 (facing north)	"repeater_delay": 1				FALSE	FALSE
Powered Redstone Repeater	powered_repeater	FALSE	Block DIF Item	FALSE		"direction": 1 (facing east)	"repeater_delay": 1				FALSE	FALSE
Powered Redstone Repeater	powered_repeater	FALSE	Block DIF Item	FALSE		"direction": 2 (facing south)	"repeater_delay": 1				FALSE	FALSE
Powered Redstone Repeater	powered_repeater	FALSE	Block DIF Item	FALSE		"direction": 3 (facing west)	"repeater_delay": 1				FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States								(Un)obtainable category	(Un)obtainable method
Powered Redstone Repeater	powered_repeater	FALSE	Block DIF Item	FALSE		"direction": 0 (facing north)	"repeater_delay": 2							FALSE	FALSE
Powered Redstone Repeater	powered_repeater	FALSE	Block DIF Item	FALSE		"direction": 1 (facing east)	"repeater_delay": 2							FALSE	FALSE
Powered Redstone Repeater	powered_repeater	FALSE	Block DIF Item	FALSE		"direction": 2 (facing south)	"repeater_delay": 2							FALSE	FALSE
Powered Redstone Repeater	powered_repeater	FALSE	Block DIF Item	FALSE		"direction": 3 (facing west)	"repeater_delay": 2							FALSE	FALSE
Powered Redstone Repeater	powered_repeater	FALSE	Block DIF Item	FALSE		"direction": 0 (facing north)	"repeater_delay": 3							FALSE	FALSE
Powered Redstone Repeater	powered_repeater	FALSE	Block DIF Item	FALSE		"direction": 1 (facing east)	"repeater_delay": 3							FALSE	FALSE
Powered Redstone Repeater	powered_repeater	FALSE	Block DIF Item	FALSE		"direction": 2 (facing south)	"repeater_delay": 3							FALSE	FALSE
Powered Redstone Repeater	powered_repeater	FALSE	Block DIF Item	FALSE		"direction": 3 (facing west)	"repeater_delay": 3							FALSE	FALSE
Invisible Bedrock	invisibleBedrock	FALSE	Block + Item	TRUE	95	FALSE								?	?
Oak Trapdoor	trapdoor	TRUE	Block + Item	TRUE	96	"direction": 0 (facing west)	"upside_down_bit": false	"open_bit": false						?	?
Oak Trapdoor	trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": false	"open_bit": false						FALSE	FALSE
Oak Trapdoor	trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": false	"open_bit": false						FALSE	FALSE
Oak Trapdoor	trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": false	"open_bit": false						FALSE	FALSE
Oak Trapdoor	trapdoor	FALSE	Block + Item	FALSE		"direction": 0 (facing west)	"upside_down_bit": true	"open_bit": false						FALSE	FALSE
Oak Trapdoor	trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": true	"open_bit": false						FALSE	FALSE
Oak Trapdoor	trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": true	"open_bit": false						FALSE	FALSE
Oak Trapdoor	trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": true	"open_bit": false						FALSE	FALSE
Oak Trapdoor	trapdoor	FALSE	Block + Item	FALSE		"direction": 0 (facing west)	"upside_down_bit": false	"open_bit": true						FALSE	FALSE
Oak Trapdoor	trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": false	"open_bit": true						FALSE	FALSE
Oak Trapdoor	trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": false	"open_bit": true						FALSE	FALSE
Oak Trapdoor	trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": false	"open_bit": true						FALSE	FALSE
Oak Trapdoor	trapdoor	FALSE	Block + Item	FALSE		"direction": 0 (facing west)	"upside_down_bit": true	"open_bit": true						FALSE	FALSE
Oak Trapdoor	trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": true	"open_bit": true						FALSE	FALSE
Oak Trapdoor	trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": true	"open_bit": true						FALSE	FALSE
Oak Trapdoor	trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": true	"open_bit": true						FALSE	FALSE
Infested Stone	monster_egg	FALSE	Block + Item	TRUE	97	"monster_egg_stone_type": "stone"								?	?
Infested Cobblestone	monster_egg	FALSE	Block + Item	TRUE		"monster_egg_stone_type": "cobblestone"								?	?
Infested Stone Brick	monster_egg	FALSE	Block + Item	TRUE		"monster_egg_stone_type": "stone_brick"								?	?
Infested Mossy Stone Brick	monster_egg	FALSE	Block + Item	TRUE		"monster_egg_stone_type": "mossy_stone_brick"								?	?
Infested Cracked Stone Brick	monster_egg	FALSE	Block + Item	TRUE		"monster_egg_stone_type": "cracked_stone_brick"								?	?
Infested Chiseled Stone Brick	monster_egg	FALSE	Block + Item	TRUE		"monster_egg_stone_type": "chiseled_stone_brick"								?	?
Stone Bricks	stonebrick	TRUE	Block + Item	TRUE	98	"stone_brick_type": "default"								?	?
Mossy Stone Bricks	stonebrick	TRUE	Block + Item	TRUE		"stone_brick_type": "mossy"								?	?
Cracked Stone Bricks	stonebrick	TRUE	Block + Item	TRUE		"stone_brick_type": "cracked"								?	?
Chiseled Stone Bricks	stonebrick	TRUE	Block + Item	TRUE		"stone_brick_type": "chiseled"								?	?
Smooth Stone Bricks	stonebrick	TRUE	Block + Item	TRUE		"stone_brick_type": "smooth"								?	?
Brown Mushroom Block	brown_mushroom_block	TRUE	Block + Item	TRUE	99	"huge_mushroom_bits": 0 (Pores on all sides)								?	?
Brown Mushroom Block	brown_mushroom_block	TRUE	Block + Item	TRUE		"huge_mushroom_bits": 1 (Cap texture on top, north, west; pores on other sides)								?	?
Brown Mushroom Block	brown_mushroom_block	TRUE	Block + Item	TRUE		"huge_mushroom_bits": 2 (Cap texture on top, north; pores on other sides)								?	?
Brown Mushroom Block	brown_mushroom_block	TRUE	Block + Item	TRUE		"huge_mushroom_bits": 3 (Cap texture on top, north, east; pores on other sides)								?	?
Brown Mushroom Block	brown_mushroom_block	TRUE	Block + Item	TRUE		"huge_mushroom_bits": 4 (Cap texture on top, west; pores on other sides)								?	?
Brown Mushroom Block	brown_mushroom_block	TRUE	Block + Item	TRUE		"huge_mushroom_bits": 5 (Cap texture on top; pores on other sides)								?	?
Brown Mushroom Block	brown_mushroom_block	TRUE	Block + Item	TRUE		"huge_mushroom_bits": 6 (Cap texture on top, east; pores on other sides)								?	?
Brown Mushroom Block	brown_mushroom_block	TRUE	Block + Item	TRUE		"huge_mushroom_bits": 7 (Cap texture on top, south, west; pores on other sides)								?	?
Brown Mushroom Block	brown_mushroom_block	TRUE	Block + Item	TRUE		"huge_mushroom_bits": 8 (Cap texture on top, south; pores on other sides)								?	?
Brown Mushroom Block	brown_mushroom_block	TRUE	Block + Item	TRUE		"huge_mushroom_bits": 9 (Cap texture on top, south, east; pores on other sides)								?	?
Brown Mushroom Block	brown_mushroom_block	TRUE	Block + Item	TRUE		"huge_mushroom_bits": 10 (Four side faces have stem texture; pores on top,bottom)								?	?
Brown Mushroom Block	brown_mushroom_block	TRUE	Block + Item	TRUE		"huge_mushroom_bits": 11 (Pores on all sides)								?	?
Brown Mushroom Block	brown_mushroom_block	TRUE	Block + Item	TRUE		"huge_mushroom_bits": 12 (Pores on all sides)								?	?
Brown Mushroom Block	brown_mushroom_block	TRUE	Block + Item	TRUE		"huge_mushroom_bits": 13 (Pores on all sides)								?	?
Brown Mushroom Block	brown_mushroom_block	TRUE	Block + Item	TRUE		"huge_mushroom_bits": 14 (Cap texture on all sides)								?	?
Brown Mushroom Block	brown_mushroom_block	TRUE	Block + Item	TRUE		"huge_mushroom_bits": 15 (Stem texture on all sides)								?	?
Red Mushroom Block	red_mushroom_block	TRUE	Block + Item	TRUE	100	"huge_mushroom_bits": 0 (Pores on all sides)								?	?
Red Mushroom Block	red_mushroom_block	TRUE	Block + Item	TRUE		"huge_mushroom_bits": 1 (Cap texture on top, north, west; pores on other sides)								?	?
Red Mushroom Block	red_mushroom_block	TRUE	Block + Item	TRUE		"huge_mushroom_bits": 2 (Cap texture on top, north; pores on other sides)								?	?
Red Mushroom Block	red_mushroom_block	TRUE	Block + Item	TRUE		"huge_mushroom_bits": 3 (Cap texture on top, north, east; pores on other sides)								?	?
Red Mushroom Block	red_mushroom_block	TRUE	Block + Item	TRUE		"huge_mushroom_bits": 4 (Cap texture on top, west; pores on other sides)								?	?
Red Mushroom Block	red_mushroom_block	TRUE	Block + Item	TRUE		"huge_mushroom_bits": 5 (Cap texture on top; pores on other sides)								?	?
Red Mushroom Block	red_mushroom_block	TRUE	Block + Item	TRUE		"huge_mushroom_bits": 6 (Cap texture on top, east; pores on other sides)								?	?
Red Mushroom Block	red_mushroom_block	TRUE	Block + Item	TRUE		"huge_mushroom_bits": 7 (Cap texture on top, south, west; pores on other sides)								?	?
Red Mushroom Block	red_mushroom_block	TRUE	Block + Item	TRUE		"huge_mushroom_bits": 8 (Cap texture on top, south; pores on other sides)								?	?
Red Mushroom Block	red_mushroom_block	TRUE	Block + Item	TRUE		"huge_mushroom_bits": 9 (Cap texture on top, south, east; pores on other sides)								?	?
Red Mushroom Block	red_mushroom_block	TRUE	Block + Item	TRUE		"huge_mushroom_bits": 10 (Four side faces have stem texture; pores on top,bottom)								?	?
Red Mushroom Block	red_mushroom_block	TRUE	Block + Item	TRUE		"huge_mushroom_bits": 11 (Pores on all sides)								?	?
Red Mushroom Block	red_mushroom_block	TRUE	Block + Item	TRUE		"huge_mushroom_bits": 12 (Pores on all sides)								?	?
Red Mushroom Block	red_mushroom_block	TRUE	Block + Item	TRUE		"huge_mushroom_bits": 13 (Pores on all sides)								?	?
Red Mushroom Block	red_mushroom_block	TRUE	Block + Item	TRUE		"huge_mushroom_bits": 14 (Cap texture on all sides)								?	?
Red Mushroom Block	red_mushroom_block	TRUE	Block + Item	TRUE		"huge_mushroom_bits": 15 (Stem texture on all sides)								?	?
Iron Bars	iron_bars	TRUE	Block + Item	TRUE	101	FALSE								?	?
Glass Pane	glass_pane	TRUE	Block + Item	TRUE	102	FALSE								?	?
Melon	melon_block	TRUE	Block + Item	TRUE	103	FALSE								?	?
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	TRUE	104	"facing_direction": 0 (unused)	"age": 0 (newly grown plant)							?	?
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)	"age": 0 (newly grown plant)							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"age": 0 (newly grown plant)							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"age": 0 (newly grown plant)							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"age": 0 (newly grown plant)							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"age": 0 (newly grown plant)							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 0 (unused)	"age": 1							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)	"age": 1							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"age": 1							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"age": 1							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"age": 1							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"age": 1							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 0 (unused)	"age": 2							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)	"age": 2							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"age": 2							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"age": 2							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"age": 2							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"age": 2							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 0 (unused)	"age": 3							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)	"age": 3							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"age": 3							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"age": 3							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"age": 3							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"age": 3							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 0 (unused)	"age": 4							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)	"age": 4							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"age": 4							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"age": 4							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"age": 4							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"age": 4							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 0 (unused)	"age": 5							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)	"age": 5							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"age": 5							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"age": 5							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"age": 5							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"age": 5							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 0 (unused)	"age": 6							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)	"age": 6							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"age": 6							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"age": 6							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"age": 6							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"age": 6							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 0 (unused)	"age": 7 (able to grow pumpkins)							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)	"age": 7 (able to grow pumpkins)							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"age": 7 (able to grow pumpkins)							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"age": 7 (able to grow pumpkins)							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"age": 7 (able to grow pumpkins)							FALSE	FALSE
Pumpkin Stem	pumpkin_stem	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"age": 7 (able to grow pumpkins)							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	TRUE	105	"facing_direction": 0 (unused)	"age": 0 (newly grown plant)							?	?
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)	"age": 0 (newly grown plant)							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"age": 0 (newly grown plant)							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"age": 0 (newly grown plant)							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"age": 0 (newly grown plant)							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"age": 0 (newly grown plant)							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 0 (unused)	"age": 1							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)	"age": 1							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"age": 1							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"age": 1							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"age": 1							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"age": 1							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 0 (unused)	"age": 2							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)	"age": 2							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"age": 2							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"age": 2							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"age": 2							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"age": 2							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 0 (unused)	"age": 3							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)	"age": 3							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"age": 3							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"age": 3							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"age": 3							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"age": 3							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 0 (unused)	"age": 4							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)	"age": 4							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"age": 4							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"age": 4							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"age": 4							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"age": 4							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 0 (unused)	"age": 5							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)	"age": 5							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"age": 5							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"age": 5							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"age": 5							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"age": 5							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 0 (unused)	"age": 6							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)	"age": 6							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"age": 6							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"age": 6							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"age": 6							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"age": 6							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 0 (unused)	"age": 7 (able to grow pumpkins)							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)	"age": 7 (able to grow pumpkins)							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"age": 7 (able to grow pumpkins)							FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"age": 7 (able to grow pumpkins)							FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States							(Un)obtainable category	(Un)obtainable method
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"age": 7 (able to grow pumpkins)						FALSE	FALSE
Melon Stem	melon_stem	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"age": 7 (able to grow pumpkins)						FALSE	FALSE
Vines	vine	TRUE	Block + Item	TRUE	106	"vine_direction_bits": 0							?	?
Vines	vine	FALSE	Block + Item	FALSE		"vine_direction_bits": 1							FALSE	FALSE
Vines	vine	FALSE	Block + Item	FALSE		"vine_direction_bits": 2							FALSE	FALSE
Vines	vine	FALSE	Block + Item	FALSE		"vine_direction_bits": 3							FALSE	FALSE
Vines	vine	FALSE	Block + Item	FALSE		"vine_direction_bits": 4							FALSE	FALSE
Vines	vine	FALSE	Block + Item	FALSE		"vine_direction_bits": 5							FALSE	FALSE
Vines	vine	FALSE	Block + Item	FALSE		"vine_direction_bits": 6							FALSE	FALSE
Vines	vine	FALSE	Block + Item	FALSE		"vine_direction_bits": 7							FALSE	FALSE
Vines	vine	FALSE	Block + Item	FALSE		"vine_direction_bits": 8							FALSE	FALSE
Vines	vine	FALSE	Block + Item	FALSE		"vine_direction_bits": 9							FALSE	FALSE
Vines	vine	FALSE	Block + Item	FALSE		"vine_direction_bits": 10							FALSE	FALSE
Vines	vine	FALSE	Block + Item	FALSE		"vine_direction_bits": 11							FALSE	FALSE
Vines	vine	FALSE	Block + Item	FALSE		"vine_direction_bits": 12							FALSE	FALSE
Vines	vine	FALSE	Block + Item	FALSE		"vine_direction_bits": 13							FALSE	FALSE
Vines	vine	FALSE	Block + Item	FALSE		"vine_direction_bits": 14							FALSE	FALSE
Vines	vine	FALSE	Block + Item	FALSE		"vine_direction_bits": 15							FALSE	FALSE
Oak Fence Gate	fence_gate	TRUE	Block + Item	TRUE	107	"direction": 0 (facing south)	"open_bit": false	"in_wall_bit": false					?	?
Oak Fence Gate	fence_gate	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"open_bit": false	"in_wall_bit": false					FALSE	FALSE
Oak Fence Gate	fence_gate	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"open_bit": false	"in_wall_bit": false					FALSE	FALSE
Oak Fence Gate	fence_gate	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"open_bit": false	"in_wall_bit": false					FALSE	FALSE
Oak Fence Gate	fence_gate	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"open_bit": true	"in_wall_bit": false					FALSE	FALSE
Oak Fence Gate	fence_gate	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"open_bit": true	"in_wall_bit": false					FALSE	FALSE
Oak Fence Gate	fence_gate	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"open_bit": true	"in_wall_bit": false					FALSE	FALSE
Oak Fence Gate	fence_gate	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"open_bit": true	"in_wall_bit": false					FALSE	FALSE
Oak Fence Gate	fence_gate	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"open_bit": false	"in_wall_bit": true					FALSE	FALSE
Oak Fence Gate	fence_gate	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"open_bit": false	"in_wall_bit": true					FALSE	FALSE
Oak Fence Gate	fence_gate	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"open_bit": false	"in_wall_bit": true					FALSE	FALSE
Oak Fence Gate	fence_gate	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"open_bit": false	"in_wall_bit": true					FALSE	FALSE
Oak Fence Gate	fence_gate	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"open_bit": true	"in_wall_bit": true					FALSE	FALSE
Oak Fence Gate	fence_gate	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"open_bit": true	"in_wall_bit": true					FALSE	FALSE
Oak Fence Gate	fence_gate	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"open_bit": true	"in_wall_bit": true					FALSE	FALSE
Oak Fence Gate	fence_gate	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"open_bit": true	"in_wall_bit": true					FALSE	FALSE
Brick Stairs	brick_stairs	TRUE	Block + Item	TRUE	108	"weirdo_direction": 0 (facing east)	"upside_down_bit": false						?	?
Brick Stairs	brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false						FALSE	FALSE
Brick Stairs	brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false						FALSE	FALSE
Brick Stairs	brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false						FALSE	FALSE
Brick Stairs	brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true						FALSE	FALSE
Brick Stairs	brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true						FALSE	FALSE
Brick Stairs	brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true						FALSE	FALSE
Brick Stairs	brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true						FALSE	FALSE
Stone Brick Stairs	stone_brick_stairs	TRUE	Block + Item	TRUE	109	"weirdo_direction": 0 (facing east)	"upside_down_bit": false						?	?
Stone Brick Stairs	stone_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false						FALSE	FALSE
Stone Brick Stairs	stone_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false						FALSE	FALSE
Stone Brick Stairs	stone_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false						FALSE	FALSE
Stone Brick Stairs	stone_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true						FALSE	FALSE
Stone Brick Stairs	stone_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true						FALSE	FALSE
Stone Brick Stairs	stone_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true						FALSE	FALSE
Stone Brick Stairs	stone_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true						FALSE	FALSE
Mycelium	mycelium	TRUE	Block + Item	TRUE	110	FALSE							?	?
Lily Pad	waterlily	TRUE	Block + Item	TRUE	111	FALSE							?	?
Nether Brick Block	nether_brick	TRUE	Block + Item	TRUE	112	FALSE							?	?
Nether Brick Fence	nether_brick_fence	TRUE	Block + Item	TRUE	113	FALSE							?	?
Nether Brick Stairs	nether_brick_stairs	TRUE	Block + Item	TRUE	114	"weirdo_direction": 0 (facing east)	"upside_down_bit": false						?	?
Nether Brick Stairs	nether_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false						FALSE	FALSE
Nether Brick Stairs	nether_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false						FALSE	FALSE
Nether Brick Stairs	nether_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false						FALSE	FALSE
Nether Brick Stairs	nether_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true						FALSE	FALSE
Nether Brick Stairs	nether_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true						FALSE	FALSE
Nether Brick Stairs	nether_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true						FALSE	FALSE
Nether Brick Stairs	nether_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true						FALSE	FALSE
Nether Wart	nether_wart	FALSE	Block DIF Item	TRUE	115	"age": 0 (newly grown plant)							?	?
Nether Wart	nether_wart	FALSE	Block DIF Item	FALSE		"age": 1							FALSE	FALSE
Nether Wart	nether_wart	FALSE	Block DIF Item	FALSE		"age": 2							FALSE	FALSE
Nether Wart	nether_wart	FALSE	Block DIF Item	FALSE		"age": 3 (fully grown plant)							FALSE	FALSE
Enchantment Table	enchanting_table	TRUE	Block + Item	TRUE	116	FALSE							?	?
Brewing Stand	item.brewing_stand	FALSE	Block DIF Item	TRUE	117	"brewing_slot_a_bit": false	"brewing_slot_b_bit": false	"brewing_slot_c_bit": false					?	?
Brewing Stand	item.brewing_stand	FALSE	Block DIF Item	FALSE		"brewing_slot_a_bit": true	"brewing_slot_b_bit": false	"brewing_slot_c_bit": false					FALSE	FALSE
Brewing Stand	item.brewing_stand	FALSE	Block DIF Item	FALSE		"brewing_slot_a_bit": false	"brewing_slot_b_bit": true	"brewing_slot_c_bit": false					FALSE	FALSE
Brewing Stand	item.brewing_stand	FALSE	Block DIF Item	FALSE		"brewing_slot_a_bit": true	"brewing_slot_b_bit": true	"brewing_slot_c_bit": false					FALSE	FALSE
Brewing Stand	item.brewing_stand	FALSE	Block DIF Item	FALSE		"brewing_slot_a_bit": false	"brewing_slot_b_bit": false	"brewing_slot_c_bit": true					FALSE	FALSE
Brewing Stand	item.brewing_stand	FALSE	Block DIF Item	FALSE		"brewing_slot_a_bit": true	"brewing_slot_b_bit": false	"brewing_slot_c_bit": true					FALSE	FALSE
Brewing Stand	item.brewing_stand	FALSE	Block DIF Item	FALSE		"brewing_slot_a_bit": false	"brewing_slot_b_bit": true	"brewing_slot_c_bit": true					FALSE	FALSE
Brewing Stand	item.brewing_stand	FALSE	Block DIF Item	FALSE		"brewing_slot_a_bit": true	"brewing_slot_b_bit": true	"brewing_slot_c_bit": true					FALSE	FALSE
Cauldron	item.cauldron	FALSE	Block DIF Item	TRUE	118	"fill_level": 0 (empty)	"cauldron_liquid": "water"						?	?
Cauldron	item.cauldron	FALSE	Block DIF Item	FALSE		"fill_level": 1	"cauldron_liquid": "water"						FALSE	FALSE
Cauldron	item.cauldron	FALSE	Block DIF Item	FALSE		"fill_level": 2	"cauldron_liquid": "water"						FALSE	FALSE
Cauldron	item.cauldron	FALSE	Block DIF Item	FALSE		"fill_level": 3	"cauldron_liquid": "water"						FALSE	FALSE
Cauldron	item.cauldron	FALSE	Block DIF Item	FALSE		"fill_level": 4	"cauldron_liquid": "water"						FALSE	FALSE
Cauldron	item.cauldron	FALSE	Block DIF Item	FALSE		"fill_level": 5	"cauldron_liquid": "water"						FALSE	FALSE
Cauldron	item.cauldron	FALSE	Block DIF Item	FALSE		"fill_level": 6 (full)	"cauldron_liquid": "water"						FALSE	FALSE
Cauldron	item.cauldron	FALSE	Block DIF Item	FALSE		"fill_level": 0 (empty)	"cauldron_liquid": "lava"						FALSE	FALSE
Cauldron	item.cauldron	FALSE	Block DIF Item	FALSE		"fill_level": 1	"cauldron_liquid": "lava"						FALSE	FALSE
Cauldron	item.cauldron	FALSE	Block DIF Item	FALSE		"fill_level": 2	"cauldron_liquid": "lava"						FALSE	FALSE
Cauldron	item.cauldron	FALSE	Block DIF Item	FALSE		"fill_level": 3	"cauldron_liquid": "lava"						FALSE	FALSE
Cauldron	item.cauldron	FALSE	Block DIF Item	FALSE		"fill_level": 4	"cauldron_liquid": "lava"						FALSE	FALSE
Cauldron	item.cauldron	FALSE	Block DIF Item	FALSE		"fill_level": 5	"cauldron_liquid": "lava"						FALSE	FALSE
Cauldron	item.cauldron	FALSE	Block DIF Item	FALSE		"fill_level": 6 (full)	"cauldron_liquid": "lava"						FALSE	FALSE
Cauldron	item.cauldron	FALSE	Block DIF Item	FALSE		"fill_level": 0 (empty)	"cauldron_liquid": "powder_snow"						FALSE	FALSE
Cauldron	item.cauldron	FALSE	Block DIF Item	FALSE		"fill_level": 1	"cauldron_liquid": "powder_snow"						FALSE	FALSE
Cauldron	item.cauldron	FALSE	Block DIF Item	FALSE		"fill_level": 2	"cauldron_liquid": "powder_snow"						FALSE	FALSE
Cauldron	item.cauldron	FALSE	Block DIF Item	FALSE		"fill_level": 3	"cauldron_liquid": "powder_snow"						FALSE	FALSE
Cauldron	item.cauldron	FALSE	Block DIF Item	FALSE		"fill_level": 4	"cauldron_liquid": "powder_snow"						FALSE	FALSE
Cauldron	item.cauldron	FALSE	Block DIF Item	FALSE		"fill_level": 5	"cauldron_liquid": "powder_snow"						FALSE	FALSE
Cauldron	item.cauldron	FALSE	Block DIF Item	FALSE		"fill_level": 6 (full)	"cauldron_liquid": "powder_snow"						FALSE	FALSE
End Portal	end_portal	FALSE	Block + Item	TRUE	119	FALSE							?	?
End Portal Frame	end_portal_frame	FALSE	Block + Item	TRUE	120	"direction": 0 (facing south)	"end_portal_eye_bit": false						?	?
End Portal Frame	end_portal_frame	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"end_portal_eye_bit": false						FALSE	FALSE
End Portal Frame	end_portal_frame	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"end_portal_eye_bit": false						FALSE	FALSE
End Portal Frame	end_portal_frame	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"end_portal_eye_bit": false						FALSE	FALSE
End Portal Frame	end_portal_frame	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"end_portal_eye_bit": true						FALSE	FALSE
End Portal Frame	end_portal_frame	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"end_portal_eye_bit": true						FALSE	FALSE
End Portal Frame	end_portal_frame	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"end_portal_eye_bit": true						FALSE	FALSE
End Portal Frame	end_portal_frame	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"end_portal_eye_bit": true						FALSE	FALSE
End Stone	end_stone	TRUE	Block + Item	TRUE	121	FALSE							?	?
Dragon Egg	dragon_egg	TRUE	Block + Item	TRUE	122	FALSE							?	?
Redstone Lamp	redstone_lamp	TRUE	Block + Item	TRUE	123	FALSE							?	?
Lit Redstone Lamp	lit_redstone_lamp	FALSE	Block + Item	TRUE	124	FALSE							?	?
Dropper	dropper	TRUE	Block + Item	TRUE	125	"facing_direction": 0 (facing down)	triggered_bit: false						?	?
Dropper	dropper	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	triggered_bit: false						FALSE	FALSE
Dropper	dropper	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	triggered_bit: false						FALSE	FALSE
Dropper	dropper	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	triggered_bit: false						FALSE	FALSE
Dropper	dropper	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	triggered_bit: false						FALSE	FALSE
Dropper	dropper	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	triggered_bit: false						FALSE	FALSE
Dropper	dropper	FALSE	Block + Item	FALSE		"facing_direction": 6 (unused)	triggered_bit: false						FALSE	FALSE
Dropper	dropper	FALSE	Block + Item	FALSE		"facing_direction": 7 (unused)	triggered_bit: false						FALSE	FALSE
Dropper	dropper	FALSE	Block + Item	FALSE		"facing_direction": 0 (facing down)	triggered_bit: true						FALSE	FALSE
Dropper	dropper	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	triggered_bit: true						FALSE	FALSE
Dropper	dropper	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	triggered_bit: true						FALSE	FALSE
Dropper	dropper	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	triggered_bit: true						FALSE	FALSE
Dropper	dropper	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	triggered_bit: true						FALSE	FALSE
Dropper	dropper	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	triggered_bit: true						FALSE	FALSE
Dropper	dropper	FALSE	Block + Item	FALSE		"facing_direction": 6 (unused)	triggered_bit: true						FALSE	FALSE
Dropper	dropper	FALSE	Block + Item	FALSE		"facing_direction": 7 (unused)	triggered_bit: true						FALSE	FALSE
Activator Rail	activator_rail	TRUE	Block + Item	TRUE	126	"rail_direction": 0 (straight north & south)	"rail_data_bit": false						?	?
Activator Rail	activator_rail	FALSE	Block + Item	FALSE		"rail_direction": 1 (straight east & west)	"rail_data_bit": false						FALSE	FALSE
Activator Rail	activator_rail	FALSE	Block + Item	FALSE		"rail_direction": 2 (sloped east-up)	"rail_data_bit": false						FALSE	FALSE
Activator Rail	activator_rail	FALSE	Block + Item	FALSE		"rail_direction": 3 (sloped west-up)	"rail_data_bit": false						FALSE	FALSE
Activator Rail	activator_rail	FALSE	Block + Item	FALSE		"rail_direction": 4 (sloped north-up)	"rail_data_bit": false						FALSE	FALSE
Activator Rail	activator_rail	FALSE	Block + Item	FALSE		"rail_direction": 5 (sloped south-up)	"rail_data_bit": false						FALSE	FALSE
Activator Rail	activator_rail	FALSE	Block + Item	FALSE		"rail_direction": 6 (unused)	"rail_data_bit": false						FALSE	FALSE
Activator Rail	activator_rail	FALSE	Block + Item	FALSE		"rail_direction": 7 (unused)	"rail_data_bit": false						FALSE	FALSE
Activator Rail	activator_rail	FALSE	Block + Item	FALSE		"rail_direction": 8 (unused)	"rail_data_bit": false						FALSE	FALSE
Activator Rail	activator_rail	FALSE	Block + Item	FALSE		"rail_direction": 9 (unused)	"rail_data_bit": false						FALSE	FALSE
Activator Rail	activator_rail	FALSE	Block + Item	FALSE		"rail_direction": 0 (straight north & south)	"rail_data_bit": true						FALSE	FALSE
Activator Rail	activator_rail	FALSE	Block + Item	FALSE		"rail_direction": 1 (straight east & west)	"rail_data_bit": true						FALSE	FALSE
Activator Rail	activator_rail	FALSE	Block + Item	FALSE		"rail_direction": 2 (sloped east-up)	"rail_data_bit": true						FALSE	FALSE
Activator Rail	activator_rail	FALSE	Block + Item	FALSE		"rail_direction": 3 (sloped west-up)	"rail_data_bit": true						FALSE	FALSE
Activator Rail	activator_rail	FALSE	Block + Item	FALSE		"rail_direction": 4 (sloped north-up)	"rail_data_bit": true						FALSE	FALSE
Activator Rail	activator_rail	FALSE	Block + Item	FALSE		"rail_direction": 5 (sloped south-up)	"rail_data_bit": true						FALSE	FALSE
Activator Rail	activator_rail	FALSE	Block + Item	FALSE		"rail_direction": 6 (unused)	"rail_data_bit": true						FALSE	FALSE
Activator Rail	activator_rail	FALSE	Block + Item	FALSE		"rail_direction": 7 (unused)	"rail_data_bit": true						FALSE	FALSE
Activator Rail	activator_rail	FALSE	Block + Item	FALSE		"rail_direction": 8 (unused)	"rail_data_bit": true						FALSE	FALSE
Activator Rail	activator_rail	FALSE	Block + Item	FALSE		"rail_direction": 9 (unused)	"rail_data_bit": true						FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	TRUE	127	"direction": 0 (facing south)	"age": 0 (newly grown plant)						?	?
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"age": 0 (newly grown plant)						FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"age": 0 (newly grown plant)						FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 3 (facing west)	"age": 0 (newly grown plant)						FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"age": 1						FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"age": 1						FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"age": 1						FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 3 (facing west)	"age": 1						FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"age": 2 (fully grown plant)						FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"age": 2 (fully grown plant)						FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"age": 2 (fully grown plant)						FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 3 (facing west)	"age": 2 (fully grown plant)						FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"age": 3 (unused)						FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"age": 3 (unused)						FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"age": 3 (unused)						FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 3 (facing west)	"age": 3 (unused)						FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"age": 4 (unused)						FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"age": 4 (unused)						FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"age": 4 (unused)						FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 3 (facing west)	"age": 4 (unused)						FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States						(Un)obtainable category	(Un)obtainable method
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"age": 5 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"age": 5 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"age": 5 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 3 (facing west)	"age": 5 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"age": 6 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"age": 6 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"age": 6 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 3 (facing west)	"age": 6 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"age": 7 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"age": 7 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"age": 7 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 3 (facing west)	"age": 7 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"age": 8 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"age": 8 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"age": 8 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 3 (facing west)	"age": 8 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"age": 9 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"age": 9 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"age": 9 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 3 (facing west)	"age": 9 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"age": 10 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"age": 10 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"age": 10 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 3 (facing west)	"age": 10 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"age": 11 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"age": 11 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"age": 11 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 3 (facing west)	"age": 11 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"age": 12 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"age": 12 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"age": 12 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 3 (facing west)	"age": 12 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"age": 13 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"age": 13 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"age": 13 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 3 (facing west)	"age": 13 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"age": 14 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"age": 14 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"age": 14 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 3 (facing west)	"age": 14 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"age": 15 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"age": 15 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"age": 15 (unused)					FALSE	FALSE
Cocoa	cocoa	FALSE	Block + Item	FALSE		"direction": 3 (facing west)	"age": 15 (unused)					FALSE	FALSE
Sandstone Stairs	sandstone_stairs	TRUE	Block + Item	TRUE	128	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					?	?
Sandstone Stairs	sandstone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false					FALSE	FALSE
Sandstone Stairs	sandstone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false					FALSE	FALSE
Sandstone Stairs	sandstone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false					FALSE	FALSE
Sandstone Stairs	sandstone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true					FALSE	FALSE
Sandstone Stairs	sandstone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true					FALSE	FALSE
Sandstone Stairs	sandstone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true					FALSE	FALSE
Sandstone Stairs	sandstone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true					FALSE	FALSE
Emerald Ore	emerald_ore	TRUE	Block + Item	TRUE	129	FALSE						?	?
Ender Chest	ender_chest	TRUE	Block + Item	TRUE	130	"facing_direction": 0 (unused)						?	?
Ender Chest	ender_chest	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)						FALSE	FALSE
Ender Chest	ender_chest	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)						FALSE	FALSE
Ender Chest	ender_chest	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)						FALSE	FALSE
Ender Chest	ender_chest	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)						FALSE	FALSE
Ender Chest	ender_chest	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)						FALSE	FALSE
Tripwire Hook	tripwire_hook	TRUE	Block + Item	TRUE	131	"direction": 0 (facing south)	"attached_bit": false	"powered_bit": false				?	?
Tripwire Hook	tripwire_hook	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"attached_bit": false	"powered_bit": false				FALSE	FALSE
Tripwire Hook	tripwire_hook	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"attached_bit": false	"powered_bit": false				FALSE	FALSE
Tripwire Hook	tripwire_hook	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"attached_bit": false	"powered_bit": false				FALSE	FALSE
Tripwire Hook	tripwire_hook	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"attached_bit": true	"powered_bit": false				FALSE	FALSE
Tripwire Hook	tripwire_hook	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"attached_bit": true	"powered_bit": false				FALSE	FALSE
Tripwire Hook	tripwire_hook	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"attached_bit": true	"powered_bit": false				FALSE	FALSE
Tripwire Hook	tripwire_hook	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"attached_bit": true	"powered_bit": false				FALSE	FALSE
Tripwire Hook	tripwire_hook	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"attached_bit": false	"powered_bit": true				FALSE	FALSE
Tripwire Hook	tripwire_hook	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"attached_bit": false	"powered_bit": true				FALSE	FALSE
Tripwire Hook	tripwire_hook	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"attached_bit": false	"powered_bit": true				FALSE	FALSE
Tripwire Hook	tripwire_hook	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"attached_bit": false	"powered_bit": true				FALSE	FALSE
Tripwire	tripwire	FALSE	Block DIF Item	TRUE	132	"powered_bit": false	"suspended_bit": false	"attached_bit": false	"disarmed_bit": false			?	?
Tripwire	tripwire	FALSE	Block DIF Item	FALSE		"powered_bit": false	"suspended_bit": false	"attached_bit": false	"disarmed_bit": false			FALSE	FALSE
Tripwire	tripwire	FALSE	Block DIF Item	FALSE		"powered_bit": false	"suspended_bit": true	"attached_bit": false	"disarmed_bit": false			FALSE	FALSE
Tripwire	tripwire	FALSE	Block DIF Item	FALSE		"powered_bit": true	"suspended_bit": true	"attached_bit": false	"disarmed_bit": false			FALSE	FALSE
Tripwire	tripwire	FALSE	Block DIF Item	FALSE		"powered_bit": false	"suspended_bit": false	"attached_bit": false	"disarmed_bit": true			FALSE	FALSE
Tripwire	tripwire	FALSE	Block DIF Item	FALSE		"powered_bit": true	"suspended_bit": false	"attached_bit": true	"disarmed_bit": false			FALSE	FALSE
Tripwire	tripwire	FALSE	Block DIF Item	FALSE		"powered_bit": false	"suspended_bit": true	"attached_bit": true	"disarmed_bit": false			FALSE	FALSE
Tripwire	tripwire	FALSE	Block DIF Item	FALSE		"powered_bit": true	"suspended_bit": true	"attached_bit": true	"disarmed_bit": false			FALSE	FALSE
Tripwire	tripwire	FALSE	Block DIF Item	FALSE		"powered_bit": false	"suspended_bit": false	"attached_bit": true	"disarmed_bit": true			FALSE	FALSE
Tripwire	tripwire	FALSE	Block DIF Item	FALSE		"powered_bit": true	"suspended_bit": false	"attached_bit": true	"disarmed_bit": true			FALSE	FALSE
Tripwire	tripwire	FALSE	Block DIF Item	FALSE		"powered_bit": false	"suspended_bit": true	"attached_bit": true	"disarmed_bit": true			FALSE	FALSE
Tripwire	tripwire	FALSE	Block DIF Item	FALSE		"powered_bit": true	"suspended_bit": true	"attached_bit": true	"disarmed_bit": true			FALSE	FALSE
Tripwire	tripwire	FALSE	Block DIF Item	FALSE		"powered_bit": false	"suspended_bit": false	"attached_bit": true	"disarmed_bit": true			FALSE	FALSE
Tripwire	tripwire	FALSE	Block DIF Item	FALSE		"powered_bit": true	"suspended_bit": false	"attached_bit": true	"disarmed_bit": true			FALSE	FALSE
Tripwire	tripwire	FALSE	Block DIF Item	FALSE		"powered_bit": false	"suspended_bit": true	"attached_bit": true	"disarmed_bit": true			FALSE	FALSE
Tripwire	tripwire	FALSE	Block DIF Item	FALSE		"powered_bit": true	"suspended_bit": true	"attached_bit": true	"disarmed_bit": true			FALSE	FALSE
Block of Emerald	emerald_block	TRUE	Block + Item	TRUE	133	FALSE						?	?
Spruce Wood Stairs	spruce_stairs	TRUE	Block + Item	TRUE	134	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					?	?
Spruce Wood Stairs	spruce_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false					FALSE	FALSE
Spruce Wood Stairs	spruce_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false					FALSE	FALSE
Spruce Wood Stairs	spruce_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false					FALSE	FALSE
Spruce Wood Stairs	spruce_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true					FALSE	FALSE
Spruce Wood Stairs	spruce_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true					FALSE	FALSE
Spruce Wood Stairs	spruce_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true					FALSE	FALSE
Spruce Wood Stairs	spruce_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true					FALSE	FALSE
Birch Wood Stairs	birch_stairs	TRUE	Block + Item	TRUE	135	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					?	?
Birch Wood Stairs	birch_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false					FALSE	FALSE
Birch Wood Stairs	birch_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false					FALSE	FALSE
Birch Wood Stairs	birch_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false					FALSE	FALSE
Birch Wood Stairs	birch_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true					FALSE	FALSE
Birch Wood Stairs	birch_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true					FALSE	FALSE
Birch Wood Stairs	birch_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true					FALSE	FALSE
Birch Wood Stairs	birch_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true					FALSE	FALSE
Jungle Wood Stairs	jungle_stairs	TRUE	Block + Item	TRUE	136	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					?	?
Jungle Wood Stairs	jungle_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false					FALSE	FALSE
Jungle Wood Stairs	jungle_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false					FALSE	FALSE
Jungle Wood Stairs	jungle_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false					FALSE	FALSE
Jungle Wood Stairs	jungle_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true					FALSE	FALSE
Jungle Wood Stairs	jungle_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true					FALSE	FALSE
Jungle Wood Stairs	jungle_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true					FALSE	FALSE
Jungle Wood Stairs	jungle_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true					FALSE	FALSE
Impulse Command Block	command_block	FALSE	Block + Item	TRUE	137	"facing_direction": 0 (facing down)	"conditional_bit": false					?	?
Impulse Command Block	command_block	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"conditional_bit": false					FALSE	FALSE
Impulse Command Block	command_block	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"conditional_bit": false					FALSE	FALSE
Impulse Command Block	command_block	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"conditional_bit": false					FALSE	FALSE
Impulse Command Block	command_block	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"conditional_bit": false					FALSE	FALSE
Impulse Command Block	command_block	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"conditional_bit": false					FALSE	FALSE
Impulse Command Block	command_block	FALSE	Block + Item	FALSE		"facing_direction": 0 (facing down)	"conditional_bit": true					FALSE	FALSE
Impulse Command Block	command_block	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"conditional_bit": true					FALSE	FALSE
Impulse Command Block	command_block	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"conditional_bit": true					FALSE	FALSE
Impulse Command Block	command_block	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"conditional_bit": true					FALSE	FALSE
Impulse Command Block	command_block	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"conditional_bit": true					FALSE	FALSE
Impulse Command Block	command_block	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"conditional_bit": true					FALSE	FALSE
Beacon	beacon	TRUE	Block + Item	TRUE	138	FALSE						?	?
Cobblestone Wall	cobblestone_wall	TRUE	Block + Item	TRUE	139	"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	?	?
Mossy Cobblestone Wall	cobblestone_wall	TRUE	Block + Item	TRUE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	?	?
Granite Wall	cobblestone_wall	TRUE	Block + Item	TRUE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	?	?
Diorite Wall	cobblestone_wall	TRUE	Block + Item	TRUE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	?	?
Andesite Wall	cobblestone_wall	TRUE	Block + Item	TRUE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	?	?
Sandstone Wall	cobblestone_wall	TRUE	Block + Item	TRUE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	?	?
Brick Wall	cobblestone_wall	TRUE	Block + Item	TRUE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	?	?
Stone Brick Wall	cobblestone_wall	TRUE	Block + Item	TRUE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	?	?
Mossy Stone Brick Wall	cobblestone_wall	TRUE	Block + Item	TRUE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	?	?
Nether Brick Wall	cobblestone_wall	TRUE	Block + Item	TRUE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	?	?
End Brick Wall	cobblestone_wall	TRUE	Block + Item	TRUE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	?	?
Prismarine Wall	cobblestone_wall	TRUE	Block + Item	TRUE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	?	?
Red Sandstone Wall	cobblestone_wall	TRUE	Block + Item	TRUE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	?	?
Red Nether Brick Wall	cobblestone_wall	TRUE	Block + Item	TRUE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	?	?
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States						(Un)obtainable category	(Un)obtainable method
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States						(Un)obtainable category	(Un)obtainable method
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States							(Un)obtainable category	(Un)obtainable method
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States						(Un)obtainable category	(Un)obtainable method
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States						(Un)obtainable category	(Un)obtainable method
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States						(Un)obtainable category	(Un)obtainable method
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States						(Un)obtainable category	(Un)obtainable method
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States						(Un)obtainable category	(Un)obtainable method
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States								(Un)obtainable category	(Un)obtainable method
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States						(Un)obtainable category	(Un)obtainable method
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States						(Un)obtainable category	(Un)obtainable method
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States						(Un)obtainable category	(Un)obtainable method
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States						(Un)obtainable category	(Un)obtainable method
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true	FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States							(Un)obtainable category	(Un)obtainable method
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Mossy Cobblestone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Granite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "granite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Diorite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "diorite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Andesite Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "andesite"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Mossy Stone Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
End Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "end_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Prismarine Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "prismarine"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Red Sandstone Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_sandstone"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Red Nether Brick Wall	cobblestone_wall	FALSE	Block + Item	FALSE		"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Flower Pot	item.flower_pot	FALSE	Block DIF Item	TRUE	140	"update_bit": false (no flower)							?	?
Flower Pot	item.flower_pot	FALSE	Block DIF Item	FALSE		"update_bit": true (flower)							FALSE	FALSE
Carrot	carrots	FALSE	Block DIF Item	TRUE	141	"age": 0 (newly grown plant)							?	?
Carrot	carrots	FALSE	Block DIF Item	FALSE		"age": 1							FALSE	FALSE
Carrot	carrots	FALSE	Block DIF Item	FALSE		"age": 2							FALSE	FALSE
Carrot	carrots	FALSE	Block DIF Item	FALSE		"age": 3							FALSE	FALSE
Carrot	carrots	FALSE	Block DIF Item	FALSE		"age": 4							FALSE	FALSE
Carrot	carrots	FALSE	Block DIF Item	FALSE		"age": 5							FALSE	FALSE
Carrot	carrots	FALSE	Block DIF Item	FALSE		"age": 6							FALSE	FALSE
Carrot	carrots	FALSE	Block DIF Item	FALSE		"age": 7 (fully grown plant)							FALSE	FALSE
Potato	potatoes	FALSE	Block DIF Item	TRUE	142	"age": 0 (newly grown plant)							?	?
Potato	potatoes	FALSE	Block DIF Item	FALSE		"age": 1							FALSE	FALSE
Potato	potatoes	FALSE	Block DIF Item	FALSE		"age": 2							FALSE	FALSE
Potato	potatoes	FALSE	Block DIF Item	FALSE		"age": 3							FALSE	FALSE
Potato	potatoes	FALSE	Block DIF Item	FALSE		"age": 4							FALSE	FALSE
Potato	potatoes	FALSE	Block DIF Item	FALSE		"age": 5							FALSE	FALSE
Potato	potatoes	FALSE	Block DIF Item	FALSE		"age": 6							FALSE	FALSE
Potato	potatoes	FALSE	Block DIF Item	FALSE		"age": 7 (fully grown plant)							FALSE	FALSE
Oak Button	wooden_button	TRUE	Block + Item	TRUE	143	"facing_direction": 0 (facing down)	"button_pressed_bit": false						?	?
Oak Button	wooden_button	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"button_pressed_bit": false						FALSE	FALSE
Oak Button	wooden_button	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"button_pressed_bit": false						FALSE	FALSE
Oak Button	wooden_button	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"button_pressed_bit": false						FALSE	FALSE
Oak Button	wooden_button	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"button_pressed_bit": false						FALSE	FALSE
Oak Button	wooden_button	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"button_pressed_bit": false						FALSE	FALSE
Oak Button	wooden_button	FALSE	Block + Item	FALSE		"facing_direction": 0 (facing down)	"button_pressed_bit": true						FALSE	FALSE
Oak Button	wooden_button	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"button_pressed_bit": true						FALSE	FALSE
Oak Button	wooden_button	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"button_pressed_bit": true						FALSE	FALSE
Oak Button	wooden_button	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"button_pressed_bit": true						FALSE	FALSE
Oak Button	wooden_button	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"button_pressed_bit": true						FALSE	FALSE
Oak Button	wooden_button	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"button_pressed_bit": true						FALSE	FALSE
Skeleton Skull	item.skull	FALSE	Block DIF Item	TRUE	144	FALSE							?	?
Wither Skeleton Skull	item.skull	FALSE	Block DIF Item	TRUE		FALSE							?	?
Zombie Head	item.skull	FALSE	Block DIF Item	TRUE		FALSE							?	?
Head	item.skull	FALSE	Block DIF Item	TRUE		FALSE							?	?
Creeper Head	item.skull	FALSE	Block DIF Item	TRUE		FALSE							?	?
Dragon Head	item.skull	FALSE	Block DIF Item	TRUE		FALSE							?	?
Anvil	anvil	TRUE	Block + Item	TRUE	145	"direction": 0 (west)	"damage": "undamaged"						?	?
Anvil	anvil	FALSE	Block + Item	FALSE		"direction": 1 (north)	"damage": "undamaged"						FALSE	FALSE
Anvil	anvil	FALSE	Block + Item	FALSE		"direction": 2 (east)	"damage": "undamaged"						FALSE	FALSE
Anvil	anvil	FALSE	Block + Item	FALSE		"direction": 3 (south)	"damage": "undamaged"						FALSE	FALSE
Slightly Damaged Anvil	anvil	TRUE	Block + Item	TRUE		"direction": 0 (west)	"damage": "slightly_damaged"						?	?
Slightly Damaged Anvil	anvil	FALSE	Block + Item	FALSE		"direction": 1 (north)	"damage": "slightly_damaged"						FALSE	FALSE
Slightly Damaged Anvil	anvil	FALSE	Block + Item	FALSE		"direction": 2 (east)	"damage": "slightly_damaged"						FALSE	FALSE
Slightly Damaged Anvil	anvil	FALSE	Block + Item	FALSE		"direction": 3 (south)	"damage": "slightly_damaged"						FALSE	FALSE
Very Damaged Anvil	anvil	TRUE	Block + Item	TRUE		"direction": 0 (west)	"damage": "very_damaged"						?	?
Very Damaged Anvil	anvil	FALSE	Block + Item	FALSE		"direction": 1 (north)	"damage": "very_damaged"						FALSE	FALSE
Very Damaged Anvil	anvil	FALSE	Block + Item	FALSE		"direction": 2 (east)	"damage": "very_damaged"						FALSE	FALSE
Very Damaged Anvil	anvil	FALSE	Block + Item	FALSE		"direction": 3 (south)	"damage": "very_damaged"						FALSE	FALSE
Broken Anvil	anvil	FALSE	Block + Item	TRUE		"direction": 0 (west)	"damage": "broken"						?	?
Broken Anvil	anvil	FALSE	Block + Item	FALSE		"direction": 1 (north)	"damage": "broken"						FALSE	FALSE
Broken Anvil	anvil	FALSE	Block + Item	FALSE		"direction": 2 (east)	"damage": "broken"						FALSE	FALSE
Broken Anvil	anvil	FALSE	Block + Item	FALSE		"direction": 3 (south)	"damage": "broken"						FALSE	FALSE
Trapped Chest	trapped_chest	FALSE	Block + Item	FALSE	146	"facing_direction": 0 (unused)							FALSE	FALSE
Trapped Chest	trapped_chest	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)							FALSE	FALSE
Trapped Chest	trapped_chest	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)							FALSE	FALSE
Trapped Chest	trapped_chest	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)							FALSE	FALSE
Trapped Chest	trapped_chest	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)							FALSE	FALSE
Trapped Chest	trapped_chest	TRUE	Block + Item	TRUE		"facing_direction": 5 (facing east)							?	?
Light Weighted Pressure Plate	light_weighted_pressure_j	TRUE	Block + Item	TRUE		"redstone_signal": 0							?	?
Light Weighted Pressure Plate	light_weighted_pressure_j	FALSE	Block + Item	FALSE		"redstone_signal": 1			

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States			(Un)obtainable category	(Un)obtainable method
Heavy Weighted Pressure Plate	heavy_weighted_pressure	FALSE	Block + Item	FALSE		"redstone_signal": 4			FALSE	FALSE
Heavy Weighted Pressure Plate	heavy_weighted_pressure	FALSE	Block + Item	FALSE		"redstone_signal": 5			FALSE	FALSE
Heavy Weighted Pressure Plate	heavy_weighted_pressure	FALSE	Block + Item	FALSE		"redstone_signal": 6			FALSE	FALSE
Heavy Weighted Pressure Plate	heavy_weighted_pressure	FALSE	Block + Item	FALSE		"redstone_signal": 7			FALSE	FALSE
Heavy Weighted Pressure Plate	heavy_weighted_pressure	FALSE	Block + Item	FALSE		"redstone_signal": 8			FALSE	FALSE
Heavy Weighted Pressure Plate	heavy_weighted_pressure	FALSE	Block + Item	FALSE		"redstone_signal": 9			FALSE	FALSE
Heavy Weighted Pressure Plate	heavy_weighted_pressure	FALSE	Block + Item	FALSE		"redstone_signal": 10			FALSE	FALSE
Heavy Weighted Pressure Plate	heavy_weighted_pressure	FALSE	Block + Item	FALSE		"redstone_signal": 11			FALSE	FALSE
Heavy Weighted Pressure Plate	heavy_weighted_pressure	FALSE	Block + Item	FALSE		"redstone_signal": 12			FALSE	FALSE
Heavy Weighted Pressure Plate	heavy_weighted_pressure	FALSE	Block + Item	FALSE		"redstone_signal": 13			FALSE	FALSE
Heavy Weighted Pressure Plate	heavy_weighted_pressure	FALSE	Block + Item	FALSE		"redstone_signal": 14			FALSE	FALSE
Heavy Weighted Pressure Plate	heavy_weighted_pressure	FALSE	Block + Item	FALSE		"redstone_signal": 15			FALSE	FALSE
(Unpowered) Redstone Comparator	unpowered_comparator	FALSE	Block DIF Item	TRUE	149	"direction": 0 (facing north)	"output_subtract_bit": false	"output_lit_bit": false	?	?
(Unpowered) Redstone Comparator	unpowered_comparator	FALSE	Block DIF Item	FALSE		"direction": 1 (facing east)	"output_subtract_bit": false	"output_lit_bit": false	FALSE	FALSE
(Unpowered) Redstone Comparator	unpowered_comparator	FALSE	Block DIF Item	FALSE		"direction": 2 (facing south)	"output_subtract_bit": false	"output_lit_bit": false	FALSE	FALSE
(Unpowered) Redstone Comparator	unpowered_comparator	FALSE	Block DIF Item	FALSE		"direction": 3 (facing west)	"output_subtract_bit": false	"output_lit_bit": false	FALSE	FALSE
(Unpowered) Redstone Comparator	unpowered_comparator	FALSE	Block DIF Item	FALSE		"direction": 0 (facing north)	"output_subtract_bit": true	"output_lit_bit": false	FALSE	FALSE
(Unpowered) Redstone Comparator	unpowered_comparator	FALSE	Block DIF Item	FALSE		"direction": 1 (facing east)	"output_subtract_bit": true	"output_lit_bit": false	FALSE	FALSE
(Unpowered) Redstone Comparator	unpowered_comparator	FALSE	Block DIF Item	FALSE		"direction": 2 (facing south)	"output_subtract_bit": true	"output_lit_bit": false	FALSE	FALSE
(Unpowered) Redstone Comparator	unpowered_comparator	FALSE	Block DIF Item	FALSE		"direction": 3 (facing west)	"output_subtract_bit": true	"output_lit_bit": false	FALSE	FALSE
(Unpowered) Redstone Comparator	unpowered_comparator	FALSE	Block DIF Item	FALSE		"direction": 0 (facing north)	"output_subtract_bit": false	"output_lit_bit": true	FALSE	FALSE
(Unpowered) Redstone Comparator	unpowered_comparator	FALSE	Block DIF Item	FALSE		"direction": 1 (facing east)	"output_subtract_bit": false	"output_lit_bit": true	FALSE	FALSE
(Unpowered) Redstone Comparator	unpowered_comparator	FALSE	Block DIF Item	FALSE		"direction": 2 (facing south)	"output_subtract_bit": false	"output_lit_bit": true	FALSE	FALSE
(Unpowered) Redstone Comparator	unpowered_comparator	FALSE	Block DIF Item	FALSE		"direction": 3 (facing west)	"output_subtract_bit": false	"output_lit_bit": true	FALSE	FALSE
(Unpowered) Redstone Comparator	unpowered_comparator	FALSE	Block DIF Item	FALSE		"direction": 0 (facing north)	"output_subtract_bit": true	"output_lit_bit": true	FALSE	FALSE
(Unpowered) Redstone Comparator	unpowered_comparator	FALSE	Block DIF Item	FALSE		"direction": 1 (facing east)	"output_subtract_bit": true	"output_lit_bit": true	FALSE	FALSE
(Unpowered) Redstone Comparator	unpowered_comparator	FALSE	Block DIF Item	FALSE		"direction": 2 (facing south)	"output_subtract_bit": true	"output_lit_bit": true	FALSE	FALSE
(Unpowered) Redstone Comparator	unpowered_comparator	FALSE	Block DIF Item	FALSE		"direction": 3 (facing west)	"output_subtract_bit": true	"output_lit_bit": true	FALSE	FALSE
Powered Redstone Comparator	powered_comparator	FALSE	Block + Item	TRUE	150	"direction": 0 (facing north)	"output_subtract_bit": false	"output_lit_bit": false	?	?
Powered Redstone Comparator	powered_comparator	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"output_subtract_bit": false	"output_lit_bit": false	FALSE	FALSE
Powered Redstone Comparator	powered_comparator	FALSE	Block + Item	FALSE		"direction": 2 (facing south)	"output_subtract_bit": false	"output_lit_bit": false	FALSE	FALSE
Powered Redstone Comparator	powered_comparator	FALSE	Block + Item	FALSE		"direction": 3 (facing west)	"output_subtract_bit": false	"output_lit_bit": false	FALSE	FALSE
Powered Redstone Comparator	powered_comparator	FALSE	Block + Item	FALSE		"direction": 0 (facing north)	"output_subtract_bit": true	"output_lit_bit": false	FALSE	FALSE
Powered Redstone Comparator	powered_comparator	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"output_subtract_bit": true	"output_lit_bit": false	FALSE	FALSE
Powered Redstone Comparator	powered_comparator	FALSE	Block + Item	FALSE		"direction": 2 (facing south)	"output_subtract_bit": true	"output_lit_bit": false	FALSE	FALSE
Powered Redstone Comparator	powered_comparator	FALSE	Block + Item	FALSE		"direction": 3 (facing west)	"output_subtract_bit": true	"output_lit_bit": false	FALSE	FALSE
Powered Redstone Comparator	powered_comparator	FALSE	Block + Item	FALSE		"direction": 0 (facing north)	"output_subtract_bit": false	"output_lit_bit": true	FALSE	FALSE
Powered Redstone Comparator	powered_comparator	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"output_subtract_bit": false	"output_lit_bit": true	FALSE	FALSE
Powered Redstone Comparator	powered_comparator	FALSE	Block + Item	FALSE		"direction": 2 (facing south)	"output_subtract_bit": false	"output_lit_bit": true	FALSE	FALSE
Powered Redstone Comparator	powered_comparator	FALSE	Block + Item	FALSE		"direction": 3 (facing west)	"output_subtract_bit": false	"output_lit_bit": true	FALSE	FALSE
Powered Redstone Comparator	powered_comparator	FALSE	Block + Item	FALSE		"direction": 0 (facing north)	"output_subtract_bit": true	"output_lit_bit": true	FALSE	FALSE
Powered Redstone Comparator	powered_comparator	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"output_subtract_bit": true	"output_lit_bit": true	FALSE	FALSE
Powered Redstone Comparator	powered_comparator	FALSE	Block + Item	FALSE		"direction": 2 (facing south)	"output_subtract_bit": true	"output_lit_bit": true	FALSE	FALSE
Powered Redstone Comparator	powered_comparator	FALSE	Block + Item	FALSE		"direction": 3 (facing west)	"output_subtract_bit": true	"output_lit_bit": true	FALSE	FALSE
Daylight Detector	daylight_detector	TRUE	Block + Item	TRUE	151	"redstone_signal": 0			?	?
Daylight Detector	daylight_detector	FALSE	Block + Item	FALSE		"redstone_signal": 1			FALSE	FALSE
Daylight Detector	daylight_detector	FALSE	Block + Item	FALSE		"redstone_signal": 2			FALSE	FALSE
Daylight Detector	daylight_detector	FALSE	Block + Item	FALSE		"redstone_signal": 3			FALSE	FALSE
Daylight Detector	daylight_detector	FALSE	Block + Item	FALSE		"redstone_signal": 4			FALSE	FALSE
Daylight Detector	daylight_detector	FALSE	Block + Item	FALSE		"redstone_signal": 5			FALSE	FALSE
Daylight Detector	daylight_detector	FALSE	Block + Item	FALSE		"redstone_signal": 6			FALSE	FALSE
Daylight Detector	daylight_detector	FALSE	Block + Item	FALSE		"redstone_signal": 7			FALSE	FALSE
Daylight Detector	daylight_detector	FALSE	Block + Item	FALSE		"redstone_signal": 8			FALSE	FALSE
Daylight Detector	daylight_detector	FALSE	Block + Item	FALSE		"redstone_signal": 9			FALSE	FALSE
Daylight Detector	daylight_detector	FALSE	Block + Item	FALSE		"redstone_signal": 10			FALSE	FALSE
Daylight Detector	daylight_detector	FALSE	Block + Item	FALSE		"redstone_signal": 11			FALSE	FALSE
Daylight Detector	daylight_detector	FALSE	Block + Item	FALSE		"redstone_signal": 12			FALSE	FALSE
Daylight Detector	daylight_detector	FALSE	Block + Item	FALSE		"redstone_signal": 13			FALSE	FALSE
Daylight Detector	daylight_detector	FALSE	Block + Item	FALSE		"redstone_signal": 14			FALSE	FALSE
Daylight Detector	daylight_detector	FALSE	Block + Item	FALSE		"redstone_signal": 15			FALSE	FALSE
Block of Redstone	redstone_block	TRUE	Block + Item	FALSE	152	FALSE			FALSE	FALSE
Nether Quartz Ore	quartz_ore	TRUE	Block + Item	FALSE	153	FALSE			FALSE	FALSE
Hopper	item.hopper	FALSE	Block DIF Item	TRUE	154	"facing_direction": 0 (facing down)	"toggle_bit": false		?	?
Hopper	item.hopper	FALSE	Block DIF Item	FALSE		"facing_direction": 1 (unused)	"toggle_bit": false		FALSE	FALSE
Hopper	item.hopper	FALSE	Block DIF Item	FALSE		"facing_direction": 2 (facing north)	"toggle_bit": false		FALSE	FALSE
Hopper	item.hopper	FALSE	Block DIF Item	FALSE		"facing_direction": 3 (facing south)	"toggle_bit": false		FALSE	FALSE
Hopper	item.hopper	FALSE	Block DIF Item	FALSE		"facing_direction": 4 (facing east)	"toggle_bit": false		FALSE	FALSE
Hopper	item.hopper	FALSE	Block DIF Item	FALSE		"facing_direction": 5 (facing west)	"toggle_bit": false		FALSE	FALSE
Hopper	item.hopper	FALSE	Block DIF Item	FALSE		"facing_direction": 0 (facing down)	"toggle_bit": true		FALSE	FALSE
Hopper	item.hopper	FALSE	Block DIF Item	FALSE		"facing_direction": 1 (unused)	"toggle_bit": true		FALSE	FALSE
Hopper	item.hopper	FALSE	Block DIF Item	FALSE		"facing_direction": 2 (facing north)	"toggle_bit": true		FALSE	FALSE
Hopper	item.hopper	FALSE	Block DIF Item	FALSE		"facing_direction": 3 (facing south)	"toggle_bit": true		FALSE	FALSE
Hopper	item.hopper	FALSE	Block DIF Item	FALSE		"facing_direction": 4 (facing east)	"toggle_bit": true		FALSE	FALSE
Hopper	item.hopper	FALSE	Block DIF Item	FALSE		"facing_direction": 5 (facing west)	"toggle_bit": false		FALSE	FALSE
Quartz Block	quartz_block	TRUE	Block + Item	TRUE	155	"chisel_type": "default"	"pillar_axis": "y"		?	?
Chiseled Quartz Block	quartz_block	TRUE	Block + Item	TRUE		"chisel_type": "chiseled"	"pillar_axis": "y"		?	?
Pillar Quartz Block	quartz_block	TRUE	Block + Item	TRUE		"chisel_type": "lines"	"pillar_axis": "y"		?	?
Smooth Quartz Block	quartz_block	TRUE	Block + Item	TRUE		"chisel_type": "smooth"	"pillar_axis": "y"		?	?
Quartz Block	quartz_block	TRUE	Block + Item	FALSE		"chisel_type": "default"	"pillar_axis": "x"		FALSE	FALSE
Chiseled Quartz Block	quartz_block	TRUE	Block + Item	FALSE		"chisel_type": "chiseled"	"pillar_axis": "x"		FALSE	FALSE
Pillar Quartz Block	quartz_block	TRUE	Block + Item	FALSE		"chisel_type": "lines"	"pillar_axis": "x"		FALSE	FALSE
Smooth Quartz Block	quartz_block	TRUE	Block + Item	FALSE		"chisel_type": "smooth"	"pillar_axis": "x"		FALSE	FALSE
Quartz Block	quartz_block	TRUE	Block + Item	FALSE		"chisel_type": "default"	"pillar_axis": "z"		FALSE	FALSE
Chiseled Quartz Block	quartz_block	TRUE	Block + Item	FALSE		"chisel_type": "chiseled"	"pillar_axis": "z"		FALSE	FALSE
Pillar Quartz Block	quartz_block	TRUE	Block + Item	FALSE		"chisel_type": "lines"	"pillar_axis": "z"		FALSE	FALSE
Smooth Quartz Block	quartz_block	TRUE	Block + Item	FALSE		"chisel_type": "smooth"	"pillar_axis": "z"		FALSE	FALSE
Quartz Stairs	quartz_stairs	TRUE	Block + Item	FALSE	156	"weirdo_direction": 0 (facing east)	"upside_down_bit": false		FALSE	FALSE
Quartz Stairs	quartz_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false		FALSE	FALSE
Quartz Stairs	quartz_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false		FALSE	FALSE
Quartz Stairs	quartz_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false		FALSE	FALSE
Quartz Stairs	quartz_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true		FALSE	FALSE
Quartz Stairs	quartz_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true		FALSE	FALSE
Quartz Stairs	quartz_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true		FALSE	FALSE
Quartz Stairs	quartz_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true		FALSE	FALSE
Double Oak Slab	double_wooden_slab	FALSE	Block + Item	TRUE	157	"wood_type": "oak"	"top_slot_bit": false		?	?
Double Spruce Slab	double_wooden_slab	FALSE	Block + Item	TRUE		"wood_type": "spruce"	"top_slot_bit": false		?	?
Double Birch Slab	double_wooden_slab	FALSE	Block + Item	TRUE		"wood_type": "birch"	"top_slot_bit": false		?	?
Double Jungle Slab	double_wooden_slab	FALSE	Block + Item	TRUE		"wood_type": "jungle"	"top_slot_bit": false		?	?
Double Acacia Slab	double_wooden_slab	FALSE	Block + Item	TRUE		"wood_type": "acacia"	"top_slot_bit": false		?	?
Double Dark Oak Slab	double_wooden_slab	FALSE	Block + Item	TRUE		"wood_type": "dark_oak"	"top_slot_bit": false		?	?
Double Oak Slab	double_wooden_slab	FALSE	Block + Item	FALSE		"wood_type": "oak"	"top_slot_bit": true		FALSE	FALSE
Double Spruce Slab	double_wooden_slab	FALSE	Block + Item	FALSE		"wood_type": "spruce"	"top_slot_bit": true		FALSE	FALSE
Double Birch Slab	double_wooden_slab	FALSE	Block + Item	FALSE		"wood_type": "birch"	"top_slot_bit": true		FALSE	FALSE
Double Jungle Slab	double_wooden_slab	FALSE	Block + Item	FALSE		"wood_type": "jungle"	"top_slot_bit": true		FALSE	FALSE
Double Acacia Slab	double_wooden_slab	FALSE	Block + Item	FALSE		"wood_type": "acacia"	"top_slot_bit": true		FALSE	FALSE
Double Dark Oak Slab	double_wooden_slab	FALSE	Block + Item	FALSE		"wood_type": "dark_oak"	"top_slot_bit": true		FALSE	FALSE
(Lower) Oak Slab	wooden_slab	TRUE	Block + Item	TRUE	158	"wood_type": "oak"	"top_slot_bit": false		?	?
(Lower) Spruce Slab	wooden_slab	TRUE	Block + Item	TRUE		"wood_type": "spruce"	"top_slot_bit": false		?	?
(Lower) Birch Slab	wooden_slab	TRUE	Block + Item	TRUE		"wood_type": "birch"	"top_slot_bit": false		?	?
(Lower) Jungle Slab	wooden_slab	TRUE	Block + Item	TRUE		"wood_type": "jungle"	"top_slot_bit": false		?	?
(Lower) Acacia Slab	wooden_slab	TRUE	Block + Item	TRUE		"wood_type": "acacia"	"top_slot_bit": false		?	?
(Lower) Dark Oak Slab	wooden_slab	TRUE	Block + Item	TRUE		"wood_type": "dark_oak"	"top_slot_bit": false		?	?
(Upper) Oak Slab	wooden_slab	FALSE	Block + Item	FALSE		"wood_type": "oak"	"top_slot_bit": true		FALSE	FALSE
(Upper) Spruce Slab	wooden_slab	FALSE	Block + Item	FALSE		"wood_type": "spruce"	"top_slot_bit": true		FALSE	FALSE
(Upper) Birch Slab	wooden_slab	FALSE	Block + Item	FALSE		"wood_type": "birch"	"top_slot_bit": true		FALSE	FALSE
(Upper) Jungle Slab	wooden_slab	FALSE	Block + Item	FALSE		"wood_type": "jungle"	"top_slot_bit": true		FALSE	FALSE
(Upper) Acacia Slab	wooden_slab	FALSE	Block + Item	FALSE		"wood_type": "acacia"	"top_slot_bit": true		FALSE	FALSE
(Upper) Dark Oak Slab	wooden_slab	FALSE	Block + Item	FALSE		"wood_type": "dark_oak"	"top_slot_bit": true		FALSE	FALSE
White Terracotta	stained_hardened_clay	TRUE	Block + Item	TRUE	159	"color": "white"			?	?
Orange Terracotta	stained_hardened_clay	TRUE	Block + Item	TRUE		"color": "orange"			?	?
Magenta Terracotta	stained_hardened_clay	TRUE	Block + Item	TRUE		"color": "magenta"			?	?
Light Blue Terracotta	stained_hardened_clay	TRUE	Block + Item	TRUE		"color": "light_blue"			?	?
Yellow Terracotta	stained_hardened_clay	TRUE	Block + Item	TRUE		"color": "yellow"			?	?
Lime Terracotta	stained_hardened_clay	TRUE	Block + Item	TRUE		"color": "lime"			?	?
Pink Terracotta	stained_hardened_clay	TRUE	Block + Item	TRUE		"color": "pink"			?	?
Gray Terracotta	stained_hardened_clay	TRUE	Block + Item	TRUE		"color": "gray"			?	?
Light Gray Terracotta	stained_hardened_clay	TRUE	Block + Item	TRUE		"color": "silver"			?	?
Cyan Terracotta	stained_hardened_clay	TRUE	Block + Item	TRUE		"color": "cyan"			?	?
Purple Terracotta	stained_hardened_clay	TRUE	Block + Item	TRUE		"color": "purple"			?	?
Blue Terracotta	stained_hardened_clay	TRUE	Block + Item	TRUE		"color": "blue"			?	?
Brown Terracotta	stained_hardened_clay	TRUE	Block + Item	TRUE		"color": "brown"			?	?
Green Terracotta	stained_hardened_clay	TRUE	Block + Item	TRUE		"color": "green"			?	?
Red Terracotta	stained_hardened_clay	TRUE	Block + Item	TRUE		"color": "red"			?	?
Black Terracotta	stained_hardened_clay	TRUE	Block + Item	TRUE		"color": "black"			?	?
White Stained Glass Pane	stained_glass_pane	TRUE	Block + Item	TRUE	160	"color": "white"			?	?
Orange Stained Glass Pane	stained_glass_pane	TRUE	Block + Item	TRUE		"color": "orange"			?	?
Magenta Stained Glass Pane	stained_glass_pane	TRUE	Block + Item	TRUE		"color": "magenta"			?	?
Light Blue Stained Glass Pane	stained_glass_pane	TRUE	Block + Item	TRUE		"color": "light_blue"			?	?
Yellow Stained Glass Pane	stained_glass_pane	TRUE	Block + Item	TRUE		"color": "yellow"			?	?
Lime Stained Glass Pane	stained_glass_pane	TRUE	Block + Item	TRUE		"color": "lime"			?	?
Pink Stained Glass Pane	stained_glass_pane	TRUE	Block + Item	TRUE		"color": "pink"			?	?
Gray Stained Glass Pane	stained_glass_pane	TRUE	Block + Item	TRUE		"color": "gray"			?	?
Light Gray Stained Glass Pane	stained_glass_pane	TRUE	Block + Item	TRUE		"color": "silver"			?	?
Cyan Stained Glass Pane	stained_glass_pane	TRUE	Block + Item	TRUE		"color": "cyan"			?	?
Purple Stained Glass Pane	stained_glass_pane	TRUE	Block + Item	TRUE		"color": "purple"			?	?
Blue Stained Glass Pane	stained_glass_pane	TRUE	Block + Item	TRUE		"color": "blue"			?	?
Brown Stained Glass Pane	stained_glass_pane	TRUE	Block + Item	TRUE		"color": "brown"			?	?
Green Stained Glass Pane	stained_glass_pane	TRUE	Block + Item	TRUE		"color": "green"			?	?
Red Stained Glass Pane	stained_glass_pane	TRUE	Block + Item	TRUE		"color": "red"			?	?
Black Stained Glass Pane	stained_glass_pane	TRUE	Block + Item	TRUE		"color": "black"			?	?
Acacia Leaves	leaves2	TRUE	Block + Item	TRUE	161	"new_leaf_type": "acacia"	"update_bit": false	"persistent_bit": false	?	?
Dark Oak Leaves	leaves2	TRUE	Block + Item	TRUE		"new_leaf_type": "dark_oak"	"update_bit": false	"persistent_bit": false	?	?
Acacia Leaves	leaves2	FALSE	Block + Item	FALSE		"new_leaf_type": "acacia"	"update_bit": true	"persistent_bit": false	FALSE	FALSE
Dark Oak Leaves	leaves2	FALSE	Block + Item	FALSE		"new_leaf_type": "dark_oak"	"update_bit": true	"persistent_bit": false	FALSE	FALSE
Acacia Leaves	leaves2	FALSE	Block + Item	FALSE		"new_leaf_type": "acacia"	"update_bit": false	"persistent_bit": true	FALSE	FALSE
Dark Oak Leaves	leaves2	FALSE	Block + Item	FALSE		"new_leaf_type": "dark_oak"	"update_bit": false	"persistent_bit": true	FALSE	FALSE
Acacia Leaves	leaves2	FALSE	Block + Item	FALSE		"new_leaf_type": "acacia"	"update_bit": true	"persistent_bit": true	FALSE	FALSE
Dark Oak Leaves	leaves2	FALSE	Block + Item	FALSE		"new_leaf_type": "dark_oak"	"update_bit": true	"persistent_bit": true	FALSE	FALSE
Acacia Log	log2	TRUE	Block + Item	TRUE	162	"new_log_type": "acacia"	"pillar_axis": "y"		?	?
Dark Oak Log	log2	TRUE	Block + Item	TRUE		"new_log_type": "dark_oak"	"pillar_axis": "y"		?	?
Acacia Log	log2	TRUE	Block + Item	FALSE		"new_log_type": "acacia"	"pillar_axis": "x"		FALSE	FALSE
Dark Oak Log	log2	TRUE	Block + Item	FALSE		"new_log_type": "dark_oak"	"pillar_axis": "x"		FALSE	FALSE
Acacia Log	log2	TRUE	Block + Item	FALSE		"new_log_type": "acacia"	"pillar_axis": "z"		FALSE	FALSE
Dark Oak Log	log2	TRUE	Block + Item	FALSE		"new_log_type": "dark_oak"	"pillar_axis": "z"		FALSE	FALSE
Acacia Wood Stairs	acacia_stairs	TRUE	Block + Item	TRUE	163	"weirdo_direction": 0 (facing east)	"upside_down_bit": false		?	?

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States						(Un)obtainable category	(Un)obtainable method
Acacia Wood Stairs	acacia_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false					FALSE	FALSE
Acacia Wood Stairs	acacia_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false					FALSE	FALSE
Acacia Wood Stairs	acacia_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false					FALSE	FALSE
Acacia Wood Stairs	acacia_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true					FALSE	FALSE
Acacia Wood Stairs	acacia_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true					FALSE	FALSE
Acacia Wood Stairs	acacia_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true					FALSE	FALSE
Acacia Wood Stairs	acacia_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true					FALSE	FALSE
Dark Oak Wood Stairs	dark_oak_stairs	TRUE	Block + Item	FALSE	164	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					FALSE	FALSE
Dark Oak Wood Stairs	dark_oak_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false					FALSE	FALSE
Dark Oak Wood Stairs	dark_oak_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false					FALSE	FALSE
Dark Oak Wood Stairs	dark_oak_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false					FALSE	FALSE
Dark Oak Wood Stairs	dark_oak_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true					FALSE	FALSE
Dark Oak Wood Stairs	dark_oak_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true					FALSE	FALSE
Dark Oak Wood Stairs	dark_oak_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true					FALSE	FALSE
Dark Oak Wood Stairs	dark_oak_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true					FALSE	FALSE
Slime Block	slime	TRUE	Block + Item	FALSE	165	FALSE						FALSE	FALSE
(unused)	(unused)	(unused)	(unused)	(unused)	166	(unused)	(unused)	(unused)	(unused)	(unused)	(unused)	?	?
Iron Trapdoor	iron_trapdoor	TRUE	Block + Item	TRUE	167	"direction": 0 (facing west)	"upside_down_bit": false	"open_bit": false				?	?
Iron Trapdoor	iron_trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": false	"open_bit": false				FALSE	FALSE
Iron Trapdoor	iron_trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": false	"open_bit": false				FALSE	FALSE
Iron Trapdoor	iron_trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": false	"open_bit": false				FALSE	FALSE
Iron Trapdoor	iron_trapdoor	FALSE	Block + Item	FALSE		"direction": 0 (facing west)	"upside_down_bit": true	"open_bit": false				FALSE	FALSE
Iron Trapdoor	iron_trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": true	"open_bit": false				FALSE	FALSE
Iron Trapdoor	iron_trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": true	"open_bit": false				FALSE	FALSE
Iron Trapdoor	iron_trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": true	"open_bit": false				FALSE	FALSE
Iron Trapdoor	iron_trapdoor	FALSE	Block + Item	FALSE		"direction": 0 (facing west)	"upside_down_bit": false	"open_bit": true				FALSE	FALSE
Iron Trapdoor	iron_trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": false	"open_bit": true				FALSE	FALSE
Iron Trapdoor	iron_trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": false	"open_bit": true				FALSE	FALSE
Iron Trapdoor	iron_trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": false	"open_bit": true				FALSE	FALSE
Iron Trapdoor	iron_trapdoor	FALSE	Block + Item	FALSE		"direction": 0 (facing west)	"upside_down_bit": true	"open_bit": true				FALSE	FALSE
Iron Trapdoor	iron_trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": true	"open_bit": true				FALSE	FALSE
Iron Trapdoor	iron_trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": true	"open_bit": true				FALSE	FALSE
Iron Trapdoor	iron_trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": true	"open_bit": true				FALSE	FALSE
Prismarine	prismarine	TRUE	Block + Item	TRUE	168	prismarine_block_type: "default"						?	?
Dark Prismarine	prismarine	TRUE	Block + Item	TRUE		prismarine_block_type: "dark"						?	?
Prismarine Bricks	prismarine	TRUE	Block + Item	TRUE		prismarine_block_type: "bricks"						?	?
Sea Lantern	sealantern	TRUE	Block + Item	TRUE	169	FALSE						?	?
Hay Bale	hay_block	TRUE	Block + Item	TRUE	170	"pillar_axis": "y"						?	?
Hay Bale	hay_block	FALSE	Block + Item	FALSE		"pillar_axis": "x"						FALSE	FALSE
Hay Bale	hay_block	FALSE	Block + Item	FALSE		"pillar_axis": "z"						FALSE	FALSE
White Carpet	carpet	TRUE	Block + Item	TRUE	171	"color": "white"						?	?
Orange Carpet	carpet	TRUE	Block + Item	TRUE		"color": "orange"						?	?
Magenta Carpet	carpet	TRUE	Block + Item	TRUE		"color": "magenta"						?	?
Light Blue Carpet	carpet	TRUE	Block + Item	TRUE		"color": "light_blue"						?	?
Yellow Carpet	carpet	TRUE	Block + Item	TRUE		"color": "yellow"						?	?
Lime Carpet	carpet	TRUE	Block + Item	TRUE		"color": "lime"						?	?
Pink Carpet	carpet	TRUE	Block + Item	TRUE		"color": "pink"						?	?
Gray Carpet	carpet	TRUE	Block + Item	TRUE		"color": "gray"						?	?
Light Gray Carpet	carpet	TRUE	Block + Item	TRUE		"color": "silver"						?	?
Cyan Carpet	carpet	TRUE	Block + Item	TRUE		"color": "cyan"						?	?
Purple Carpet	carpet	TRUE	Block + Item	TRUE		"color": "purple"						?	?
Blue Carpet	carpet	TRUE	Block + Item	TRUE		"color": "blue"						?	?
Brown Carpet	carpet	TRUE	Block + Item	TRUE		"color": "brown"						?	?
Green Carpet	carpet	TRUE	Block + Item	TRUE		"color": "green"						?	?
Red Carpet	carpet	TRUE	Block + Item	TRUE		"color": "red"						?	?
Black Carpet	carpet	TRUE	Block + Item	TRUE		"color": "black"						?	?
Terracotta	hardened_clay	TRUE	Block + Item	TRUE	172	FALSE						?	?
Block of Coal	coal_block	TRUE	Block + Item	TRUE	173	FALSE						?	?
Packed Ice	packed_ice	TRUE	Block + Item	TRUE	174	FALSE						?	?
Sunflower	double_plant	TRUE	Block + Item	TRUE	175	"double_plant_type": "sunflower"	"upper_block_bit": false					?	?
Syringa	double_plant	TRUE	Block + Item	TRUE		"double_plant_type": "syringa"	"upper_block_bit": false					?	?
Tall Grass	double_plant	TRUE	Block + Item	TRUE		"double_plant_type": "grass"	"upper_block_bit": false					?	?
Tall Fern	double_plant	TRUE	Block + Item	TRUE		"double_plant_type": "fern"	"upper_block_bit": false					?	?
Rose Bush	double_plant	TRUE	Block + Item	TRUE		"double_plant_type": "rose"	"upper_block_bit": false					?	?
Paeonia	double_plant	TRUE	Block + Item	TRUE		"double_plant_type": "paeonia"	"upper_block_bit": false					?	?
Sunflower	double_plant	FALSE	Block + Item	FALSE		"double_plant_type": "sunflower"	"upper_block_bit": true					FALSE	FALSE
Syringa	double_plant	FALSE	Block + Item	FALSE		"double_plant_type": "syringa"	"upper_block_bit": true					FALSE	FALSE
Tall Grass	double_plant	FALSE	Block + Item	FALSE		"double_plant_type": "grass"	"upper_block_bit": true					FALSE	FALSE
Tall Fern	double_plant	FALSE	Block + Item	FALSE		"double_plant_type": "fern"	"upper_block_bit": true					FALSE	FALSE
Rose Bush	double_plant	FALSE	Block + Item	FALSE		"double_plant_type": "rose"	"upper_block_bit": true					FALSE	FALSE
Paeonia	double_plant	FALSE	Block + Item	FALSE		"double_plant_type": "paeonia"	"upper_block_bit": true					FALSE	FALSE
White Banner	standing_banner	FALSE	Block DIF Item	TRUE	176:0	"ground_sign_direction": 0 (facing south)						?	?
White Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 1 (facing south-southwest)						FALSE	FALSE
White Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 2 (facing southwest)						FALSE	FALSE
White Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 3 (facing west-southwest)						FALSE	FALSE
White Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 4 (facing west)						FALSE	FALSE
White Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 5 (facing west-northwest)						FALSE	FALSE
White Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 6 (facing northwest)						FALSE	FALSE
White Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 7 (facing north-northwest)						FALSE	FALSE
White Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 8 (facing north)						FALSE	FALSE
White Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 9 (facing north-northeast)						FALSE	FALSE
White Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 10 (facing northeast)						FALSE	FALSE
White Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 11 (facing east-northeast)						FALSE	FALSE
White Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 12 (facing east)						FALSE	FALSE
White Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 13 (facing east-southeast)						FALSE	FALSE
White Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 14 (facing southeast)						FALSE	FALSE
White Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 15 (facing south-southeast)						FALSE	FALSE
Orange Banner	standing_banner	FALSE	Block DIF Item	TRUE	176:1	"ground_sign_direction": 0 (facing south)						?	?
Orange Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 1 (facing south-southwest)						FALSE	FALSE
Orange Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 2 (facing southwest)						FALSE	FALSE
Orange Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 3 (facing west-southwest)						FALSE	FALSE
Orange Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 4 (facing west)						FALSE	FALSE
Orange Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 5 (facing west-northwest)						FALSE	FALSE
Orange Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 6 (facing northwest)						FALSE	FALSE
Orange Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 7 (facing north-northwest)						FALSE	FALSE
Orange Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 8 (facing north)						FALSE	FALSE
Orange Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 9 (facing north-northeast)						FALSE	FALSE
Orange Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 10 (facing northeast)						FALSE	FALSE
Orange Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 11 (facing east-northeast)						FALSE	FALSE
Orange Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 12 (facing east)						FALSE	FALSE
Orange Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 13 (facing east-southeast)						FALSE	FALSE
Orange Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 14 (facing southeast)						FALSE	FALSE
Orange Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 15 (facing south-southeast)						FALSE	FALSE
Magenta Banner	standing_banner	FALSE	Block DIF Item	TRUE	176:2	"ground_sign_direction": 0 (facing south)						?	?
Magenta Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 1 (facing south-southwest)						FALSE	FALSE
Magenta Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 2 (facing southwest)						FALSE	FALSE
Magenta Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 3 (facing west-southwest)						FALSE	FALSE
Magenta Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 4 (facing west)						FALSE	FALSE
Magenta Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 5 (facing west-northwest)						FALSE	FALSE
Magenta Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 6 (facing northwest)						FALSE	FALSE
Magenta Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 7 (facing north-northwest)						FALSE	FALSE
Magenta Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 8 (facing north)						FALSE	FALSE
Magenta Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 9 (facing north-northeast)						FALSE	FALSE
Magenta Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 10 (facing northeast)						FALSE	FALSE
Magenta Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 11 (facing east-northeast)						FALSE	FALSE
Magenta Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 12 (facing east)						FALSE	FALSE
Magenta Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 13 (facing east-southeast)						FALSE	FALSE
Magenta Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 14 (facing southeast)						FALSE	FALSE
Magenta Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 15 (facing south-southeast)						FALSE	FALSE
Light Blue Banner	standing_banner	FALSE	Block DIF Item	TRUE	176:3	"ground_sign_direction": 0 (facing south)						?	?
Light Blue Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 1 (facing south-southwest)						FALSE	FALSE
Light Blue Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 2 (facing southwest)						FALSE	FALSE
Light Blue Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 3 (facing west-southwest)						FALSE	FALSE
Light Blue Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 4 (facing west)						FALSE	FALSE
Light Blue Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 5 (facing west-northwest)						FALSE	FALSE
Light Blue Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 6 (facing northwest)						FALSE	FALSE
Light Blue Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 7 (facing north-northwest)						FALSE	FALSE
Light Blue Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 8 (facing north)						FALSE	FALSE
Light Blue Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 9 (facing north-northeast)						FALSE	FALSE
Light Blue Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 10 (facing northeast)						FALSE	FALSE
Light Blue Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 11 (facing east-northeast)						FALSE	FALSE
Light Blue Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 12 (facing east)						FALSE	FALSE
Light Blue Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 13 (facing east-southeast)						FALSE	FALSE
Light Blue Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 14 (facing southeast)						FALSE	FALSE
Light Blue Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 15 (facing south-southeast)						FALSE	FALSE
Yellow Banner	standing_banner	FALSE	Block DIF Item	TRUE	176:4	"ground_sign_direction": 0 (facing south)						?	?
Yellow Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 1 (facing south-southwest)						FALSE	FALSE
Yellow Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 2 (facing southwest)						FALSE	FALSE
Yellow Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 3 (facing west-southwest)						FALSE	FALSE
Yellow Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 4 (facing west)						FALSE	FALSE
Yellow Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 5 (facing west-northwest)						FALSE	FALSE
Yellow Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 6 (facing northwest)						FALSE	FALSE
Yellow Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 7 (facing north-northwest)						FALSE	FALSE
Yellow Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 8 (facing north)						FALSE	FALSE
Yellow Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 9 (facing north-northeast)						FALSE	FALSE
Yellow Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 10 (facing northeast)						FALSE	FALSE
Yellow Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 11 (facing east-northeast)						FALSE	FALSE
Yellow Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 12 (facing east)						FALSE	FALSE
Yellow Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 13 (facing east-southeast)						FALSE	FALSE
Yellow Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 14 (facing southeast)						FALSE	FALSE
Yellow Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 15 (facing south-southeast)						FALSE	FALSE
Lime Banner	standing_banner	FALSE	Block DIF Item	TRUE	176:5	"ground_sign_direction": 0 (facing south)						?	?
Lime Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 1 (facing south-southwest)						FALSE	FALSE
Lime Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 2 (facing southwest)						FALSE	FALSE
Lime Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 3 (facing west-southwest)						FALSE	FALSE
Lime Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 4 (facing west)						FALSE	FALSE
Lime Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 5 (facing west-northwest)						FALSE	FALSE
Lime Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 6 (facing northwest)						FALSE	FALSE
Lime Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 7 (facing north-northwest)						FALSE	FALSE
Lime Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 8 (facing north)						FALSE	FALSE
Lime Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 9 (facing north-northeast)						FALSE	FALSE
Lime Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 10 (facing northeast)						FALSE	FALSE
Lime Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 11 (facing east-northeast)						FALSE	FALSE
Lime Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 12 (facing east)						FALSE	FALSE
Lime Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 13 (facing east-southeast)						FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States	(Un)obtainable category	(Un)obtainable method
Lime Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 14 (facing southeast)	FALSE	FALSE
Lime Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 15 (facing south-southeast)	FALSE	FALSE
Pink Banner	standing_banner	FALSE	Block DIF Item	TRUE	176:6	"ground_sign_direction": 0 (facing south)	?	?
Pink Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 1 (facing south-southwest)	FALSE	FALSE
Pink Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 2 (facing southwest)	FALSE	FALSE
Pink Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 3 (facing west-southwest)	FALSE	FALSE
Pink Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 4 (facing west)	FALSE	FALSE
Pink Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 5 (facing west-northwest)	FALSE	FALSE
Pink Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 6 (facing northwest)	FALSE	FALSE
Pink Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 7 (facing north-northwest)	FALSE	FALSE
Pink Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 8 (facing north)	FALSE	FALSE
Pink Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 9 (facing north-northeast)	FALSE	FALSE
Pink Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 10 (facing northeast)	FALSE	FALSE
Pink Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 11 (facing east-northeast)	FALSE	FALSE
Pink Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 12 (facing east)	FALSE	FALSE
Pink Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 13 (facing east-southeast)	FALSE	FALSE
Pink Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 14 (facing southeast)	FALSE	FALSE
Pink Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 15 (facing south-southeast)	FALSE	FALSE
Gray Banner	standing_banner	FALSE	Block DIF Item	TRUE	176:7	"ground_sign_direction": 0 (facing south)	?	?
Gray Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 1 (facing south-southwest)	FALSE	FALSE
Gray Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 2 (facing southwest)	FALSE	FALSE
Gray Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 3 (facing west-southwest)	FALSE	FALSE
Gray Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 4 (facing west)	FALSE	FALSE
Gray Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 5 (facing west-northwest)	FALSE	FALSE
Gray Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 6 (facing northwest)	FALSE	FALSE
Gray Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 7 (facing north-northwest)	FALSE	FALSE
Gray Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 8 (facing north)	FALSE	FALSE
Gray Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 9 (facing north-northeast)	FALSE	FALSE
Gray Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 10 (facing northeast)	FALSE	FALSE
Gray Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 11 (facing east-northeast)	FALSE	FALSE
Gray Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 12 (facing east)	FALSE	FALSE
Gray Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 13 (facing east-southeast)	FALSE	FALSE
Gray Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 14 (facing southeast)	FALSE	FALSE
Gray Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 15 (facing south-southeast)	FALSE	FALSE
Light Gray Banner	standing_banner	FALSE	Block DIF Item	TRUE	176:8	"ground_sign_direction": 0 (facing south)	?	?
Light Gray Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 1 (facing south-southwest)	FALSE	FALSE
Light Gray Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 2 (facing southwest)	FALSE	FALSE
Light Gray Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 3 (facing west-southwest)	FALSE	FALSE
Light Gray Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 4 (facing west)	FALSE	FALSE
Light Gray Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 5 (facing west-northwest)	FALSE	FALSE
Light Gray Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 6 (facing northwest)	FALSE	FALSE
Light Gray Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 7 (facing north-northwest)	FALSE	FALSE
Light Gray Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 8 (facing north)	FALSE	FALSE
Light Gray Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 9 (facing north-northeast)	FALSE	FALSE
Light Gray Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 10 (facing northeast)	FALSE	FALSE
Light Gray Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 11 (facing east-northeast)	FALSE	FALSE
Light Gray Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 12 (facing east)	FALSE	FALSE
Light Gray Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 13 (facing east-southeast)	FALSE	FALSE
Light Gray Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 14 (facing southeast)	FALSE	FALSE
Light Gray Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 15 (facing south-southeast)	FALSE	FALSE
Cyan Banner	standing_banner	FALSE	Block DIF Item	TRUE	176:9	"ground_sign_direction": 0 (facing south)	?	?
Cyan Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 1 (facing south-southwest)	FALSE	FALSE
Cyan Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 2 (facing southwest)	FALSE	FALSE
Cyan Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 3 (facing west-southwest)	FALSE	FALSE
Cyan Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 4 (facing west)	FALSE	FALSE
Cyan Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 5 (facing west-northwest)	FALSE	FALSE
Cyan Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 6 (facing northwest)	FALSE	FALSE
Cyan Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 7 (facing north-northwest)	FALSE	FALSE
Cyan Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 8 (facing north)	FALSE	FALSE
Cyan Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 9 (facing north-northeast)	FALSE	FALSE
Cyan Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 10 (facing northeast)	FALSE	FALSE
Cyan Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 11 (facing east-northeast)	FALSE	FALSE
Cyan Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 12 (facing east)	FALSE	FALSE
Cyan Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 13 (facing east-southeast)	FALSE	FALSE
Cyan Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 14 (facing southeast)	FALSE	FALSE
Cyan Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 15 (facing south-southeast)	FALSE	FALSE
Purple Banner	standing_banner	FALSE	Block DIF Item	TRUE	176:10	"ground_sign_direction": 0 (facing south)	?	?
Purple Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 1 (facing south-southwest)	FALSE	FALSE
Purple Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 2 (facing southwest)	FALSE	FALSE
Purple Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 3 (facing west-southwest)	FALSE	FALSE
Purple Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 4 (facing west)	FALSE	FALSE
Purple Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 5 (facing west-northwest)	FALSE	FALSE
Purple Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 6 (facing northwest)	FALSE	FALSE
Purple Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 7 (facing north-northwest)	FALSE	FALSE
Purple Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 8 (facing north)	FALSE	FALSE
Purple Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 9 (facing north-northeast)	FALSE	FALSE
Purple Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 10 (facing northeast)	FALSE	FALSE
Purple Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 11 (facing east-northeast)	FALSE	FALSE
Purple Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 12 (facing east)	FALSE	FALSE
Purple Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 13 (facing east-southeast)	FALSE	FALSE
Purple Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 14 (facing southeast)	FALSE	FALSE
Purple Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 15 (facing south-southeast)	FALSE	FALSE
Blue Banner	standing_banner	FALSE	Block DIF Item	TRUE	176:11	"ground_sign_direction": 0 (facing south)	?	?
Blue Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 1 (facing south-southwest)	FALSE	FALSE
Blue Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 2 (facing southwest)	FALSE	FALSE
Blue Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 3 (facing west-southwest)	FALSE	FALSE
Blue Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 4 (facing west)	FALSE	FALSE
Blue Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 5 (facing west-northwest)	FALSE	FALSE
Blue Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 6 (facing northwest)	FALSE	FALSE
Blue Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 7 (facing north-northwest)	FALSE	FALSE
Blue Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 8 (facing north)	FALSE	FALSE
Blue Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 9 (facing north-northeast)	FALSE	FALSE
Blue Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 10 (facing northeast)	FALSE	FALSE
Blue Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 11 (facing east-northeast)	FALSE	FALSE
Blue Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 12 (facing east)	FALSE	FALSE
Blue Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 13 (facing east-southeast)	FALSE	FALSE
Blue Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 14 (facing southeast)	FALSE	FALSE
Blue Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 15 (facing south-southeast)	FALSE	FALSE
Brown Banner	standing_banner	FALSE	Block DIF Item	TRUE	176:12	"ground_sign_direction": 0 (facing south)	?	?
Brown Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 1 (facing south-southwest)	FALSE	FALSE
Brown Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 2 (facing southwest)	FALSE	FALSE
Brown Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 3 (facing west-southwest)	FALSE	FALSE
Brown Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 4 (facing west)	FALSE	FALSE
Brown Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 5 (facing west-northwest)	FALSE	FALSE
Brown Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 6 (facing northwest)	FALSE	FALSE
Brown Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 7 (facing north-northwest)	FALSE	FALSE
Brown Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 8 (facing north)	FALSE	FALSE
Brown Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 9 (facing north-northeast)	FALSE	FALSE
Brown Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 10 (facing northeast)	FALSE	FALSE
Brown Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 11 (facing east-northeast)	FALSE	FALSE
Brown Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 12 (facing east)	FALSE	FALSE
Brown Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 13 (facing east-southeast)	FALSE	FALSE
Brown Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 14 (facing southeast)	FALSE	FALSE
Brown Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 15 (facing south-southeast)	FALSE	FALSE
Green Banner	standing_banner	FALSE	Block DIF Item	TRUE	176:13	"ground_sign_direction": 0 (facing south)	?	?
Green Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 1 (facing south-southwest)	FALSE	FALSE
Green Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 2 (facing southwest)	FALSE	FALSE
Green Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 3 (facing west-southwest)	FALSE	FALSE
Green Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 4 (facing west)	FALSE	FALSE
Green Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 5 (facing west-northwest)	FALSE	FALSE
Green Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 6 (facing northwest)	FALSE	FALSE
Green Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 7 (facing north-northwest)	FALSE	FALSE
Green Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 8 (facing north)	FALSE	FALSE
Green Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 9 (facing north-northeast)	FALSE	FALSE
Green Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 10 (facing northeast)	FALSE	FALSE
Green Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 11 (facing east-northeast)	FALSE	FALSE
Green Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 12 (facing east)	FALSE	FALSE
Green Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 13 (facing east-southeast)	FALSE	FALSE
Green Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 14 (facing southeast)	FALSE	FALSE
Green Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 15 (facing south-southeast)	FALSE	FALSE
Red Banner	standing_banner	FALSE	Block DIF Item	TRUE	176:14	"ground_sign_direction": 0 (facing south)	?	?
Red Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 1 (facing south-southwest)	FALSE	FALSE
Red Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 2 (facing southwest)	FALSE	FALSE
Red Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 3 (facing west-southwest)	FALSE	FALSE
Red Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 4 (facing west)	FALSE	FALSE
Red Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 5 (facing west-northwest)	FALSE	FALSE
Red Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 6 (facing northwest)	FALSE	FALSE
Red Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 7 (facing north-northwest)	FALSE	FALSE
Red Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 8 (facing north)	FALSE	FALSE
Red Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 9 (facing north-northeast)	FALSE	FALSE
Red Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 10 (facing northeast)	FALSE	FALSE
Red Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 11 (facing east-northeast)	FALSE	FALSE
Red Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 12 (facing east)	FALSE	FALSE
Red Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 13 (facing east-southeast)	FALSE	FALSE
Red Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 14 (facing southeast)	FALSE	FALSE
Red Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 15 (facing south-southeast)	FALSE	FALSE
Black Banner	standing_banner	FALSE	Block DIF Item	TRUE	176:15	"ground_sign_direction": 0 (facing south)	?	?
Black Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 1 (facing south-southwest)	FALSE	FALSE
Black Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 2 (facing southwest)	FALSE	FALSE
Black Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 3 (facing west-southwest)	FALSE	FALSE
Black Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 4 (facing west)	FALSE	FALSE
Black Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 5 (facing west-northwest)	FALSE	FALSE
Black Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 6 (facing northwest)	FALSE	FALSE
Black Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 7 (facing north-northwest)	FALSE	FALSE
Black Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 8 (facing north)	FALSE	FALSE
Black Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 9 (facing north-northeast)	FALSE	FALSE
Black Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 10 (facing northeast)	FALSE	FALSE
Black Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 11 (facing east-northeast)	FALSE	FALSE
Black Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 12 (facing east)	FALSE	FALSE
Black Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 13 (facing east-southeast)	FALSE	FALSE
Black Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 14 (facing southeast)	FALSE	FALSE
Black Banner	standing_banner	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 15 (facing south-southeast)	FALSE	FALSE
White Wall Banner	wall_banner	FALSE	Block DIF Item	TRUE	177:0	"facing_direction": 0 (unused)	?	?
White Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 1 (unused)	FALSE	FALSE
White Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 2 (facing north)	FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States			(Un)obtainable category	(Un)obtainable method
White Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 3 (facing south)			FALSE	FALSE
White Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 4 (facing west)			FALSE	FALSE
White Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 5 (facing east)			FALSE	FALSE
Orange Wall Banner	wall_banner	FALSE	Block DIF Item	TRUE	177:1	"facing_direction": 0 (unused)			?	?
Orange Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 1 (unused)			FALSE	FALSE
Orange Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 2 (facing north)			FALSE	FALSE
Orange Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 3 (facing south)			FALSE	FALSE
Orange Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 4 (facing west)			FALSE	FALSE
Orange Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 5 (facing east)			FALSE	FALSE
Magenta Wall Banner	wall_banner	FALSE	Block DIF Item	TRUE	177:2	"facing_direction": 0 (unused)			?	?
Magenta Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 1 (unused)			FALSE	FALSE
Magenta Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 2 (facing north)			FALSE	FALSE
Magenta Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 3 (facing south)			FALSE	FALSE
Magenta Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 4 (facing west)			FALSE	FALSE
Magenta Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 5 (facing east)			FALSE	FALSE
Light Blue Wall Banner	wall_banner	FALSE	Block DIF Item	TRUE	177:3	"facing_direction": 0 (unused)			?	?
Light Blue Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 1 (unused)			FALSE	FALSE
Light Blue Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 2 (facing north)			FALSE	FALSE
Light Blue Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 3 (facing south)			FALSE	FALSE
Light Blue Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 4 (facing west)			FALSE	FALSE
Light Blue Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 5 (facing east)			FALSE	FALSE
Yellow Wall Banner	wall_banner	FALSE	Block DIF Item	TRUE	177:4	"facing_direction": 0 (unused)			?	?
Yellow Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 1 (unused)			FALSE	FALSE
Yellow Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 2 (facing north)			FALSE	FALSE
Yellow Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 3 (facing south)			FALSE	FALSE
Yellow Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 4 (facing west)			FALSE	FALSE
Yellow Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 5 (facing east)			FALSE	FALSE
Lime Wall Banner	wall_banner	FALSE	Block DIF Item	TRUE	177:5	"facing_direction": 0 (unused)			?	?
Lime Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 1 (unused)			FALSE	FALSE
Lime Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 2 (facing north)			FALSE	FALSE
Lime Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 3 (facing south)			FALSE	FALSE
Lime Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 4 (facing west)			FALSE	FALSE
Lime Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 5 (facing east)			FALSE	FALSE
Pink Wall Banner	wall_banner	FALSE	Block DIF Item	TRUE	177:6	"facing_direction": 0 (unused)			?	?
Pink Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 1 (unused)			FALSE	FALSE
Pink Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 2 (facing north)			FALSE	FALSE
Pink Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 3 (facing south)			FALSE	FALSE
Pink Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 4 (facing west)			FALSE	FALSE
Pink Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 5 (facing east)			FALSE	FALSE
Gray Wall Banner	wall_banner	FALSE	Block DIF Item	TRUE	177:7	"facing_direction": 0 (unused)			?	?
Gray Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 1 (unused)			FALSE	FALSE
Gray Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 2 (facing north)			FALSE	FALSE
Gray Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 3 (facing south)			FALSE	FALSE
Gray Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 4 (facing west)			FALSE	FALSE
Gray Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 5 (facing east)			FALSE	FALSE
Light Gray Wall Banner	wall_banner	FALSE	Block DIF Item	TRUE	177:8	"facing_direction": 0 (unused)			?	?
Light Gray Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 1 (unused)			FALSE	FALSE
Light Gray Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 2 (facing north)			FALSE	FALSE
Light Gray Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 3 (facing south)			FALSE	FALSE
Light Gray Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 4 (facing west)			FALSE	FALSE
Light Gray Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 5 (facing east)			FALSE	FALSE
Cyan Wall Banner	wall_banner	FALSE	Block DIF Item	TRUE	177:9	"facing_direction": 0 (unused)			?	?
Cyan Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 1 (unused)			FALSE	FALSE
Cyan Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 2 (facing north)			FALSE	FALSE
Cyan Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 3 (facing south)			FALSE	FALSE
Cyan Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 4 (facing west)			FALSE	FALSE
Cyan Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 5 (facing east)			FALSE	FALSE
Purple Wall Banner	wall_banner	FALSE	Block DIF Item	TRUE	177:10	"facing_direction": 0 (unused)			?	?
Purple Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 1 (unused)			FALSE	FALSE
Purple Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 2 (facing north)			FALSE	FALSE
Purple Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 3 (facing south)			FALSE	FALSE
Purple Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 4 (facing west)			FALSE	FALSE
Purple Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 5 (facing east)			FALSE	FALSE
Blue Wall Banner	wall_banner	FALSE	Block DIF Item	TRUE	177:11	"facing_direction": 0 (unused)			?	?
Blue Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 1 (unused)			FALSE	FALSE
Blue Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 2 (facing north)			FALSE	FALSE
Blue Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 3 (facing south)			FALSE	FALSE
Blue Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 4 (facing west)			FALSE	FALSE
Blue Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 5 (facing east)			FALSE	FALSE
Brown Wall Banner	wall_banner	FALSE	Block DIF Item	TRUE	177:12	"facing_direction": 0 (unused)			?	?
Brown Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 1 (unused)			FALSE	FALSE
Brown Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 2 (facing north)			FALSE	FALSE
Brown Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 3 (facing south)			FALSE	FALSE
Brown Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 4 (facing west)			FALSE	FALSE
Brown Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 5 (facing east)			FALSE	FALSE
Green Wall Banner	wall_banner	FALSE	Block DIF Item	TRUE	177:13	"facing_direction": 0 (unused)			?	?
Green Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 1 (unused)			FALSE	FALSE
Green Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 2 (facing north)			FALSE	FALSE
Green Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 3 (facing south)			FALSE	FALSE
Green Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 4 (facing west)			FALSE	FALSE
Green Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 5 (facing east)			FALSE	FALSE
Red Wall Banner	wall_banner	FALSE	Block DIF Item	TRUE	177:14	"facing_direction": 0 (unused)			?	?
Red Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 1 (unused)			FALSE	FALSE
Red Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 2 (facing north)			FALSE	FALSE
Red Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 3 (facing south)			FALSE	FALSE
Red Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 4 (facing west)			FALSE	FALSE
Red Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 5 (facing east)			FALSE	FALSE
Black Wall Banner	wall_banner	FALSE	Block DIF Item	TRUE	177:15	"facing_direction": 0 (unused)			?	?
Black Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 1 (unused)			FALSE	FALSE
Black Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 2 (facing north)			FALSE	FALSE
Black Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 3 (facing south)			FALSE	FALSE
Black Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 4 (facing west)			FALSE	FALSE
Black Wall Banner	wall_banner	FALSE	Block DIF Item	FALSE		"facing_direction": 5 (facing east)			FALSE	FALSE
Inverted Daylight Detector	daylight_detector_inverted	FALSE	Block + Item	TRUE	178	"redstone_signal": 0			?	?
Inverted Daylight Detector	daylight_detector_inverted	FALSE	Block + Item	FALSE		"redstone_signal": 1			FALSE	FALSE
Inverted Daylight Detector	daylight_detector_inverted	FALSE	Block + Item	FALSE		"redstone_signal": 2			FALSE	FALSE
Inverted Daylight Detector	daylight_detector_inverted	FALSE	Block + Item	FALSE		"redstone_signal": 3			FALSE	FALSE
Inverted Daylight Detector	daylight_detector_inverted	FALSE	Block + Item	FALSE		"redstone_signal": 4			FALSE	FALSE
Inverted Daylight Detector	daylight_detector_inverted	FALSE	Block + Item	FALSE		"redstone_signal": 5			FALSE	FALSE
Inverted Daylight Detector	daylight_detector_inverted	FALSE	Block + Item	FALSE		"redstone_signal": 6			FALSE	FALSE
Inverted Daylight Detector	daylight_detector_inverted	FALSE	Block + Item	FALSE		"redstone_signal": 7			FALSE	FALSE
Inverted Daylight Detector	daylight_detector_inverted	FALSE	Block + Item	FALSE		"redstone_signal": 8			FALSE	FALSE
Inverted Daylight Detector	daylight_detector_inverted	FALSE	Block + Item	FALSE		"redstone_signal": 9			FALSE	FALSE
Inverted Daylight Detector	daylight_detector_inverted	FALSE	Block + Item	FALSE		"redstone_signal": 10			FALSE	FALSE
Inverted Daylight Detector	daylight_detector_inverted	FALSE	Block + Item	FALSE		"redstone_signal": 11			FALSE	FALSE
Inverted Daylight Detector	daylight_detector_inverted	FALSE	Block + Item	FALSE		"redstone_signal": 12			FALSE	FALSE
Inverted Daylight Detector	daylight_detector_inverted	FALSE	Block + Item	FALSE		"redstone_signal": 13			FALSE	FALSE
Inverted Daylight Detector	daylight_detector_inverted	FALSE	Block + Item	FALSE		"redstone_signal": 14			FALSE	FALSE
Inverted Daylight Detector	daylight_detector_inverted	FALSE	Block + Item	FALSE		"redstone_signal": 15			FALSE	FALSE
Red Sandstone	red_sandstone	TRUE	Block + Item	FALSE	179	"sand_stone_type": "default"			FALSE	FALSE
Chiseled Red Sandstone	red_sandstone	TRUE	Block + Item	FALSE		"sand_stone_type": "hieroglyps"			FALSE	FALSE
Cut Red Sandstone	red_sandstone	TRUE	Block + Item	FALSE		"sand_stone_type": "cut"			FALSE	FALSE
Smooth Red Sandstone	red_sandstone	TRUE	Block + Item	FALSE		"sand_stone_type": "smooth"			FALSE	FALSE
Red Sandstone Stairs	red_sandstone_stairs	TRUE	Block + Item	TRUE	180	"weirdo_direction": 0 (facing east)	"upside_down_bit": false		?	?
Red Sandstone Stairs	red_sandstone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false		FALSE	FALSE
Red Sandstone Stairs	red_sandstone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false		FALSE	FALSE
Red Sandstone Stairs	red_sandstone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false		FALSE	FALSE
Red Sandstone Stairs	red_sandstone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true		FALSE	FALSE
Red Sandstone Stairs	red_sandstone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true		FALSE	FALSE
Red Sandstone Stairs	red_sandstone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true		FALSE	FALSE
Red Sandstone Stairs	red_sandstone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true		FALSE	FALSE
Double Red Sandstone Slab	double_stone_slab2	TRUE	Block + Item	TRUE	181	"stone_slab_type": "red_sandstone"	"top_slot_bit": false		?	?
Double Purpur Slab	double_stone_slab2	TRUE	Block + Item	TRUE		"stone_slab_type": "purpur"	"top_slot_bit": false		?	?
Double Prisarine Slab	double_stone_slab2	TRUE	Block + Item	TRUE		"stone_slab_type": "prismarine_rough"	"top_slot_bit": false		?	?
Double Dark Prismarine Slab	double_stone_slab2	TRUE	Block + Item	TRUE		"stone_slab_type": "prismarine_dark"	"top_slot_bit": false		?	?
Double Prismarine Brick Slab	double_stone_slab2	TRUE	Block + Item	TRUE		"stone_slab_type": "prismarine_brick"	"top_slot_bit": false		?	?
Double Mossy Cobblestone Slab	double_stone_slab2	TRUE	Block + Item	TRUE		"stone_slab_type": "mossy_cobblestone"	"top_slot_bit": false		?	?
Double Smooth Sandstone Slab	double_stone_slab2	TRUE	Block + Item	TRUE		"stone_slab_type": "smooth_sandstone"	"top_slot_bit": false		?	?
Double Red Nether Brick Slab	double_stone_slab2	TRUE	Block + Item	TRUE		"stone_slab_type": "red_nether_brick"	"top_slot_bit": false		?	?
Double Red Sandstone Slab	double_stone_slab2	FALSE	Block + Item	FALSE		"stone_slab_type": "red_sandstone"	"top_slot_bit": true		FALSE	FALSE
Double Purpur Slab	double_stone_slab2	FALSE	Block + Item	FALSE		"stone_slab_type": "purpur"	"top_slot_bit": true		FALSE	FALSE
Double Prisarine Slab	double_stone_slab2	FALSE	Block + Item	FALSE		"stone_slab_type": "prismarine_rough"	"top_slot_bit": true		FALSE	FALSE
Double Dark Prismarine Slab	double_stone_slab2	FALSE	Block + Item	FALSE		"stone_slab_type": "prismarine_dark"	"top_slot_bit": true		FALSE	FALSE
Double Prismarine Brick Slab	double_stone_slab2	FALSE	Block + Item	FALSE		"stone_slab_type": "prismarine_brick"	"top_slot_bit": true		FALSE	FALSE
Double Mossy Cobblestone Slab	double_stone_slab2	FALSE	Block + Item	FALSE		"stone_slab_type": "mossy_cobblestone"	"top_slot_bit": true		FALSE	FALSE
Double Smooth Sandstone Slab	double_stone_slab2	FALSE	Block + Item	FALSE		"stone_slab_type": "smooth_sandstone"	"top_slot_bit": true		FALSE	FALSE
Double Red Nether Brick Slab	double_stone_slab2	FALSE	Block + Item	FALSE		"stone_slab_type": "red_nether_brick"	"top_slot_bit": true		FALSE	FALSE
(Lower) Red Sandstone Slab	stone_slab2	TRUE	Block + Item	TRUE	182	"stone_slab_type": "red_sandstone"	"top_slot_bit": false		?	?
(Lower) Purpur Slab	stone_slab2	TRUE	Block + Item	TRUE		"stone_slab_type": "purpur"	"top_slot_bit": false		?	?
(Lower) Prisarine Slab	stone_slab2	TRUE	Block + Item	TRUE		"stone_slab_type": "prismarine_rough"	"top_slot_bit": false		?	?
(Lower) Dark Prismarine Slab	stone_slab2	TRUE	Block + Item	TRUE		"stone_slab_type": "prismarine_dark"	"top_slot_bit": false		?	?
(Lower) Prismarine Brick Slab	stone_slab2	TRUE	Block + Item	TRUE		"stone_slab_type": "prismarine_brick"	"top_slot_bit": false		?	?
(Lower) Mossy Cobblestone Slab	stone_slab2	TRUE	Block + Item	TRUE		"stone_slab_type": "mossy_cobblestone"	"top_slot_bit": false		?	?
(Lower) Smooth Sandstone Slab	stone_slab2	TRUE	Block + Item	TRUE		"stone_slab_type": "smooth_sandstone"	"top_slot_bit": false		?	?
(Lower) Red Nether Brick Slab	stone_slab2	TRUE	Block + Item	TRUE		"stone_slab_type": "red_nether_brick"	"top_slot_bit": false		?	?
(Upper) Red Sandstone Slab	stone_slab2	FALSE	Block + Item	FALSE		"stone_slab_type": "red_sandstone"	"top_slot_bit": true		FALSE	FALSE
(Upper) Purpur Slab	stone_slab2	FALSE	Block + Item	FALSE		"stone_slab_type": "purpur"	"top_slot_bit": true		FALSE	FALSE
(Upper) Prisarine Slab	stone_slab2	FALSE	Block + Item	FALSE		"stone_slab_type": "prismarine_rough"	"top_slot_bit": true		FALSE	FALSE
(Upper) Dark Prismarine Slab	stone_slab2	FALSE	Block + Item	FALSE		"stone_slab_type": "prismarine_dark"	"top_slot_bit": true		FALSE	FALSE
(Upper) Prismarine Brick Slab	stone_slab2	FALSE	Block + Item	FALSE		"stone_slab_type": "prismarine_brick"	"top_slot_bit": true		FALSE	FALSE
(Upper) Mossy Cobblestone Slab	stone_slab2	FALSE	Block + Item	FALSE		"stone_slab_type": "mossy_cobblestone"	"top_slot_bit": true		FALSE	FALSE
(Upper) Smooth Sandstone Slab	stone_slab2	FALSE	Block + Item	FALSE		"stone_slab_type": "smooth_sandstone"	"top_slot_bit": true		FALSE	FALSE
(Upper) Red Nether Brick Slab	stone_slab2	FALSE	Block + Item	FALSE		"stone_slab_type": "red_nether_brick"	"top_slot_bit": true		FALSE	FALSE
Spruce Fence Gate	spruce_fence_gate	TRUE	Block + Item	TRUE	183	"direction": 0 (facing south)	"open_bit": false	"in_wall_bit": false	?	?
Spruce Fence Gate	spruce_fence_gate	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"open_bit": false	"in_wall_bit": false	FALSE	FALSE
Spruce Fence Gate	spruce_fence_gate	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"open_bit": false	"in_wall_bit": false	FALSE	FALSE
Spruce Fence Gate	spruce_fence_gate	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"open_bit": false	"in_wall_bit": false	FALSE	FALSE
Spruce Fence Gate	spruce_fence_gate	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"open_bit": true	"in_wall_bit": false	FALSE	FALSE
Spruce Fence Gate	spruce_fence_gate	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"open_bit": true	"in_wall_bit": false	FALSE	FALSE
Spruce Fence Gate	spruce_fence_gate	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"open_bit": true	"in_wall_bit": false	FALSE	FALSE
Spruce Fence Gate	spruce_fence_gate	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"open_bit": true	"in_wall_bit": false	FALSE	FALSE
Spruce Fence Gate	spruce_fence_gate	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"open_bit": false	"in_wall_bit": true	FALSE	FALSE
Spruce Fence Gate	spruce_fence_gate	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"open_bit": false	"in_wall_bit": true	FALSE	FALSE
Spruce Fence Gate	spruce_fence_gate	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"open_bit": false	"in_wall_bit": true	FALSE	FALSE
Spruce Fence Gate	spruce_fence_gate	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"open_bit": false	"in_wall_bit": true	FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States						(Un)obtainable category	(Un)obtainable method
Spruce Fence Gate	spruce_fence_gate	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"open_bit": true	"in_wall_bit": true				FALSE	FALSE
Spruce Fence Gate	spruce_fence_gate	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"open_bit": true	"in_wall_bit": true				FALSE	FALSE
Spruce Fence Gate	spruce_fence_gate	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"open_bit": true	"in_wall_bit": true				FALSE	FALSE
Spruce Fence Gate	spruce_fence_gate	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"open_bit": true	"in_wall_bit": true				FALSE	FALSE
Birch Fence Gate	birch_fence_gate	TRUE	Block + Item	TRUE	184	"direction": 0 (facing south)	"open_bit": false	"in_wall_bit": false				?	?
Birch Fence Gate	birch_fence_gate	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"open_bit": false	"in_wall_bit": false				FALSE	FALSE
Birch Fence Gate	birch_fence_gate	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"open_bit": false	"in_wall_bit": false				FALSE	FALSE
Birch Fence Gate	birch_fence_gate	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"open_bit": false	"in_wall_bit": false				FALSE	FALSE
Birch Fence Gate	birch_fence_gate	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"open_bit": true	"in_wall_bit": false				FALSE	FALSE
Birch Fence Gate	birch_fence_gate	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"open_bit": true	"in_wall_bit": false				FALSE	FALSE
Birch Fence Gate	birch_fence_gate	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"open_bit": true	"in_wall_bit": false				FALSE	FALSE
Birch Fence Gate	birch_fence_gate	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"open_bit": true	"in_wall_bit": false				FALSE	FALSE
Birch Fence Gate	birch_fence_gate	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"open_bit": false	"in_wall_bit": true				FALSE	FALSE
Birch Fence Gate	birch_fence_gate	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"open_bit": false	"in_wall_bit": true				FALSE	FALSE
Birch Fence Gate	birch_fence_gate	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"open_bit": false	"in_wall_bit": true				FALSE	FALSE
Birch Fence Gate	birch_fence_gate	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"open_bit": false	"in_wall_bit": true				FALSE	FALSE
Birch Fence Gate	birch_fence_gate	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"open_bit": true	"in_wall_bit": true				FALSE	FALSE
Birch Fence Gate	birch_fence_gate	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"open_bit": true	"in_wall_bit": true				FALSE	FALSE
Birch Fence Gate	birch_fence_gate	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"open_bit": true	"in_wall_bit": true				FALSE	FALSE
Birch Fence Gate	birch_fence_gate	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"open_bit": true	"in_wall_bit": true				FALSE	FALSE
Jungle Fence Gate	jungle_fence_gate	TRUE	Block + Item	TRUE	185	"direction": 0 (facing south)	"open_bit": false	"in_wall_bit": false				?	?
Jungle Fence Gate	jungle_fence_gate	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"open_bit": false	"in_wall_bit": false				FALSE	FALSE
Jungle Fence Gate	jungle_fence_gate	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"open_bit": false	"in_wall_bit": false				FALSE	FALSE
Jungle Fence Gate	jungle_fence_gate	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"open_bit": false	"in_wall_bit": false				FALSE	FALSE
Jungle Fence Gate	jungle_fence_gate	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"open_bit": true	"in_wall_bit": false				FALSE	FALSE
Jungle Fence Gate	jungle_fence_gate	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"open_bit": true	"in_wall_bit": false				FALSE	FALSE
Jungle Fence Gate	jungle_fence_gate	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"open_bit": true	"in_wall_bit": false				FALSE	FALSE
Jungle Fence Gate	jungle_fence_gate	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"open_bit": true	"in_wall_bit": false				FALSE	FALSE
Jungle Fence Gate	jungle_fence_gate	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"open_bit": false	"in_wall_bit": true				FALSE	FALSE
Jungle Fence Gate	jungle_fence_gate	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"open_bit": false	"in_wall_bit": true				FALSE	FALSE
Jungle Fence Gate	jungle_fence_gate	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"open_bit": false	"in_wall_bit": true				FALSE	FALSE
Jungle Fence Gate	jungle_fence_gate	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"open_bit": false	"in_wall_bit": true				FALSE	FALSE
Jungle Fence Gate	jungle_fence_gate	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"open_bit": true	"in_wall_bit": true				FALSE	FALSE
Jungle Fence Gate	jungle_fence_gate	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"open_bit": true	"in_wall_bit": true				FALSE	FALSE
Jungle Fence Gate	jungle_fence_gate	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"open_bit": true	"in_wall_bit": true				FALSE	FALSE
Jungle Fence Gate	jungle_fence_gate	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"open_bit": true	"in_wall_bit": true				FALSE	FALSE
Dark Oak Fence Gate	dark_oak_fence_gate	TRUE	Block + Item	TRUE	186	"direction": 0 (facing south)	"open_bit": false	"in_wall_bit": false				?	?
Dark Oak Fence Gate	dark_oak_fence_gate	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"open_bit": false	"in_wall_bit": false				FALSE	FALSE
Dark Oak Fence Gate	dark_oak_fence_gate	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"open_bit": false	"in_wall_bit": false				FALSE	FALSE
Dark Oak Fence Gate	dark_oak_fence_gate	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"open_bit": false	"in_wall_bit": false				FALSE	FALSE
Dark Oak Fence Gate	dark_oak_fence_gate	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"open_bit": true	"in_wall_bit": false				FALSE	FALSE
Dark Oak Fence Gate	dark_oak_fence_gate	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"open_bit": true	"in_wall_bit": false				FALSE	FALSE
Dark Oak Fence Gate	dark_oak_fence_gate	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"open_bit": true	"in_wall_bit": false				FALSE	FALSE
Dark Oak Fence Gate	dark_oak_fence_gate	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"open_bit": true	"in_wall_bit": false				FALSE	FALSE
Dark Oak Fence Gate	dark_oak_fence_gate	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"open_bit": false	"in_wall_bit": true				FALSE	FALSE
Dark Oak Fence Gate	dark_oak_fence_gate	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"open_bit": false	"in_wall_bit": true				FALSE	FALSE
Dark Oak Fence Gate	dark_oak_fence_gate	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"open_bit": false	"in_wall_bit": true				FALSE	FALSE
Dark Oak Fence Gate	dark_oak_fence_gate	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"open_bit": false	"in_wall_bit": true				FALSE	FALSE
Dark Oak Fence Gate	dark_oak_fence_gate	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"open_bit": true	"in_wall_bit": true				FALSE	FALSE
Dark Oak Fence Gate	dark_oak_fence_gate	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"open_bit": true	"in_wall_bit": true				FALSE	FALSE
Dark Oak Fence Gate	dark_oak_fence_gate	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"open_bit": true	"in_wall_bit": true				FALSE	FALSE
Dark Oak Fence Gate	dark_oak_fence_gate	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"open_bit": true	"in_wall_bit": true				FALSE	FALSE
Acacia Fence Gate	acacia_fence_gate	TRUE	Block + Item	TRUE	187	"direction": 0 (facing south)	"open_bit": false	"in_wall_bit": false				?	?
Acacia Fence Gate	acacia_fence_gate	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"open_bit": false	"in_wall_bit": false				FALSE	FALSE
Acacia Fence Gate	acacia_fence_gate	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"open_bit": false	"in_wall_bit": false				FALSE	FALSE
Acacia Fence Gate	acacia_fence_gate	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"open_bit": false	"in_wall_bit": false				FALSE	FALSE
Acacia Fence Gate	acacia_fence_gate	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"open_bit": true	"in_wall_bit": false				FALSE	FALSE
Acacia Fence Gate	acacia_fence_gate	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"open_bit": true	"in_wall_bit": false				FALSE	FALSE
Acacia Fence Gate	acacia_fence_gate	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"open_bit": true	"in_wall_bit": false				FALSE	FALSE
Acacia Fence Gate	acacia_fence_gate	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"open_bit": true	"in_wall_bit": false				FALSE	FALSE
Acacia Fence Gate	acacia_fence_gate	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"open_bit": false	"in_wall_bit": true				FALSE	FALSE
Acacia Fence Gate	acacia_fence_gate	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"open_bit": false	"in_wall_bit": true				FALSE	FALSE
Acacia Fence Gate	acacia_fence_gate	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"open_bit": false	"in_wall_bit": true				FALSE	FALSE
Acacia Fence Gate	acacia_fence_gate	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"open_bit": false	"in_wall_bit": true				FALSE	FALSE
Acacia Fence Gate	acacia_fence_gate	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"open_bit": true	"in_wall_bit": true				FALSE	FALSE
Acacia Fence Gate	acacia_fence_gate	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"open_bit": true	"in_wall_bit": true				FALSE	FALSE
Acacia Fence Gate	acacia_fence_gate	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"open_bit": true	"in_wall_bit": true				FALSE	FALSE
Acacia Fence Gate	acacia_fence_gate	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"open_bit": true	"in_wall_bit": true				FALSE	FALSE
Repeating Command Block	repeating_command_bloc	FALSE	Block + Item	TRUE	188	"facing_direction": 0 (facing down)	"conditional_bit": false					?	?
Repeating Command Block	repeating_command_bloc	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"conditional_bit": false					FALSE	FALSE
Repeating Command Block	repeating_command_bloc	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"conditional_bit": false					FALSE	FALSE
Repeating Command Block	repeating_command_bloc	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"conditional_bit": false					FALSE	FALSE
Repeating Command Block	repeating_command_bloc	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"conditional_bit": false					FALSE	FALSE
Repeating Command Block	repeating_command_bloc	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"conditional_bit": false					FALSE	FALSE
Repeating Command Block	repeating_command_bloc	FALSE	Block + Item	FALSE		"facing_direction": 0 (facing down)	"conditional_bit": true					FALSE	FALSE
Repeating Command Block	repeating_command_bloc	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"conditional_bit": true					FALSE	FALSE
Repeating Command Block	repeating_command_bloc	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"conditional_bit": true					FALSE	FALSE
Repeating Command Block	repeating_command_bloc	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"conditional_bit": true					FALSE	FALSE
Repeating Command Block	repeating_command_bloc	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"conditional_bit": true					FALSE	FALSE
Repeating Command Block	repeating_command_bloc	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"conditional_bit": true					FALSE	FALSE
Chain Command Block	chain_command_block	FALSE	Block + Item	TRUE	189	"facing_direction": 0 (facing down)	"conditional_bit": false					?	?
Chain Command Block	chain_command_block	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"conditional_bit": false					FALSE	FALSE
Chain Command Block	chain_command_block	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"conditional_bit": false					FALSE	FALSE
Chain Command Block	chain_command_block	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"conditional_bit": false					FALSE	FALSE
Chain Command Block	chain_command_block	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"conditional_bit": false					FALSE	FALSE
Chain Command Block	chain_command_block	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"conditional_bit": false					FALSE	FALSE
Chain Command Block	chain_command_block	FALSE	Block + Item	FALSE		"facing_direction": 0 (facing down)	"conditional_bit": true					FALSE	FALSE
Chain Command Block	chain_command_block	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"conditional_bit": true					FALSE	FALSE
Chain Command Block	chain_command_block	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"conditional_bit": true					FALSE	FALSE
Chain Command Block	chain_command_block	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"conditional_bit": true					FALSE	FALSE
Chain Command Block	chain_command_block	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"conditional_bit": true					FALSE	FALSE
Chain Command Block	chain_command_block	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"conditional_bit": true					FALSE	FALSE
Hardened Glass Pane [EDU]	hard_glass_pane	FALSE	Block + Item	TRUE	190	FALSE						B	?
Hardened White Stained Glass Pane [EDU]	hard_stained_glass_pane	FALSE	Block + Item	TRUE	191	"color": "white"						B	?
Hardened Orange Stained Glass Pane [EDU]	hard_stained_glass_pane	FALSE	Block + Item	TRUE		"color": "orange"						B	?
Hardened Magenta Stained Glass Pane [EDU]	hard_stained_glass_pane	FALSE	Block + Item	TRUE		"color": "magenta"						B	?
Hardened Light Blue Stained Glass Pane [EDU]	hard_stained_glass_pane	FALSE	Block + Item	TRUE		"color": "light_blue"						B	?
Hardened Yellow Stained Glass Pane [EDU]	hard_stained_glass_pane	FALSE	Block + Item	TRUE		"color": "yellow"						B	?
Hardened Lime Stained Glass Pane [EDU]	hard_stained_glass_pane	FALSE	Block + Item	TRUE		"color": "lime"						B	?
Hardened Pink Stained Glass Pane [EDU]	hard_stained_glass_pane	FALSE	Block + Item	TRUE		"color": "pink"						B	?
Hardened Gray Stained Glass Pane [EDU]	hard_stained_glass_pane	FALSE	Block + Item	TRUE		"color": "gray"						B	?
Hardened Light Gray Stained Glass Pane [EDU]	hard_stained_glass_pane	FALSE	Block + Item	TRUE		"color": "silver"						B	?
Hardened Cyan Stained Glass Pane [EDU]	hard_stained_glass_pane	FALSE	Block + Item	TRUE		"color": "cyan"						B	?
Hardened Purple Stained Glass Pane [EDU]	hard_stained_glass_pane	FALSE	Block + Item	TRUE		"color": "purple"						B	?
Hardened Blue Stained Glass Pane [EDU]	hard_stained_glass_pane	FALSE	Block + Item	TRUE		"color": "blue"						B	?
Hardened Brown Stained Glass Pane [EDU]	hard_stained_glass_pane	FALSE	Block + Item	TRUE		"color": "brown"						B	?
Hardened Green Stained Glass Pane [EDU]	hard_stained_glass_pane	FALSE	Block + Item	TRUE		"color": "green"						B	?
Hardened Red Stained Glass Pane [EDU]	hard_stained_glass_pane	FALSE	Block + Item	TRUE		"color": "red"						B	?
Hardened Black Stained Glass Pane [EDU]	hard_stained_glass_pane	FALSE	Block + Item	TRUE		"color": "black"						B	?
Heat Block [EDU]	chemical_heat	FALSE	Block + Item	TRUE	192	FALSE						B	?
(Lower) Spruce Door	item.spruce_door	FALSE	Block DIF Item	TRUE	193	"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			?	?
(Lower) Spruce Door	item.spruce_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Spruce Door	item.spruce_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Spruce Door	item.spruce_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Spruce Door	item.spruce_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Spruce Door	item.spruce_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Spruce Door	item.spruce_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Spruce Door	item.spruce_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Spruce Door	item.spruce_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Spruce Door	item.spruce_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Spruce Door	item.spruce_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Spruce Door	item.spruce_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Spruce Door	item.spruce_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Spruce Door	item.spruce_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Spruce Door	item.spruce_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Spruce Door	item.spruce_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Upper) Spruce Door	item.spruce_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Spruce Door	item.spruce_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Spruce Door	item.spruce_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Spruce Door	item.spruce_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Spruce Door	item.spruce_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Spruce Door	item.spruce_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Spruce Door	item.spruce_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Spruce Door	item.spruce_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Spruce Door	item.spruce_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Upper) Spruce Door	item.spruce_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Upper) Spruce Door	item.spruce_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Upper) Spruce Door	item.spruce_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Lower) Birch Door	item.birch_door	FALSE	Block DIF Item	TRUE	194	"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			?	?
(Lower) Birch Door	item.birch_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Birch Door	item.birch_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Birch Door	item.birch_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Birch Door	item.birch_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Birch Door	item.birch_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Birch Door	item.birch_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Birch Door	item.birch_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Birch Door	item.birch_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Birch Door	item.birch_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Birch Door	item.birch_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Birch Door	item.birch_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Birch Door	item.birch_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Birch Door	item.birch_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Birch Door	item.birch_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Birch Door	item.birch_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Upper) Birch Door	item.birch_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Birch Door	item.birch_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Birch Door	item.birch_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Birch Door	item.birch_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Birch Door	item.birch_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Birch Door	item.birch_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Birch Door	item.birch_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": true			FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States						(Un)obtainable category	(Un)obtainable method
(Upper) Birch Door	item.birch_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Birch Door	item.birch_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Upper) Birch Door	item.birch_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Upper) Birch Door	item.birch_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Upper) Birch Door	item.birch_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Upper) Birch Door	item.birch_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Upper) Birch Door	item.birch_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Upper) Birch Door	item.birch_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Upper) Birch Door	item.birch_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Lower) Jungle Door	item.jungle_door	FALSE	Block DIF Item	TRUE	195	"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			?	?
(Lower) Jungle Door	item.jungle_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Jungle Door	item.jungle_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Jungle Door	item.jungle_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Jungle Door	item.jungle_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Jungle Door	item.jungle_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Jungle Door	item.jungle_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Jungle Door	item.jungle_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Jungle Door	item.jungle_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Jungle Door	item.jungle_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Jungle Door	item.jungle_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Jungle Door	item.jungle_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Jungle Door	item.jungle_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Jungle Door	item.jungle_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Jungle Door	item.jungle_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Jungle Door	item.jungle_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Upper) Jungle Door	item.jungle_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Jungle Door	item.jungle_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Jungle Door	item.jungle_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Jungle Door	item.jungle_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Jungle Door	item.jungle_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Jungle Door	item.jungle_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Jungle Door	item.jungle_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Jungle Door	item.jungle_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Jungle Door	item.jungle_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Upper) Jungle Door	item.jungle_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Upper) Jungle Door	item.jungle_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Upper) Jungle Door	item.jungle_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Lower) Acacia Door	item.acacia_door	FALSE	Block DIF Item	TRUE	196	"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			?	?
(Lower) Acacia Door	item.acacia_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Acacia Door	item.acacia_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Acacia Door	item.acacia_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Acacia Door	item.acacia_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Acacia Door	item.acacia_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Acacia Door	item.acacia_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Acacia Door	item.acacia_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Acacia Door	item.acacia_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Acacia Door	item.acacia_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Acacia Door	item.acacia_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Acacia Door	item.acacia_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Acacia Door	item.acacia_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Acacia Door	item.acacia_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Acacia Door	item.acacia_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Acacia Door	item.acacia_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Upper) Acacia Door	item.acacia_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Upper) Acacia Door	item.acacia_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Upper) Acacia Door	item.acacia_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Upper) Acacia Door	item.acacia_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Upper) Acacia Door	item.acacia_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Upper) Acacia Door	item.acacia_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Upper) Acacia Door	item.acacia_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Upper) Acacia Door	item.acacia_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Lower) Dark Oak Door	item.dark_oak_door	FALSE	Block DIF Item	TRUE	197	"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			?	?
(Lower) Dark Oak Door	item.dark_oak_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Dark Oak Door	item.dark_oak_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Dark Oak Door	item.dark_oak_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Dark Oak Door	item.dark_oak_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Dark Oak Door	item.dark_oak_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Dark Oak Door	item.dark_oak_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Dark Oak Door	item.dark_oak_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Upper) Dark Oak Door	item.dark_oak_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Upper) Dark Oak Door	item.dark_oak_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Upper) Dark Oak Door	item.dark_oak_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Upper) Dark Oak Door	item.dark_oak_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Upper) Dark Oak Door	item.dark_oak_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Upper) Dark Oak Door	item.dark_oak_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Upper) Dark Oak Door	item.dark_oak_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Upper) Dark Oak Door	item.dark_oak_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Upper) Dark Oak Door	item.dark_oak_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Dark Oak Door	item.dark_oak_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Dark Oak Door	item.dark_oak_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Dark Oak Door	item.dark_oak_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Dark Oak Door	item.dark_oak_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Dark Oak Door	item.dark_oak_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Dark Oak Door	item.dark_oak_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Dark Oak Door	item.dark_oak_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Dark Oak Door	item.dark_oak_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Upper) Dark Oak Door	item.dark_oak_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Upper) Dark Oak Door	item.dark_oak_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Upper) Dark Oak Door	item.dark_oak_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
Dirt Path	grass_path	TRUE	Block + Item	TRUE	198	FALSE						?	?
Item Frame	item.frame	FALSE	Block DIF Item	TRUE	199	"facing_direction": 0 (facing down)	"item_frame_map_bit": false	"item_frame_photo_bit": false (EDU only)				?	?
Item Frame	item.frame	FALSE	Block DIF Item	FALSE		"facing_direction": 1 (facing up)	"item_frame_map_bit": false	"item_frame_photo_bit": false (EDU only)				FALSE	FALSE
Item Frame	item.frame	FALSE	Block DIF Item	FALSE		"facing_direction": 2 (facing north)	"item_frame_map_bit": false	"item_frame_photo_bit": false (EDU only)				FALSE	FALSE
Item Frame	item.frame	FALSE	Block DIF Item	FALSE		"facing_direction": 3 (facing south)	"item_frame_map_bit": false	"item_frame_photo_bit": false (EDU only)				FALSE	FALSE
Item Frame	item.frame	FALSE	Block DIF Item	FALSE		"facing_direction": 4 (facing west)	"item_frame_map_bit": false	"item_frame_photo_bit": false (EDU only)				FALSE	FALSE
Item Frame	item.frame	FALSE	Block DIF Item	FALSE		"facing_direction": 5 (facing east)	"item_frame_map_bit": false	"item_frame_photo_bit": false (EDU only)				FALSE	FALSE
Item Frame	item.frame	FALSE	Block DIF Item	FALSE		"facing_direction": 0 (facing down)	"item_frame_map_bit": true	"item_frame_photo_bit": true (EDU only)				FALSE	FALSE
Item Frame	item.frame	FALSE	Block DIF Item	FALSE		"facing_direction": 1 (facing up)	"item_frame_map_bit": false	"item_frame_photo_bit": true (EDU only)				FALSE	FALSE
Item Frame	item.frame	FALSE	Block DIF Item	FALSE		"facing_direction": 2 (facing north)	"item_frame_map_bit": false	"item_frame_photo_bit": true (EDU only)				FALSE	FALSE
Item Frame	item.frame	FALSE	Block DIF Item	FALSE		"facing_direction": 3 (facing south)	"item_frame_map_bit": false	"item_frame_photo_bit": true (EDU only)				FALSE	FALSE
Item Frame	item.frame	FALSE	Block DIF Item	FALSE		"facing_direction": 4 (facing west)	"item_frame_map_bit": false	"item_frame_photo_bit": true (EDU only)				FALSE	FALSE
Item Frame	item.frame	FALSE	Block DIF Item	FALSE		"facing_direction": 5 (facing east)	"item_frame_map_bit": false	"item_frame_photo_bit": true (EDU only)				FALSE	FALSE
Item Frame	item.frame	FALSE	Block DIF Item	FALSE		"facing_direction": 0 (facing down)	"item_frame_map_bit": true	"item_frame_photo_bit": true (EDU only)				FALSE	FALSE
Item Frame	item.frame	FALSE	Block DIF Item	FALSE		"facing_direction": 1 (facing up)	"item_frame_map_bit": true	"item_frame_photo_bit": true (EDU only)				FALSE	FALSE
Item Frame	item.frame	FALSE	Block DIF Item	FALSE		"facing_direction": 2 (facing north)	"item_frame_map_bit": true	"item_frame_photo_bit": true (EDU only)				FALSE	FALSE
Item Frame	item.frame	FALSE	Block DIF Item	FALSE		"facing_direction": 3 (facing south)	"item_frame_map_bit": true	"item_frame_photo_bit": true (EDU only)				FALSE	FALSE
Item Frame	item.frame	FALSE	Block DIF Item	FALSE		"facing_direction": 4 (facing west)	"item_frame_map_bit": true	"item_frame_photo_bit": true (EDU only)				FALSE	FALSE
Item Frame	item.frame	FALSE	Block DIF Item	FALSE		"facing_direction": 5 (facing east)	"item_frame_map_bit": true	"item_frame_photo_bit": true (EDU only)				FALSE	FALSE
Chorus Flower	chorus_flower	TRUE	Block + Item	TRUE	200	"age": 0 (increases if new plant is created)						?	?
Chorus Flower	chorus_flower	FALSE	Block + Item	FALSE		"age": 1 (increases if new plant is created)						FALSE	FALSE
Chorus Flower	chorus_flower	FALSE	Block + Item	FALSE		"age": 2 (increases if new plant is created)						FALSE	FALSE
Chorus Flower	chorus_flower	FALSE	Block + Item	FALSE		"age": 3 (increases if new plant is created)						FALSE	FALSE
Chorus Flower	chorus_flower	FALSE	Block + Item	FALSE		"age": 4 (increases if new plant is created)						FALSE	FALSE
Chorus Flower	chorus_flower	FALSE	Block + Item	FALSE		"age": 5 (cannot grow further, becomes age 5 anytime)						FALSE	FALSE
Chorus Flower	chorus_flower	FALSE	Block + Item	FALSE		"age": 6 (unused)						FALSE	FALSE
Chorus Flower	chorus_flower	FALSE	Block + Item	FALSE		"age": 7 (unused)						FALSE	FALSE
Chorus Flower	chorus_flower	FALSE	Block + Item	FALSE		"age": 8 (unused)						FALSE	FALSE
Chorus Flower	chorus_flower	FALSE	Block + Item	FALSE		"age": 9 (unused)						FALSE	FALSE
Chorus Flower	chorus_flower	FALSE	Block + Item	FALSE		"age": 10 (unused)						FALSE	FALSE
Chorus Flower	chorus_flower	FALSE	Block + Item	FALSE		"age": 11 (unused)						FALSE	FALSE
Chorus Flower	chorus_flower	FALSE	Block + Item	FALSE		"age": 12 (unused)						FALSE	FALSE
Chorus Flower	chorus_flower	FALSE	Block + Item	FALSE		"age": 13 (unused)						FALSE	FALSE
Chorus Flower	chorus_flower	FALSE	Block + Item	FALSE		"age": 14 (unused)						FALSE	FALSE
Chorus Flower	chorus_flower	FALSE	Block + Item	FALSE		"age": 15 (unused)						FALSE	FALSE
Purpur Block	purpur_block	TRUE	Block + Item	TRUE	201	"chisel_type": "default"	"pillar_axis": "y"					?	?
Chiseled Purpur Block	purpur_block	TRUE	Block + Item	TRUE		"chisel_type": "chiseled"	"pillar_axis": "y"					?	?
Pillar Purpur Block	purpur_block	TRUE	Block + Item	TRUE		"chisel_type": "lines"	"pillar_axis": "y"					?	?
Smooth Purpur Block	purpur_block	TRUE	Block + Item	TRUE		"chisel_type": "smooth"	"pillar_axis": "y"					?	?
Purpur Block	purpur_block	FALSE	Block + Item	FALSE		"chisel_type": "default"	"pillar_axis": "x"					FALSE	FALSE
Chiseled Purpur Block	purpur_block	FALSE	Block + Item	FALSE		"chisel_type": "chiseled"	"pillar_axis": "x"					FALSE	FALSE
Pillar Purpur Block	purpur_block	FALSE	Block + Item	FALSE		"chisel_type": "lines"	"pillar_axis": "x"					FALSE	FALSE
Smooth Purpur Block	purpur_block	FALSE	Block + Item	FALSE		"chisel_type": "smooth"	"pillar_axis": "x"					FALSE	FALSE
Purpur Block	purpur_block	FALSE	Block + Item	FALSE		"chisel_type": "default"	"pillar_axis": "z"					FALSE	FALSE
Chiseled Purpur Block	purpur_block	FALSE	Block + Item	FALSE		"chisel_type": "chiseled"	"pillar_axis": "z"					FALSE	FALSE
Pillar Purpur Block	purpur_block	FALSE	Block + Item	FALSE		"chisel_type": "lines"	"pillar_axis": "z"					FALSE	FALSE
Smooth Purpur Block	purpur_block	FALSE	Block + Item	FALSE		"chisel_type": "smooth"	"pillar_axis": "z"					FALSE	FALSE
Red Torch [EDU]	colored_torch_rg	FALSE	Block + Item	TRUE	202	"color_bit": 0 (red)	"torch_facing_direction": "unknown" (unused)					B	?
Green Torch [EDU]	colored_torch_rg	FALSE	Block + Item	TRUE		"color_bit": 1 (green)	"torch_facing_direction": "unknown" (unused)					B	?
Red Torch [EDU]	colored_torch_rg	FALSE	Block + Item	FALSE		"color_bit": 0 (red)	"torch_facing_direction": "west"					FALSE	FALSE
Green Torch [EDU]	colored_torch_rg	FALSE	Block + Item	FALSE		"color_bit": 1 (green)	"torch_facing_direction": "west"					FALSE	FALSE
Red Torch [EDU]	colored_torch_rg	FALSE	Block + Item	FALSE		"color_bit": 0 (red)	"torch_facing_direction": "east"					FALSE	FALSE
Green Torch [EDU]	colored_torch_rg	FALSE	Block + Item	FALSE		"color_bit": 1 (green)	"torch_facing_direction": "east"					FALSE	FALSE
Red Torch [EDU]	colored_torch_rg	FALSE	Block + Item	FALSE		"color_bit": 0 (red)	"torch_facing_direction": "north"					FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States					(Un)obtainable category	(Un)obtainable method
Green Torch [EDU]	colored_torch_rg	FALSE	Block + Item	FALSE		"color_bit": 1 (green)	"torch_facing_direction": "north"				FALSE	FALSE
Red Torch [EDU]	colored_torch_rg	FALSE	Block + Item	FALSE		"color_bit": 0 (red)	"torch_facing_direction": "south"				FALSE	FALSE
Green Torch [EDU]	colored_torch_rg	FALSE	Block + Item	FALSE		"color_bit": 1 (green)	"torch_facing_direction": "south"				FALSE	FALSE
Red Torch [EDU]	colored_torch_rg	FALSE	Block + Item	FALSE		"color_bit": 0 (red)	"torch_facing_direction": "top"				FALSE	FALSE
Green Torch [EDU]	colored_torch_rg	FALSE	Block + Item	FALSE		"color_bit": 1 (green)	"torch_facing_direction": "top"				FALSE	FALSE
Purpur Stairs	purpur_stairs	TRUE	Block + Item	TRUE	203	"weirdo_direction": 0 (facing east)	"upside_down_bit": false				?	?
Purpur Stairs	purpur_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false				FALSE	FALSE
Purpur Stairs	purpur_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false				FALSE	FALSE
Purpur Stairs	purpur_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false				FALSE	FALSE
Purpur Stairs	purpur_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true				FALSE	FALSE
Purpur Stairs	purpur_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true				FALSE	FALSE
Purpur Stairs	purpur_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true				FALSE	FALSE
Purpur Stairs	purpur_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true				FALSE	FALSE
Blue Torch [EDU]	colored_torch_bp	FALSE	Block + Item	TRUE	204	"color_bit": 0 (blue)	"torch_facing_direction": "unknown" (unused)				B	?
Purple Torch [EDU]	colored_torch_bp	FALSE	Block + Item	TRUE		"color_bit": 1 (purple)	"torch_facing_direction": "unknown" (unused)				B	?
Blue Torch [EDU]	colored_torch_bp	FALSE	Block + Item	FALSE		"color_bit": 0 (blue)	"torch_facing_direction": "west"				FALSE	FALSE
Purple Torch [EDU]	colored_torch_bp	FALSE	Block + Item	FALSE		"color_bit": 1 (purple)	"torch_facing_direction": "west"				FALSE	FALSE
Blue Torch [EDU]	colored_torch_bp	FALSE	Block + Item	FALSE		"color_bit": 0 (blue)	"torch_facing_direction": "east"				FALSE	FALSE
Purple Torch [EDU]	colored_torch_bp	FALSE	Block + Item	FALSE		"color_bit": 1 (purple)	"torch_facing_direction": "east"				FALSE	FALSE
Blue Torch [EDU]	colored_torch_bp	FALSE	Block + Item	FALSE		"color_bit": 0 (blue)	"torch_facing_direction": "north"				FALSE	FALSE
Purple Torch [EDU]	colored_torch_bp	FALSE	Block + Item	FALSE		"color_bit": 1 (purple)	"torch_facing_direction": "north"				FALSE	FALSE
Blue Torch [EDU]	colored_torch_bp	FALSE	Block + Item	FALSE		"color_bit": 0 (blue)	"torch_facing_direction": "south"				FALSE	FALSE
Purple Torch [EDU]	colored_torch_bp	FALSE	Block + Item	FALSE		"color_bit": 1 (purple)	"torch_facing_direction": "south"				FALSE	FALSE
Blue Torch [EDU]	colored_torch_bp	FALSE	Block + Item	FALSE		"color_bit": 0 (blue)	"torch_facing_direction": "top"				FALSE	FALSE
Purple Torch [EDU]	colored_torch_bp	FALSE	Block + Item	FALSE		"color_bit": 1 (purple)	"torch_facing_direction": "top"				FALSE	FALSE
Shulker Box	undyed_shulker_box	TRUE	Block + Item	FALSE	205	FALSE					FALSE	FALSE
End Stone Bricks	end_bricks	TRUE	Block + Item	FALSE	206	FALSE					FALSE	FALSE
Frosted Ice	frosted_ice	FALSE	Block + Item	TRUE	207	"age": 0 (freshly generated)					?	?
Frosted Ice	frosted_ice	FALSE	Block + Item	FALSE		"age": 1 (little bit cracked)					FALSE	FALSE
Frosted Ice	frosted_ice	FALSE	Block + Item	FALSE		"age": 2 (more cracked)					FALSE	FALSE
Frosted Ice	frosted_ice	FALSE	Block + Item	FALSE		"age": 3 (max cracked)					FALSE	FALSE
Frosted Ice	frosted_ice	FALSE	Block + Item	FALSE		"age": 4 (unused)					FALSE	FALSE
Frosted Ice	frosted_ice	FALSE	Block + Item	FALSE		"age": 5 (unused)					FALSE	FALSE
Frosted Ice	frosted_ice	FALSE	Block + Item	FALSE		"age": 6 (unused)					FALSE	FALSE
Frosted Ice	frosted_ice	FALSE	Block + Item	FALSE		"age": 7 (unused)					FALSE	FALSE
Frosted Ice	frosted_ice	FALSE	Block + Item	FALSE		"age": 8 (unused)					FALSE	FALSE
Frosted Ice	frosted_ice	FALSE	Block + Item	FALSE		"age": 9 (unused)					FALSE	FALSE
Frosted Ice	frosted_ice	FALSE	Block + Item	FALSE		"age": 10 (unused)					FALSE	FALSE
Frosted Ice	frosted_ice	FALSE	Block + Item	FALSE		"age": 11 (unused)					FALSE	FALSE
Frosted Ice	frosted_ice	FALSE	Block + Item	FALSE		"age": 12 (unused)					FALSE	FALSE
Frosted Ice	frosted_ice	FALSE	Block + Item	FALSE		"age": 13 (unused)					FALSE	FALSE
Frosted Ice	frosted_ice	FALSE	Block + Item	FALSE		"age": 14 (unused)					FALSE	FALSE
Frosted Ice	frosted_ice	FALSE	Block + Item	FALSE		"age": 15 (unused)					FALSE	FALSE
End Rod	end_rod	TRUE	Block + Item	TRUE	208	"facing_direction": 0 (facing down)					?	?
End Rod	end_rod	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)					FALSE	FALSE
End Rod	end_rod	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)					FALSE	FALSE
End Rod	end_rod	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)					FALSE	FALSE
End Rod	end_rod	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)					FALSE	FALSE
End Rod	end_rod	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)					FALSE	FALSE
End Gateway	end_gateway	FALSE	Block + Item	TRUE	209	FALSE					?	?
Allow [EDU]	allow	FALSE	Block + Item	TRUE	210	FALSE					B	?
Deny [EDU]	deny	FALSE	Block + Item	TRUE	211	FALSE					B	?
Border	border_block	FALSE	Block + Item	TRUE	212	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	?	?
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true	FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States						(Un)obtainable category	(Un)obtainable method
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Border	border_block	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Magma Block	magma	TRUE	Block + Item	TRUE	213	FALSE						?	?
Nether Wart Block	nether_wart_block	TRUE	Block + Item	TRUE	214	FALSE						?	?
Red Nether Brick Block	red_nether_brick	TRUE	Block + Item	TRUE	215	FALSE						?	?
Bone Block	bone_block	TRUE	Block + Item	TRUE	216	"deprecated": 0 (unused)	"pillar_axis": "y"					?	?
Bone Block	bone_block	FALSE	Block + Item	FALSE		"deprecated": 1 (unused)	"pillar_axis": "y"					FALSE	FALSE
Bone Block	bone_block	FALSE	Block + Item	FALSE		"deprecated": 2 (unused)	"pillar_axis": "y"					FALSE	FALSE
Bone Block	bone_block	FALSE	Block + Item	FALSE		"deprecated": 3 (unused)	"pillar_axis": "y"					FALSE	FALSE
Bone Block	bone_block	FALSE	Block + Item	FALSE		"deprecated": 0 (unused)	"pillar_axis": "x"					FALSE	FALSE
Bone Block	bone_block	FALSE	Block + Item	FALSE		"deprecated": 1 (unused)	"pillar_axis": "x"					FALSE	FALSE
Bone Block	bone_block	FALSE	Block + Item	FALSE		"deprecated": 2 (unused)	"pillar_axis": "x"					FALSE	FALSE
Bone Block	bone_block	FALSE	Block + Item	FALSE		"deprecated": 3 (unused)	"pillar_axis": "x"					FALSE	FALSE
Bone Block	bone_block	FALSE	Block + Item	FALSE		"deprecated": 0 (unused)	"pillar_axis": "z"					FALSE	FALSE
Bone Block	bone_block	FALSE	Block + Item	FALSE		"deprecated": 1 (unused)	"pillar_axis": "z"					FALSE	FALSE
Bone Block	bone_block	FALSE	Block + Item	FALSE		"deprecated": 2 (unused)	"pillar_axis": "z"					FALSE	FALSE
Bone Block	bone_block	FALSE	Block + Item	FALSE		"deprecated": 3 (unused)	"pillar_axis": "z"					FALSE	FALSE
Structure Void	structure_void	FALSE	Block + Item	TRUE	217	"structure_void_type": "void"						?	?
Structure Air	structure_void	FALSE	Block + Item	TRUE		"structure_void_type": "air"						?	?
White Shulker Box	shulker_box	TRUE	Block + Item	TRUE	218	"color": "white"						?	?
Orange Shulker Box	shulker_box	TRUE	Block + Item	TRUE		"color": "orange"						?	?
Magenta Shulker Box	shulker_box	TRUE	Block + Item	TRUE		"color": "magenta"						?	?
Light Blue Shulker Box	shulker_box	TRUE	Block + Item	TRUE		"color": "light_blue"						?	?
Yellow Shulker Box	shulker_box	TRUE	Block + Item	TRUE		"color": "yellow"						?	?
Lime Shulker Box	shulker_box	TRUE	Block + Item	TRUE		"color": "lime"						?	?
Pink Shulker Box	shulker_box	TRUE	Block + Item	TRUE		"color": "pink"						?	?
Gray Shulker Box	shulker_box	TRUE	Block + Item	TRUE		"color": "gray"						?	?
Light Gray Shulker Box	shulker_box	TRUE	Block + Item	TRUE		"color": "silver"						?	?
Cyan Shulker Box	shulker_box	TRUE	Block + Item	TRUE		"color": "cyan"						?	?
Purple Shulker Box	shulker_box	TRUE	Block + Item	TRUE		"color": "purple"						?	?
Blue Shulker Box	shulker_box	TRUE	Block + Item	TRUE		"color": "blue"						?	?
Brown Shulker Box	shulker_box	TRUE	Block + Item	TRUE		"color": "brown"						?	?
Green Shulker Box	shulker_box	TRUE	Block + Item	TRUE		"color": "green"						?	?
Red Shulker Box	shulker_box	TRUE	Block + Item	TRUE		"color": "red"						?	?
Black Shulker Box	shulker_box	TRUE	Block + Item	TRUE		"color": "black"						?	?
Purple Glazed Terracotta	purple_glazed_terracotta	FALSE	Block + Item	FALSE	219	"facing_direction": 0 (unused)						FALSE	FALSE
Purple Glazed Terracotta	purple_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)						FALSE	FALSE
Purple Glazed Terracotta	purple_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)						FALSE	FALSE
Purple Glazed Terracotta	purple_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)						FALSE	FALSE
Purple Glazed Terracotta	purple_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)						FALSE	FALSE
Purple Glazed Terracotta	purple_glazed_terracotta	TRUE	Block + Item	TRUE		"facing_direction": 5 (facing east)						?	?
White Glazed Terracotta	white_glazed_terracotta	FALSE	Block + Item	FALSE	220	"facing_direction": 0 (unused)						FALSE	FALSE
White Glazed Terracotta	white_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)						FALSE	FALSE
White Glazed Terracotta	white_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)						FALSE	FALSE
White Glazed Terracotta	white_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)						FALSE	FALSE
White Glazed Terracotta	white_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)						FALSE	FALSE
White Glazed Terracotta	white_glazed_terracotta	TRUE	Block + Item	TRUE		"facing_direction": 5 (facing east)						?	?
Orange Glazed Terracotta	orange_glazed_terracotta	FALSE	Block + Item	FALSE	221	"facing_direction": 0 (unused)						FALSE	FALSE
Orange Glazed Terracotta	orange_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)						FALSE	FALSE
Orange Glazed Terracotta	orange_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)						FALSE	FALSE
Orange Glazed Terracotta	orange_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)						FALSE	FALSE
Orange Glazed Terracotta	orange_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)						FALSE	FALSE
Orange Glazed Terracotta	orange_glazed_terracotta	TRUE	Block + Item	TRUE		"facing_direction": 5 (facing east)						?	?
Magenta Glazed Terracotta	magenta_glazed_terracott	FALSE	Block + Item	FALSE	222	"facing_direction": 0 (unused)						FALSE	FALSE
Magenta Glazed Terracotta	magenta_glazed_terracott	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)						FALSE	FALSE
Magenta Glazed Terracotta	magenta_glazed_terracott	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)						FALSE	FALSE
Magenta Glazed Terracotta	magenta_glazed_terracott	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)						FALSE	FALSE
Magenta Glazed Terracotta	magenta_glazed_terracott	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)						FALSE	FALSE
Magenta Glazed Terracotta	magenta_glazed_terracott	TRUE	Block + Item	TRUE		"facing_direction": 5 (facing east)						?	?
Light Blue Glazed Terracotta	light_blue_glazed_terracot	FALSE	Block + Item	FALSE	223	"facing_direction": 0 (unused)						FALSE	FALSE
Light Blue Glazed Terracotta	light_blue_glazed_terracot	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)						FALSE	FALSE
Light Blue Glazed Terracotta	light_blue_glazed_terracot	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)						FALSE	FALSE
Light Blue Glazed Terracotta	light_blue_glazed_terracot	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)						FALSE	FALSE
Light Blue Glazed Terracotta	light_blue_glazed_terracot	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)						FALSE	FALSE
Light Blue Glazed Terracotta	light_blue_glazed_terracot	TRUE	Block + Item	TRUE		"facing_direction": 5 (facing east)						?	?
Yellow Glazed Terracotta	yellow_glazed_terracotta	FALSE	Block + Item	FALSE	224	"facing_direction": 0 (unused)						FALSE	FALSE
Yellow Glazed Terracotta	yellow_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)						FALSE	FALSE
Yellow Glazed Terracotta	yellow_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)						FALSE	FALSE
Yellow Glazed Terracotta	yellow_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)						FALSE	FALSE
Yellow Glazed Terracotta	yellow_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)						FALSE	FALSE
Yellow Glazed Terracotta	yellow_glazed_terracotta	TRUE	Block + Item	TRUE		"facing_direction": 5 (facing east)						?	?
Lime Glazed Terracotta	lime_glazed_terracotta	FALSE	Block + Item	FALSE	225	"facing_direction": 0 (unused)						FALSE	FALSE
Lime Glazed Terracotta	lime_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)						FALSE	FALSE
Lime Glazed Terracotta	lime_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)						FALSE	FALSE
Lime Glazed Terracotta	lime_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)						FALSE	FALSE
Lime Glazed Terracotta	lime_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)						FALSE	FALSE
Lime Glazed Terracotta	lime_glazed_terracotta	TRUE	Block + Item	TRUE		"facing_direction": 5 (facing east)						?	?
Pink Glazed Terracotta	pink_glazed_terracotta	FALSE	Block + Item	FALSE	226	"facing_direction": 0 (unused)						FALSE	FALSE
Pink Glazed Terracotta	pink_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)						FALSE	FALSE
Pink Glazed Terracotta	pink_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)						FALSE	FALSE
Pink Glazed Terracotta	pink_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)						FALSE	FALSE
Pink Glazed Terracotta	pink_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)						FALSE	FALSE
Pink Glazed Terracotta	pink_glazed_terracotta	TRUE	Block + Item	TRUE		"facing_direction": 5 (facing east)						?	?
Gray Glazed Terracotta	gray_glazed_terracotta	FALSE	Block + Item	FALSE	227	"facing_direction": 0 (unused)						FALSE	FALSE
Gray Glazed Terracotta	gray_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)						FALSE	FALSE
Gray Glazed Terracotta	gray_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)						FALSE	FALSE
Gray Glazed Terracotta	gray_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)						FALSE	FALSE
Gray Glazed Terracotta	gray_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)						FALSE	FALSE
Gray Glazed Terracotta	gray_glazed_terracotta	TRUE	Block + Item	TRUE		"facing_direction": 5 (facing east)						?	?
Light Gray Glazed Terracotta	silver_glazed_terracotta	FALSE	Block + Item	FALSE	228	"facing_direction": 0 (unused)						FALSE	FALSE
Light Gray Glazed Terracotta	silver_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)						FALSE	FALSE
Light Gray Glazed Terracotta	silver_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)						FALSE	FALSE
Light Gray Glazed Terracotta	silver_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)						FALSE	FALSE
Light Gray Glazed Terracotta	silver_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)						FALSE	FALSE
Light Gray Glazed Terracotta	silver_glazed_terracotta	TRUE	Block + Item	TRUE		"facing_direction": 5 (facing east)						?	?
Cyan Glazed Terracotta	cyan_glazed_terracotta	FALSE	Block + Item	FALSE	229	"facing_direction": 0 (unused)						FALSE	FALSE
Cyan Glazed Terracotta	cyan_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)						FALSE	FALSE
Cyan Glazed Terracotta	cyan_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)						FALSE	FALSE
Cyan Glazed Terracotta	cyan_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)						FALSE	FALSE
Cyan Glazed Terracotta	cyan_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)						FALSE	FALSE
Cyan Glazed Terracotta	cyan_glazed_terracotta	TRUE	Block + Item	TRUE		"facing_direction": 5 (facing east)						?	?
Chalkboard [EDU]	chalkboard	FALSE	Block + Item	TRUE	230	?						?	?
Blue Glazed Terracotta	blue_glazed_terracotta	FALSE	Block + Item	FALSE	231	"facing_direction": 0 (unused)						FALSE	FALSE
Blue Glazed Terracotta	blue_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)						FALSE	FALSE
Blue Glazed Terracotta	blue_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)						FALSE	FALSE
Blue Glazed Terracotta	blue_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)						FALSE	FALSE
Blue Glazed Terracotta	blue_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)						FALSE	FALSE
Blue Glazed Terracotta	blue_glazed_terracotta	TRUE	Block + Item	TRUE		"facing_direction": 5 (facing east)						?	?
Brown Glazed Terracotta	brown_glazed_terracotta	FALSE	Block + Item	FALSE	232	"facing_direction": 0 (unused)						FALSE	FALSE
Brown Glazed Terracotta	brown_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)						FALSE	FALSE
Brown Glazed Terracotta	brown_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)						FALSE	FALSE
Brown Glazed Terracotta	brown_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)						FALSE	FALSE
Brown Glazed Terracotta	brown_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)						FALSE	FALSE
Brown Glazed Terracotta	brown_glazed_terracotta	TRUE	Block + Item	TRUE		"facing_direction": 5 (facing east)						?	?
Green Glazed Terracotta	green_glazed_terracotta	FALSE	Block + Item	FALSE	233	"facing_direction": 0 (unused)						FALSE	FALSE
Green Glazed Terracotta	green_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)						FALSE	FALSE
Green Glazed Terracotta	green_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)						FALSE	FALSE
Green Glazed Terracotta	green_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)						FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States						(Un)obtainable category	(Un)obtainable method
Green Glazed Terracotta	green_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)						FALSE	FALSE
Green Glazed Terracotta	green_glazed_terracotta	TRUE	Block + Item	TRUE		"facing_direction": 5 (facing east)						?	?
Red Glazed Terracotta	red_glazed_terracotta	FALSE	Block + Item	FALSE	234	"facing_direction": 0 (unused)						FALSE	FALSE
Red Glazed Terracotta	red_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)						FALSE	FALSE
Red Glazed Terracotta	red_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)						FALSE	FALSE
Red Glazed Terracotta	red_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)						FALSE	FALSE
Red Glazed Terracotta	red_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)						FALSE	FALSE
Red Glazed Terracotta	red_glazed_terracotta	TRUE	Block + Item	TRUE		"facing_direction": 5 (facing east)						?	?
Black Glazed Terracotta	black_glazed_terracotta	FALSE	Block + Item	FALSE	235	"facing_direction": 0 (unused)						FALSE	FALSE
Black Glazed Terracotta	black_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)						FALSE	FALSE
Black Glazed Terracotta	black_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)						FALSE	FALSE
Black Glazed Terracotta	black_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)						FALSE	FALSE
Black Glazed Terracotta	black_glazed_terracotta	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)						FALSE	FALSE
Black Glazed Terracotta	black_glazed_terracotta	TRUE	Block + Item	TRUE		"facing_direction": 5 (facing east)						?	?
White Concrete	concrete	TRUE	Block + Item	TRUE	236	"color": "white"						?	?
Orange Concrete	concrete	TRUE	Block + Item	TRUE		"color": "orange"						?	?
Magenta Concrete	concrete	TRUE	Block + Item	TRUE		"color": "magenta"						?	?
Light Blue Concrete	concrete	TRUE	Block + Item	TRUE		"color": "light_blue"						?	?
Yellow Concrete	concrete	TRUE	Block + Item	TRUE		"color": "yellow"						?	?
Lime Concrete	concrete	TRUE	Block + Item	TRUE		"color": "lime"						?	?
Pink Concrete	concrete	TRUE	Block + Item	TRUE		"color": "pink"						?	?
Gray Concrete	concrete	TRUE	Block + Item	TRUE		"color": "gray"						?	?
Silver Concrete	concrete	TRUE	Block + Item	TRUE		"color": "silver"						?	?
Cyan Concrete	concrete	TRUE	Block + Item	TRUE		"color": "cyan"						?	?
Purple Concrete	concrete	TRUE	Block + Item	TRUE		"color": "purple"						?	?
Blue Concrete	concrete	TRUE	Block + Item	TRUE		"color": "blue"						?	?
Brown Concrete	concrete	TRUE	Block + Item	TRUE		"color": "brown"						?	?
Green Concrete	concrete	TRUE	Block + Item	TRUE		"color": "green"						?	?
Red Concrete	concrete	TRUE	Block + Item	TRUE		"color": "red"						?	?
Black Concrete	concrete	TRUE	Block + Item	TRUE		"color": "black"						?	?
White Concrete Powder	concrete_powder	TRUE	Block + Item	TRUE	237	"color": "white"						?	?
Orange Concrete Powder	concrete_powder	TRUE	Block + Item	TRUE		"color": "orange"						?	?
Magenta Concrete Powder	concrete_powder	TRUE	Block + Item	TRUE		"color": "magenta"						?	?
Light Blue Concrete Powder	concrete_powder	TRUE	Block + Item	TRUE		"color": "light_blue"						?	?
Yellow Concrete Powder	concrete_powder	TRUE	Block + Item	TRUE		"color": "yellow"						?	?
Lime Concrete Powder	concrete_powder	TRUE	Block + Item	TRUE		"color": "lime"						?	?
Pink Concrete Powder	concrete_powder	TRUE	Block + Item	TRUE		"color": "pink"						?	?
Gray Concrete Powder	concrete_powder	TRUE	Block + Item	TRUE		"color": "gray"						?	?
Light Gray Concrete Powder	concrete_powder	TRUE	Block + Item	TRUE		"color": "silver"						?	?
Cyan Concrete Powder	concrete_powder	TRUE	Block + Item	TRUE		"color": "cyan"						?	?
Purple Concrete Powder	concrete_powder	TRUE	Block + Item	TRUE		"color": "purple"						?	?
Blue Concrete Powder	concrete_powder	TRUE	Block + Item	TRUE		"color": "blue"						?	?
Brown Concrete Powder	concrete_powder	TRUE	Block + Item	TRUE		"color": "brown"						?	?
Green Concrete Powder	concrete_powder	TRUE	Block + Item	TRUE		"color": "green"						?	?
Red Concrete Powder	concrete_powder	TRUE	Block + Item	TRUE		"color": "red"						?	?
Black Concrete Powder	concrete_powder	TRUE	Block + Item	TRUE		"color": "black"						?	?
Compound Creator [EDU]	chemistry_table	FALSE	Block + Item	TRUE	238	"chemistry_table_type": "compound_creator" "direction": 0 (facing north)						B	?
Element Constructor [EDU]	chemistry_table	FALSE	Block + Item	TRUE		"chemistry_table_type": "element_constructo "direction": 1 (facing east)						B	?
Lab Table [EDU]	chemistry_table	FALSE	Block + Item	TRUE		"chemistry_table_type": "lab_table" "direction": 2 (facing south)						B	?
Material Reducer [EDU]	chemistry_table	FALSE	Block + Item	TRUE		"chemistry_table_type": "material_reducer" "direction": 3 (facing west)						B	?
Compound Creator [EDU]	chemistry_table	FALSE	Block + Item	FALSE		"chemistry_table_type": "compound_creator" "direction": 0 (facing north)						FALSE	FALSE
Element Constructor [EDU]	chemistry_table	FALSE	Block + Item	FALSE		"chemistry_table_type": "element_constructo "direction": 1 (facing east)						FALSE	FALSE
Lab Table [EDU]	chemistry_table	FALSE	Block + Item	FALSE		"chemistry_table_type": "lab_table" "direction": 2 (facing south)						FALSE	FALSE
Material Reducer [EDU]	chemistry_table	FALSE	Block + Item	FALSE		"chemistry_table_type": "material_reducer" "direction": 3 (facing west)						FALSE	FALSE
Compound Creator [EDU]	chemistry_table	FALSE	Block + Item	FALSE		"chemistry_table_type": "compound_creator" "direction": 0 (facing north)						FALSE	FALSE
Element Constructor [EDU]	chemistry_table	FALSE	Block + Item	FALSE		"chemistry_table_type": "element_constructo "direction": 1 (facing east)						FALSE	FALSE
Lab Table [EDU]	chemistry_table	FALSE	Block + Item	FALSE		"chemistry_table_type": "lab_table" "direction": 2 (facing south)						FALSE	FALSE
Material Reducer [EDU]	chemistry_table	FALSE	Block + Item	FALSE		"chemistry_table_type": "material_reducer" "direction": 3 (facing west)						FALSE	FALSE
Compound Creator [EDU]	chemistry_table	FALSE	Block + Item	FALSE		"chemistry_table_type": "compound_creator" "direction": 0 (facing north)						FALSE	FALSE
Element Constructor [EDU]	chemistry_table	FALSE	Block + Item	FALSE		"chemistry_table_type": "element_constructo "direction": 1 (facing east)						FALSE	FALSE
Lab Table [EDU]	chemistry_table	FALSE	Block + Item	FALSE		"chemistry_table_type": "lab_table" "direction": 2 (facing south)						FALSE	FALSE
Material Reducer [EDU]	chemistry_table	FALSE	Block + Item	FALSE		"chemistry_table_type": "material_reducer" "direction": 3 (facing west)						FALSE	FALSE
Underwater Torch	underwater_torch	FALSE	Block + Item	FALSE	239	"torch_facing_direction": "unknown" (unused)						FALSE	FALSE
Underwater Torch	underwater_torch	FALSE	Block + Item	FALSE		"torch_facing_direction": "west"						FALSE	FALSE
Underwater Torch	underwater_torch	FALSE	Block + Item	FALSE		"torch_facing_direction": "east"						FALSE	FALSE
Underwater Torch	underwater_torch	FALSE	Block + Item	FALSE		"torch_facing_direction": "north"						FALSE	FALSE
Underwater Torch	underwater_torch	FALSE	Block + Item	FALSE		"torch_facing_direction": "south"						FALSE	FALSE
Underwater Torch	underwater_torch	FALSE	Block + Item	TRUE		"torch_facing_direction": "top"						?	?
Chorus Plant	chorus_plant	FALSE	Block + Item	TRUE	240	FALSE						?	?
White Stained Glass	stained_glass	TRUE	Block + Item	TRUE	241	"color": "white"						?	?
Orange Stained Glass	stained_glass	TRUE	Block + Item	TRUE		"color": "orange"						?	?
Magenta Stained Glass	stained_glass	TRUE	Block + Item	TRUE		"color": "magenta"						?	?
Light Blue Stained Glass	stained_glass	TRUE	Block + Item	TRUE		"color": "light_blue"						?	?
Yellow Stained Glass	stained_glass	TRUE	Block + Item	TRUE		"color": "yellow"						?	?
Lime Stained Glass	stained_glass	TRUE	Block + Item	TRUE		"color": "lime"						?	?
Pink Stained Glass	stained_glass	TRUE	Block + Item	TRUE		"color": "pink"						?	?
Gray Stained Glass	stained_glass	TRUE	Block + Item	TRUE		"color": "gray"						?	?
Light Gray Stained Glass	stained_glass	TRUE	Block + Item	TRUE		"color": "silver"						?	?
Cyan Stained Glass	stained_glass	TRUE	Block + Item	TRUE		"color": "cyan"						?	?
Purple Stained Glass	stained_glass	TRUE	Block + Item	TRUE		"color": "purple"						?	?
Blue Stained Glass	stained_glass	TRUE	Block + Item	TRUE		"color": "blue"						?	?
Brown Stained Glass	stained_glass	TRUE	Block + Item	TRUE		"color": "brown"						?	?
Green Stained Glass	stained_glass	TRUE	Block + Item	TRUE		"color": "green"						?	?
Red Stained Glass	stained_glass	TRUE	Block + Item	TRUE		"color": "red"						?	?
Black Stained Glass	stained_glass	TRUE	Block + Item	TRUE		"color": "black"						?	?
Camera	item.camera	FALSE	Block DIF Item	TRUE	242	FALSE						?	?
Podzol	podzol	TRUE	Block + Item	TRUE	243	FALSE						?	?
Beetroot	beetroot	FALSE	Block DIF Item	TRUE	244	"age": 0 (newly grown plant)						?	?
Beetroot	beetroot	FALSE	Block DIF Item	FALSE		"age": 1						FALSE	FALSE
Beetroot	beetroot	FALSE	Block DIF Item	FALSE		"age": 2						FALSE	FALSE
Beetroot	beetroot	FALSE	Block DIF Item	FALSE		"age": 3						FALSE	FALSE
Beetroot	beetroot	FALSE	Block DIF Item	FALSE		"age": 4						FALSE	FALSE
Beetroot	beetroot	FALSE	Block DIF Item	FALSE		"age": 5						FALSE	FALSE
Beetroot	beetroot	FALSE	Block DIF Item	FALSE		"age": 6						FALSE	FALSE
Beetroot	beetroot	FALSE	Block DIF Item	FALSE		"age": 7 (fully grown plant)						FALSE	FALSE
Stonecutter	stonecutter	FALSE	Block + Item	TRUE	245	FALSE						?	?
Glowing Obsidian	glowingobsidian	FALSE	Block + Item	TRUE	246	FALSE						?	?
Nether Reactor Core	netherreactor	FALSE	Block + Item	TRUE	247	FALSE						?	?
Info Update	info_update	FALSE	Block + Item	TRUE	248	FALSE						?	?
Info Update 2	info_update2	FALSE	Block + Item	TRUE	249	FALSE						?	?
Moving Block	movingBlock	FALSE	Block + Item	TRUE	250	FALSE						?	?
Observer	observer	TRUE	Block + Item	TRUE	251	"facing_direction": 0 (facing down)	"powered_bit": false					?	?
Observer	observer	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"powered_bit": false					FALSE	FALSE
Observer	observer	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"powered_bit": false					FALSE	FALSE
Observer	observer	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"powered_bit": false					FALSE	FALSE
Observer	observer	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"powered_bit": false					FALSE	FALSE
Observer	observer	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"powered_bit": false					FALSE	FALSE
Observer	observer	FALSE	Block + Item	TRUE		"facing_direction": 0 (facing down)	"powered_bit": true					?	?
Observer	observer	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"powered_bit": true					FALSE	FALSE
Observer	observer	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"powered_bit": true					FALSE	FALSE
Observer	observer	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"powered_bit": true					FALSE	FALSE
Observer	observer	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"powered_bit": true					FALSE	FALSE
Observer	observer	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"powered_bit": true					FALSE	FALSE
Structure Block	structure_block	FALSE	Block + Item	TRUE	252	"mode": "data"						?	?
Structure Block	structure_block	FALSE	Block + Item	TRUE		"mode": "save"						?	?
Structure Block	structure_block	FALSE	Block + Item	TRUE		"mode": "load"						?	?
Structure Block	structure_block	FALSE	Block + Item	TRUE		"mode": "corner"						?	?
Structure Block	structure_block	FALSE	Block + Item	TRUE		"mode": "invalid"						?	?
Structure Block	structure_block	FALSE	Block + Item	TRUE		"mode": "export"						?	?
Hardened Glass [EDU]	hard_glass	FALSE	Block + Item	TRUE	253	FALSE						B	?
Hardened White Stained Glass [EDU]	hard_stained_glass	FALSE	Block + Item	TRUE	254	"color": "white"						B	?
Hardened Orange Stained Glass [EDU]	hard_stained_glass	FALSE	Block + Item	TRUE		"color": "orange"						B	?
Hardened Magenta Stained Glass [EDU]	hard_stained_glass	FALSE	Block + Item	TRUE		"color": "magenta"						B	?
Hardened Light Blue Stained Glass [EDU]	hard_stained_glass	FALSE	Block + Item	TRUE		"color": "light_blue"						B	?
Hardened Yellow Stained Glass [EDU]	hard_stained_glass	FALSE	Block + Item	TRUE		"color": "yellow"						B	?
Hardened Lime Stained Glass [EDU]	hard_stained_glass	FALSE	Block + Item	TRUE		"color": "lime"						B	?
Hardened Pink Stained Glass [EDU]	hard_stained_glass	FALSE	Block + Item	TRUE		"color": "pink"						B	?
Hardened Gray Stained Glass [EDU]	hard_stained_glass	FALSE	Block + Item	TRUE		"color": "gray"						B	?
Hardened Light Gray Stained Glass [EDU]	hard_stained_glass	FALSE	Block + Item	TRUE		"color": "silver"						B	?
Hardened Cyan Stained Glass [EDU]	hard_stained_glass	FALSE	Block + Item	TRUE		"color": "cyan"						B	?
Hardened Purple Stained Glass [EDU]	hard_stained_glass	FALSE	Block + Item	TRUE		"color": "purple"						B	?
Hardened Blue Stained Glass [EDU]	hard_stained_glass	FALSE	Block + Item	TRUE		"color": "blue"						B	?
Hardened Brown Stained Glass [EDU]	hard_stained_glass	FALSE	Block + Item	TRUE		"color": "brown"						B	?
Hardened Green Stained Glass [EDU]	hard_stained_glass	FALSE	Block + Item	TRUE		"color": "green"						B	?
Hardened Red Stained Glass [EDU]	hard_stained_glass	FALSE	Block + Item	TRUE		"color": "red"						B	?
Hardened Black Stained Glass [EDU]	hard_stained_glass	FALSE	Block + Item	TRUE		"color": "black"						B	?
Reserved6	reserved6	FALSE	Block + Item	TRUE	255	FALSE						?	?
(unused)	(unused)	(unused)	(unused)	(unused)	256	(unused)	(unused)	(unused)	(unused)	(unused)	(unused)	?	?
Prismarine Stairs	prismarine_stairs	TRUE	Block + Item	TRUE	257	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					?	?
Prismarine Stairs	prismarine_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false					FALSE	FALSE
Prismarine Stairs	prismarine_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false					FALSE	FALSE
Prismarine Stairs	prismarine_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false					FALSE	FALSE
Prismarine Stairs	prismarine_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true					FALSE	FALSE
Prismarine Stairs	prismarine_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true					FALSE	FALSE
Prismarine Stairs	prismarine_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true					FALSE	FALSE
Prismarine Stairs	prismarine_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true					FALSE	FALSE
Dark Prismarine Stairs	dark_prismarine_stairs	TRUE	Block + Item	TRUE	258	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					?	?
Dark Prismarine Stairs	dark_prismarine_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false					FALSE	FALSE
Dark Prismarine Stairs	dark_prismarine_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false					FALSE	FALSE
Dark Prismarine Stairs	dark_prismarine_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false					FALSE	FALSE
Dark Prismarine Stairs	dark_prismarine_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true					FALSE	FALSE
Dark Prismarine Stairs	dark_prismarine_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true					FALSE	FALSE
Dark Prismarine Stairs	dark_prismarine_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true					FALSE	FALSE
Dark Prismarine Stairs	dark_prismarine_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true					FALSE	FALSE
Prismarine Brick Stairs	prismarine_bricks_stairs	TRUE	Block + Item	TRUE	259	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					?	?
Prismarine Brick Stairs	prismarine_bricks_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false					FALSE	FALSE
Prismarine Brick Stairs	prismarine_bricks_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false					FALSE	FALSE
Prismarine Brick Stairs	prismarine_bricks_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false					FALSE	FALSE
Prismarine Brick Stairs	prismarine_bricks_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true					FALSE	FALSE
Prismarine Brick Stairs	prismarine_bricks_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true					FALSE	FALSE
Prismarine Brick Stairs	prismarine_bricks_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true					FALSE	FALSE
Prismarine Brick Stairs	prismarine_bricks_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true					FALSE	FALSE
Stripped Spruce Log	stripped_spruce_log	TRUE	Block + Item	TRUE	260	"pillar_axis": "y"						?	?
Stripped Spruce Log	stripped_spruce_log	FALSE	Block + Item	FALSE		"pillar_axis": "x"						FALSE	FALSE
Stripped Spruce Log	stripped_spruce_log	FALSE	Block + Item	FALSE		"pillar_axis": "z"						FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Numeric ID	Block States	(Un)obtainable category	(Un)obtainable method
Stripped Birch Log	stripped_birch_log	TRUE	Block + Item	TRUE	261	"pillar_axis": "y"	?	?
Stripped Birch Log	stripped_birch_log	FALSE	Block + Item	FALSE		"pillar_axis": "x"	FALSE	FALSE
Stripped Birch Log	stripped_birch_log	FALSE	Block + Item	FALSE		"pillar_axis": "z"	FALSE	FALSE
Stripped Jungle Log	stripped_jungle_log	TRUE	Block + Item	TRUE	262	"pillar_axis": "y"	?	?
Stripped Jungle Log	stripped_jungle_log	FALSE	Block + Item	FALSE		"pillar_axis": "x"	FALSE	FALSE
Stripped Jungle Log	stripped_jungle_log	FALSE	Block + Item	FALSE		"pillar_axis": "z"	FALSE	FALSE
Stripped Acacia Log	stripped_acacia_log	TRUE	Block + Item	TRUE	263	"pillar_axis": "y"	?	?
Stripped Acacia Log	stripped_acacia_log	FALSE	Block + Item	FALSE		"pillar_axis": "x"	FALSE	FALSE
Stripped Acacia Log	stripped_acacia_log	FALSE	Block + Item	FALSE		"pillar_axis": "z"	FALSE	FALSE
Stripped Dark Oak Log	stripped_dark_oak_log	TRUE	Block + Item	TRUE	264	"pillar_axis": "y"	?	?
Stripped Dark Oak Log	stripped_dark_oak_log	FALSE	Block + Item	FALSE		"pillar_axis": "x"	FALSE	FALSE
Stripped Dark Oak Log	stripped_dark_oak_log	FALSE	Block + Item	FALSE		"pillar_axis": "z"	FALSE	FALSE
Stripped Oak Log	stripped_oak_log	TRUE	Block + Item	TRUE	265	"pillar_axis": "y"	?	?
Stripped Oak Log	stripped_oak_log	FALSE	Block + Item	FALSE		"pillar_axis": "x"	FALSE	FALSE
Stripped Oak Log	stripped_oak_log	FALSE	Block + Item	FALSE		"pillar_axis": "z"	FALSE	FALSE
Blue Ice	blue_ice	TRUE	Block + Item	TRUE	266	FALSE	?	?
Hydrogen [EDU]	element_1	FALSE	Block + Item	TRUE	267	FALSE	B	?
Helium [EDU]	element_2	FALSE	Block + Item	TRUE	268	FALSE	B	?
Lithium [EDU]	element_3	FALSE	Block + Item	TRUE	269	FALSE	B	?
Beryllium [EDU]	element_4	FALSE	Block + Item	TRUE	270	FALSE	B	?
Boron [EDU]	element_5	FALSE	Block + Item	TRUE	271	FALSE	B	?
Carbon [EDU]	element_6	FALSE	Block + Item	TRUE	272	FALSE	B	?
Nitrogen [EDU]	element_7	FALSE	Block + Item	TRUE	273	FALSE	B	?
Oxygen [EDU]	element_8	FALSE	Block + Item	TRUE	274	FALSE	B	?
Fluorine [EDU]	element_9	FALSE	Block + Item	TRUE	275	FALSE	B	?
Neon [EDU]	element_10	FALSE	Block + Item	TRUE	276	FALSE	B	?
Sodium [EDU]	element_11	FALSE	Block + Item	TRUE	277	FALSE	B	?
Magnesium [EDU]	element_12	FALSE	Block + Item	TRUE	278	FALSE	B	?
Aluminum [EDU]	element_13	FALSE	Block + Item	TRUE	279	FALSE	B	?
Silicon [EDU]	element_14	FALSE	Block + Item	TRUE	280	FALSE	B	?
Phosphorus [EDU]	element_15	FALSE	Block + Item	TRUE	281	FALSE	B	?
Sulfur [EDU]	element_16	FALSE	Block + Item	TRUE	282	FALSE	B	?
Chlorine [EDU]	element_17	FALSE	Block + Item	TRUE	283	FALSE	B	?
Argon [EDU]	element_18	FALSE	Block + Item	TRUE	284	FALSE	B	?
Potassium [EDU]	element_19	FALSE	Block + Item	TRUE	285	FALSE	B	?
Calcium [EDU]	element_20	FALSE	Block + Item	TRUE	286	FALSE	B	?
Scandium [EDU]	element_21	FALSE	Block + Item	TRUE	287	FALSE	B	?
Titanium [EDU]	element_22	FALSE	Block + Item	TRUE	288	FALSE	B	?
Vanadium [EDU]	element_23	FALSE	Block + Item	TRUE	289	FALSE	B	?
Chromium [EDU]	element_24	FALSE	Block + Item	TRUE	290	FALSE	B	?
Manganese [EDU]	element_25	FALSE	Block + Item	TRUE	291	FALSE	B	?
Iron [EDU]	element_26	FALSE	Block + Item	TRUE	292	FALSE	B	?
Cobalt [EDU]	element_27	FALSE	Block + Item	TRUE	293	FALSE	B	?
Nickel [EDU]	element_28	FALSE	Block + Item	TRUE	294	FALSE	B	?
Copper [EDU]	element_29	FALSE	Block + Item	TRUE	295	FALSE	B	?
Zinc [EDU]	element_30	FALSE	Block + Item	TRUE	296	FALSE	B	?
Gallium [EDU]	element_31	FALSE	Block + Item	TRUE	297	FALSE	B	?
Germanium [EDU]	element_32	FALSE	Block + Item	TRUE	298	FALSE	B	?
Arsenic [EDU]	element_33	FALSE	Block + Item	TRUE	299	FALSE	B	?
Selenium [EDU]	element_34	FALSE	Block + Item	TRUE	300	FALSE	B	?
Bromine [EDU]	element_35	FALSE	Block + Item	TRUE	301	FALSE	B	?
Krypton [EDU]	element_36	FALSE	Block + Item	TRUE	302	FALSE	B	?
Rubidium [EDU]	element_37	FALSE	Block + Item	TRUE	303	FALSE	B	?
Strontium [EDU]	element_38	FALSE	Block + Item	TRUE	304	FALSE	B	?
Yttrium [EDU]	element_39	FALSE	Block + Item	TRUE	305	FALSE	B	?
Zirconium [EDU]	element_40	FALSE	Block + Item	TRUE	306	FALSE	B	?
Niobium [EDU]	element_41	FALSE	Block + Item	TRUE	307	FALSE	B	?
Molybdenum [EDU]	element_42	FALSE	Block + Item	TRUE	308	FALSE	B	?
Technetium [EDU]	element_43	FALSE	Block + Item	TRUE	309	FALSE	B	?
Ruthenium [EDU]	element_44	FALSE	Block + Item	TRUE	310	FALSE	B	?
Rhodium [EDU]	element_45	FALSE	Block + Item	TRUE	311	FALSE	B	?
Palladium [EDU]	element_46	FALSE	Block + Item	TRUE	312	FALSE	B	?
Silver [EDU]	element_47	FALSE	Block + Item	TRUE	313	FALSE	B	?
Cadmium [EDU]	element_48	FALSE	Block + Item	TRUE	314	FALSE	B	?
Indium [EDU]	element_49	FALSE	Block + Item	TRUE	315	FALSE	B	?
Tin [EDU]	element_50	FALSE	Block + Item	TRUE	316	FALSE	B	?
Antimony [EDU]	element_51	FALSE	Block + Item	TRUE	317	FALSE	B	?
Tellurium [EDU]	element_52	FALSE	Block + Item	TRUE	318	FALSE	B	?
Iodine [EDU]	element_53	FALSE	Block + Item	TRUE	319	FALSE	B	?
Xenon [EDU]	element_54	FALSE	Block + Item	TRUE	320	FALSE	B	?
Cesium [EDU]	element_55	FALSE	Block + Item	TRUE	321	FALSE	B	?
Barium [EDU]	element_56	FALSE	Block + Item	TRUE	322	FALSE	B	?
Lanthanum [EDU]	element_57	FALSE	Block + Item	TRUE	323	FALSE	B	?
Cerium [EDU]	element_58	FALSE	Block + Item	TRUE	324	FALSE	B	?
Praseodymium [EDU]	element_59	FALSE	Block + Item	TRUE	325	FALSE	B	?
Neodymium [EDU]	element_60	FALSE	Block + Item	TRUE	326	FALSE	B	?
Promethium [EDU]	element_61	FALSE	Block + Item	TRUE	327	FALSE	B	?
Samarium [EDU]	element_62	FALSE	Block + Item	TRUE	328	FALSE	B	?
Europium [EDU]	element_63	FALSE	Block + Item	TRUE	329	FALSE	B	?
Gadolinium [EDU]	element_64	FALSE	Block + Item	TRUE	330	FALSE	B	?
Terbium [EDU]	element_65	FALSE	Block + Item	TRUE	331	FALSE	B	?
Dysprosium [EDU]	element_66	FALSE	Block + Item	TRUE	332	FALSE	B	?
Holmium [EDU]	element_67	FALSE	Block + Item	TRUE	333	FALSE	B	?
Erbium [EDU]	element_68	FALSE	Block + Item	TRUE	334	FALSE	B	?
Thulium [EDU]	element_69	FALSE	Block + Item	TRUE	335	FALSE	B	?
Ytterbium [EDU]	element_70	FALSE	Block + Item	TRUE	336	FALSE	B	?
Lutetium [EDU]	element_71	FALSE	Block + Item	TRUE	337	FALSE	B	?
Hafnium [EDU]	element_72	FALSE	Block + Item	TRUE	338	FALSE	B	?
Tantalum [EDU]	element_73	FALSE	Block + Item	TRUE	339	FALSE	B	?
Tungsten [EDU]	element_74	FALSE	Block + Item	TRUE	340	FALSE	B	?
Rhenium [EDU]	element_75	FALSE	Block + Item	TRUE	341	FALSE	B	?
Osmium [EDU]	element_76	FALSE	Block + Item	TRUE	342	FALSE	B	?
Iridium [EDU]	element_77	FALSE	Block + Item	TRUE	343	FALSE	B	?
Platinum [EDU]	element_78	FALSE	Block + Item	TRUE	344	FALSE	B	?
Gold [EDU]	element_79	FALSE	Block + Item	TRUE	345	FALSE	B	?
Mercury [EDU]	element_80	FALSE	Block + Item	TRUE	346	FALSE	B	?
Thallium [EDU]	element_81	FALSE	Block + Item	TRUE	347	FALSE	B	?
Lead [EDU]	element_82	FALSE	Block + Item	TRUE	348	FALSE	B	?
Bismuth [EDU]	element_83	FALSE	Block + Item	TRUE	349	FALSE	B	?
Polonium [EDU]	element_84	FALSE	Block + Item	TRUE	350	FALSE	B	?
Astatine [EDU]	element_85	FALSE	Block + Item	TRUE	351	FALSE	B	?
Radon [EDU]	element_86	FALSE	Block + Item	TRUE	352	FALSE	B	?
Francium [EDU]	element_87	FALSE	Block + Item	TRUE	353	FALSE	B	?
Radium [EDU]	element_88	FALSE	Block + Item	TRUE	354	FALSE	B	?
Actinium [EDU]	element_89	FALSE	Block + Item	TRUE	355	FALSE	B	?
Thorium [EDU]	element_90	FALSE	Block + Item	TRUE	356	FALSE	B	?
Protactinium [EDU]	element_91	FALSE	Block + Item	TRUE	357	FALSE	B	?
Uranium [EDU]	element_92	FALSE	Block + Item	TRUE	358	FALSE	B	?
Neptunium [EDU]	element_93	FALSE	Block + Item	TRUE	359	FALSE	B	?
Plutonium [EDU]	element_94	FALSE	Block + Item	TRUE	360	FALSE	B	?
Americium [EDU]	element_95	FALSE	Block + Item	TRUE	361	FALSE	B	?
Curium [EDU]	element_96	FALSE	Block + Item	TRUE	362	FALSE	B	?
Berkelium [EDU]	element_97	FALSE	Block + Item	TRUE	363	FALSE	B	?
Californium [EDU]	element_98	FALSE	Block + Item	TRUE	364	FALSE	B	?
Einsteinium [EDU]	element_99	FALSE	Block + Item	TRUE	365	FALSE	B	?
Fermium [EDU]	element_100	FALSE	Block + Item	TRUE	366	FALSE	B	?
Mendelevium [EDU]	element_101	FALSE	Block + Item	TRUE	367	FALSE	B	?
Nobelium [EDU]	element_102	FALSE	Block + Item	TRUE	368	FALSE	B	?
Lawrencium [EDU]	element_103	FALSE	Block + Item	TRUE	369	FALSE	B	?
Rutherfordium [EDU]	element_104	FALSE	Block + Item	TRUE	370	FALSE	B	?
Dubnium [EDU]	element_105	FALSE	Block + Item	TRUE	371	FALSE	B	?
Seaborgium [EDU]	element_106	FALSE	Block + Item	TRUE	372	FALSE	B	?
Bohrium [EDU]	element_107	FALSE	Block + Item	TRUE	373	FALSE	B	?
Hassium [EDU]	element_108	FALSE	Block + Item	TRUE	374	FALSE	B	?
Meitnerium [EDU]	element_109	FALSE	Block + Item	TRUE	375	FALSE	B	?
Darmstadtium [EDU]	element_110	FALSE	Block + Item	TRUE	376	FALSE	B	?
Roentgenium [EDU]	element_111	FALSE	Block + Item	TRUE	377	FALSE	B	?
Copernicium [EDU]	element_112	FALSE	Block + Item	TRUE	378	FALSE	B	?
Nihonium [EDU]	element_113	FALSE	Block + Item	TRUE	379	FALSE	B	?
Flerovium [EDU]	element_114	FALSE	Block + Item	TRUE	380	FALSE	B	?
Moscovium [EDU]	element_115	FALSE	Block + Item	TRUE	381	FALSE	B	?
Livermorium [EDU]	element_116	FALSE	Block + Item	TRUE	382	FALSE	B	?
Tennessine [EDU]	element_117	FALSE	Block + Item	TRUE	383	FALSE	B	?
Oganesson [EDU]	element_118	FALSE	Block + Item	TRUE	384	FALSE	B	?
Seagrass	seagrass	TRUE	Block + Item	TRUE	385	"sea_grass_type": "default"	?	?
Seagrass	seagrass	FALSE	Block + Item	FALSE		"sea_grass_type": "double_bot"	FALSE	FALSE
Seagrass	seagrass	FALSE	Block + Item	FALSE		"sea_grass_type": "double_top"	FALSE	FALSE
Tube Coral	coral	TRUE	Block + Item	TRUE	386	"coral_color": "blue" "dead_bit": false	?	?
Brain Coral	coral	TRUE	Block + Item	TRUE		"coral_color": "pink" "dead_bit": false	?	?
Bubble Coral	coral	TRUE	Block + Item	TRUE		"coral_color": "purple" "dead_bit": false	?	?
Fire Coral	coral	TRUE	Block + Item	TRUE		"coral_color": "red" "dead_bit": false	?	?
Horn Coral	coral	TRUE	Block + Item	TRUE		"coral_color": "yellow" "dead_bit": false	?	?
Tube Coral	coral	FALSE	Block + Item	FALSE		"coral_color": "blue" "dead_bit": true	FALSE	FALSE
Brain Coral	coral	FALSE	Block + Item	FALSE		"coral_color": "pink" "dead_bit": true	FALSE	FALSE
Bubble Coral	coral	FALSE	Block + Item	FALSE		"coral_color": "purple" "dead_bit": true	FALSE	FALSE
Fire Coral	coral	FALSE	Block + Item	FALSE		"coral_color": "red" "dead_bit": true	FALSE	FALSE
Horn Coral	coral	FALSE	Block + Item	FALSE		"coral_color": "yellow" "dead_bit": true	FALSE	FALSE
Tube Coral Block	coral_block	TRUE	Block + Item	TRUE	387	"coral_color": "blue" "dead_bit": false	?	?
Brain Coral Block	coral_block	TRUE	Block + Item	TRUE		"coral_color": "pink" "dead_bit": false	?	?
Bubble Coral Block	coral_block	TRUE	Block + Item	TRUE		"coral_color": "purple" "dead_bit": false	?	?
Fire Coral Block	coral_block	TRUE	Block + Item	TRUE		"coral_color": "red" "dead_bit": false	?	?
Horn Coral Block	coral_block	TRUE	Block + Item	TRUE		"coral_color": "yellow" "dead_bit": false	?	?
Tube Coral Block	coral_block	FALSE	Block + Item	FALSE		"coral_color": "blue" "dead_bit": true	FALSE	FALSE
Brain Coral Block	coral_block	FALSE	Block + Item	FALSE		"coral_color": "pink" "dead_bit": true	FALSE	FALSE
Bubble Coral Block	coral_block	FALSE	Block + Item	FALSE		"coral_color": "purple" "dead_bit": true	FALSE	FALSE
Fire Coral Block	coral_block	FALSE	Block + Item	FALSE		"coral_color": "red" "dead_bit": true	FALSE	FALSE
Horn Coral Block	coral_block	FALSE	Block + Item	FALSE		"coral_color": "yellow" "dead_bit": true	FALSE	FALSE
Tube Coral Fan	coral_fan	TRUE	Block + Item	TRUE	388	"coral_color": "blue" "coral_fan_direction": 0 (facing east-west)	?	?
Brain Coral Fan	coral_fan	TRUE	Block + Item	TRUE		"coral_color": "pink" "coral_fan_direction": 0 (facing east-west)	?	?
Bubble Coral Fan	coral_fan	TRUE	Block + Item	TRUE		"coral_color": "purple" "coral_fan_direction": 0 (facing east-west)	?	?
Fire Coral Fan	coral_fan	TRUE	Block + Item	TRUE		"coral_color": "red" "coral_fan_direction": 0 (facing east-west)	?	?
Horn Coral Fan	coral_fan	TRUE	Block + Item	TRUE		"coral_color": "yellow" "coral_fan_direction": 0 (facing east-west)	?	?
Tube Coral Fan	coral_fan	FALSE	Block + Item	FALSE		"coral_color": "blue" "coral_fan_direction": 1 (facing north-south)	FALSE	FALSE
Brain Coral Fan	coral_fan	FALSE	Block + Item	FALSE		"coral_color": "pink" "coral_fan_direction": 1 (facing north-south)	FALSE	FALSE
Bubble Coral Fan	coral_fan	FALSE	Block + Item	FALSE		"coral_color": "purple" "coral_fan_direction": 1 (facing north-south)	FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States			(Un)obtainable category	(Un)obtainable method
Fire Coral Fan	coral_fan	FALSE	Block + Item	FALSE		"coral_color": "red"	"coral_fan_direction": 1 (facing north-south)		FALSE	FALSE
Horn Coral Fan	coral_fan	FALSE	Block + Item	FALSE		"coral_color": "yellow"	"coral_fan_direction": 1 (facing north-south)		FALSE	FALSE
Tube Dead Coral Fan	coral_fan_dead	TRUE	Block + Item	TRUE	389	"coral_color": "blue"	"coral_fan_direction": 0 (facing east-west)		?	?
Brain Dead Coral Fan	coral_fan_dead	TRUE	Block + Item	TRUE		"coral_color": "pink"	"coral_fan_direction": 0 (facing east-west)		?	?
Bubble Dead Coral Fan	coral_fan_dead	TRUE	Block + Item	TRUE		"coral_color": "purple"	"coral_fan_direction": 0 (facing east-west)		?	?
Fire Dead Coral Fan	coral_fan_dead	TRUE	Block + Item	TRUE		"coral_color": "red"	"coral_fan_direction": 0 (facing east-west)		?	?
Horn Dead Coral Fan	coral_fan_dead	TRUE	Block + Item	TRUE		"coral_color": "yellow"	"coral_fan_direction": 0 (facing east-west)		?	?
Tube Dead Coral Fan	coral_fan_dead	FALSE	Block + Item	FALSE		"coral_color": "blue"	"coral_fan_direction": 1 (facing north-south)		FALSE	FALSE
Brain Dead Coral Fan	coral_fan_dead	FALSE	Block + Item	FALSE		"coral_color": "pink"	"coral_fan_direction": 1 (facing north-south)		FALSE	FALSE
Bubble Dead Coral Fan	coral_fan_dead	FALSE	Block + Item	FALSE		"coral_color": "purple"	"coral_fan_direction": 1 (facing north-south)		FALSE	FALSE
Fire Dead Coral Fan	coral_fan_dead	FALSE	Block + Item	FALSE		"coral_color": "red"	"coral_fan_direction": 1 (facing north-south)		FALSE	FALSE
Horn Dead Coral Fan	coral_fan_dead	FALSE	Block + Item	FALSE		"coral_color": "yellow"	"coral_fan_direction": 1 (facing north-south)		FALSE	FALSE
Tube Coral Wall Fan	coral_fan_hang	FALSE	Block DIF Item	TRUE	390	"coral_hang_type_bit": false (tube)	"coral_direction": 0 (facing west)	"dead_bit": false	?	?
Brain Coral Wall Fan	coral_fan_hang	FALSE	Block DIF Item	TRUE		"coral_hang_type_bit": true (brain)	"coral_direction": 0 (facing west)	"dead_bit": false	?	?
Tube Coral Wall Fan	coral_fan_hang	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": false (tube)	"coral_direction": 1 (facing east)	"dead_bit": false	FALSE	FALSE
Brain Coral Wall Fan	coral_fan_hang	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": true (brain)	"coral_direction": 1 (facing east)	"dead_bit": false	FALSE	FALSE
Tube Coral Wall Fan	coral_fan_hang	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": false (tube)	"coral_direction": 2 (facing north)	"dead_bit": false	FALSE	FALSE
Brain Coral Wall Fan	coral_fan_hang	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": true (brain)	"coral_direction": 2 (facing north)	"dead_bit": false	FALSE	FALSE
Tube Coral Wall Fan	coral_fan_hang	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": false (tube)	"coral_direction": 3 (facing south)	"dead_bit": false	FALSE	FALSE
Brain Coral Wall Fan	coral_fan_hang	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": true (brain)	"coral_direction": 3 (facing south)	"dead_bit": false	FALSE	FALSE
Tube Coral Wall Fan	coral_fan_hang	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": false (tube)	"coral_direction": 0 (facing west)	"dead_bit": true	FALSE	FALSE
Brain Coral Wall Fan	coral_fan_hang	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": true (brain)	"coral_direction": 0 (facing west)	"dead_bit": true	FALSE	FALSE
Tube Coral Wall Fan	coral_fan_hang	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": false (tube)	"coral_direction": 1 (facing east)	"dead_bit": true	FALSE	FALSE
Brain Coral Wall Fan	coral_fan_hang	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": true (brain)	"coral_direction": 1 (facing east)	"dead_bit": true	FALSE	FALSE
Tube Coral Wall Fan	coral_fan_hang	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": false (tube)	"coral_direction": 2 (facing north)	"dead_bit": true	FALSE	FALSE
Brain Coral Wall Fan	coral_fan_hang	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": true (brain)	"coral_direction": 2 (facing north)	"dead_bit": true	FALSE	FALSE
Tube Coral Wall Fan	coral_fan_hang	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": false (tube)	"coral_direction": 3 (facing south)	"dead_bit": true	FALSE	FALSE
Brain Coral Wall Fan	coral_fan_hang	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": true (brain)	"coral_direction": 3 (facing south)	"dead_bit": true	FALSE	FALSE
Bubble Coral Wall Fan	coral_fan_hang2	FALSE	Block DIF Item	TRUE	391	"coral_hang_type_bit": false (bubble)	"coral_direction": 0 (facing west)	"dead_bit": false	?	?
Fire Coral Wall Fan	coral_fan_hang2	FALSE	Block DIF Item	TRUE		"coral_hang_type_bit": true (fire)	"coral_direction": 0 (facing west)	"dead_bit": false	?	?
Bubble Coral Wall Fan	coral_fan_hang2	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": false (bubble)	"coral_direction": 1 (facing east)	"dead_bit": false	FALSE	FALSE
Fire Coral Wall Fan	coral_fan_hang2	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": true (fire)	"coral_direction": 1 (facing east)	"dead_bit": false	FALSE	FALSE
Bubble Coral Wall Fan	coral_fan_hang2	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": false (bubble)	"coral_direction": 2 (facing north)	"dead_bit": false	FALSE	FALSE
Fire Coral Wall Fan	coral_fan_hang2	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": true (fire)	"coral_direction": 2 (facing north)	"dead_bit": false	FALSE	FALSE
Bubble Coral Wall Fan	coral_fan_hang2	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": false (bubble)	"coral_direction": 3 (facing south)	"dead_bit": false	FALSE	FALSE
Fire Coral Wall Fan	coral_fan_hang2	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": true (fire)	"coral_direction": 3 (facing south)	"dead_bit": false	FALSE	FALSE
Bubble Coral Wall Fan	coral_fan_hang2	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": false (bubble)	"coral_direction": 0 (facing west)	"dead_bit": true	FALSE	FALSE
Fire Coral Wall Fan	coral_fan_hang2	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": true (fire)	"coral_direction": 0 (facing west)	"dead_bit": true	FALSE	FALSE
Bubble Coral Wall Fan	coral_fan_hang2	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": false (bubble)	"coral_direction": 1 (facing east)	"dead_bit": true	FALSE	FALSE
Fire Coral Wall Fan	coral_fan_hang2	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": true (fire)	"coral_direction": 1 (facing east)	"dead_bit": true	FALSE	FALSE
Bubble Coral Wall Fan	coral_fan_hang2	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": false (bubble)	"coral_direction": 2 (facing north)	"dead_bit": true	FALSE	FALSE
Fire Coral Wall Fan	coral_fan_hang2	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": true (fire)	"coral_direction": 2 (facing north)	"dead_bit": true	FALSE	FALSE
Bubble Coral Wall Fan	coral_fan_hang2	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": false (bubble)	"coral_direction": 3 (facing south)	"dead_bit": true	FALSE	FALSE
Fire Coral Wall Fan	coral_fan_hang2	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": true (fire)	"coral_direction": 3 (facing south)	"dead_bit": true	FALSE	FALSE
Horn Coral Wall Fan	coral_fan_hang3	FALSE	Block DIF Item	TRUE	392	"coral_hang_type_bit": false (horn)	"coral_direction": 0 (facing west)	"dead_bit": false	?	?
Unused	coral_fan_hang3	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": true (unused)	"coral_direction": 0 (facing west)	"dead_bit": false	FALSE	FALSE
Horn Coral Wall Fan	coral_fan_hang3	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": false (horn)	"coral_direction": 1 (facing east)	"dead_bit": false	FALSE	FALSE
Unused	coral_fan_hang3	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": true (unused)	"coral_direction": 1 (facing east)	"dead_bit": false	FALSE	FALSE
Horn Coral Wall Fan	coral_fan_hang3	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": false (horn)	"coral_direction": 2 (facing north)	"dead_bit": false	FALSE	FALSE
Unused	coral_fan_hang3	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": true (unused)	"coral_direction": 2 (facing north)	"dead_bit": false	FALSE	FALSE
Horn Coral Wall Fan	coral_fan_hang3	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": false (horn)	"coral_direction": 3 (facing south)	"dead_bit": false	FALSE	FALSE
Unused	coral_fan_hang3	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": true (unused)	"coral_direction": 3 (facing south)	"dead_bit": false	FALSE	FALSE
Horn Coral Wall Fan	coral_fan_hang3	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": false (horn)	"coral_direction": 0 (facing west)	"dead_bit": true	FALSE	FALSE
Unused	coral_fan_hang3	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": true (unused)	"coral_direction": 0 (facing west)	"dead_bit": true	FALSE	FALSE
Horn Coral Wall Fan	coral_fan_hang3	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": false (horn)	"coral_direction": 1 (facing east)	"dead_bit": true	FALSE	FALSE
Unused	coral_fan_hang3	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": true (unused)	"coral_direction": 1 (facing east)	"dead_bit": true	FALSE	FALSE
Horn Coral Wall Fan	coral_fan_hang3	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": false (horn)	"coral_direction": 2 (facing north)	"dead_bit": true	FALSE	FALSE
Unused	coral_fan_hang3	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": true (unused)	"coral_direction": 2 (facing north)	"dead_bit": true	FALSE	FALSE
Horn Coral Wall Fan	coral_fan_hang3	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": false (horn)	"coral_direction": 3 (facing south)	"dead_bit": true	FALSE	FALSE
Unused	coral_fan_hang3	FALSE	Block DIF Item	FALSE		"coral_hang_type_bit": true (unused)	"coral_direction": 3 (facing south)	"dead_bit": true	FALSE	FALSE
Kelp	item.kelp	TRUE	Block + Item	TRUE	393	"kelp_age": 0 (first stage)			?	?
Kelp	item.kelp	FALSE	Block + Item	FALSE		"kelp_age": 1			FALSE	FALSE
Kelp	item.kelp	FALSE	Block + Item	FALSE		"kelp_age": 2			FALSE	FALSE
Kelp	item.kelp	FALSE	Block + Item	FALSE		"kelp_age": 3			FALSE	FALSE
Kelp	item.kelp	FALSE	Block + Item	FALSE		"kelp_age": 4			FALSE	FALSE
Kelp	item.kelp	FALSE	Block + Item	FALSE		"kelp_age": 5			FALSE	FALSE
Kelp	item.kelp	FALSE	Block + Item	FALSE		"kelp_age": 6			FALSE	FALSE
Kelp	item.kelp	FALSE	Block + Item	FALSE		"kelp_age": 7			FALSE	FALSE
Kelp	item.kelp	FALSE	Block + Item	FALSE		"kelp_age": 8			FALSE	FALSE
Kelp	item.kelp	FALSE	Block + Item	FALSE		"kelp_age": 9			FALSE	FALSE
Kelp	item.kelp	FALSE	Block + Item	FALSE		"kelp_age": 10			FALSE	FALSE
Kelp	item.kelp	FALSE	Block + Item	FALSE		"kelp_age": 11			FALSE	FALSE
Kelp	item.kelp	FALSE	Block + Item	FALSE		"kelp_age": 12			FALSE	FALSE
Kelp	item.kelp	FALSE	Block + Item	FALSE		"kelp_age": 13			FALSE	FALSE
Kelp	item.kelp	FALSE	Block + Item	FALSE		"kelp_age": 14			FALSE	FALSE
Kelp	item.kelp	FALSE	Block + Item	FALSE		"kelp_age": 15 (fully grown)			FALSE	FALSE
Kelp	item.kelp	FALSE	Block + Item	FALSE		"kelp_age": 16 (unused)			FALSE	FALSE
Kelp	item.kelp	FALSE	Block + Item	FALSE		"kelp_age": 17 (unused)			FALSE	FALSE
Kelp	item.kelp	FALSE	Block + Item	FALSE		"kelp_age": 18 (unused)			FALSE	FALSE
Kelp	item.kelp	FALSE	Block + Item	FALSE		"kelp_age": 19 (unused)			FALSE	FALSE
Kelp	item.kelp	FALSE	Block + Item	FALSE		"kelp_age": 20 (unused)			FALSE	FALSE
Kelp	item.kelp	FALSE	Block + Item	FALSE		"kelp_age": 21 (unused)			FALSE	FALSE
Kelp	item.kelp	FALSE	Block + Item	FALSE		"kelp_age": 22 (unused)			FALSE	FALSE
Kelp	item.kelp	FALSE	Block + Item	FALSE		"kelp_age": 23 (unused)			FALSE	FALSE
Kelp	item.kelp	FALSE	Block + Item	FALSE		"kelp_age": 24 (unused)			FALSE	FALSE
Kelp	item.kelp	FALSE	Block + Item	FALSE		"kelp_age": 25 (unused)			FALSE	FALSE
Dried Kelp Block	dried_kelp_block	TRUE	Block + Item	TRUE	394	FALSE			?	?
Acacia Button	acacia_button	TRUE	Block + Item	TRUE	395	"facing_direction": 0 (facing down)	"button_pressed_bit": false		?	?
Acacia Button	acacia_button	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"button_pressed_bit": false		FALSE	FALSE
Acacia Button	acacia_button	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"button_pressed_bit": false		FALSE	FALSE
Acacia Button	acacia_button	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"button_pressed_bit": false		FALSE	FALSE
Acacia Button	acacia_button	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"button_pressed_bit": false		FALSE	FALSE
Acacia Button	acacia_button	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"button_pressed_bit": false		FALSE	FALSE
Acacia Button	acacia_button	FALSE	Block + Item	FALSE		"facing_direction": 0 (facing down)	"button_pressed_bit": true		FALSE	FALSE
Acacia Button	acacia_button	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"button_pressed_bit": true		FALSE	FALSE
Acacia Button	acacia_button	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"button_pressed_bit": true		FALSE	FALSE
Acacia Button	acacia_button	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"button_pressed_bit": true		FALSE	FALSE
Acacia Button	acacia_button	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"button_pressed_bit": true		FALSE	FALSE
Acacia Button	acacia_button	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"button_pressed_bit": true		FALSE	FALSE
Birch Button	birch_button	TRUE	Block + Item	TRUE	396	"facing_direction": 0 (facing down)	"button_pressed_bit": false		?	?
Birch Button	birch_button	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"button_pressed_bit": false		FALSE	FALSE
Birch Button	birch_button	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"button_pressed_bit": false		FALSE	FALSE
Birch Button	birch_button	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"button_pressed_bit": false		FALSE	FALSE
Birch Button	birch_button	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"button_pressed_bit": false		FALSE	FALSE
Birch Button	birch_button	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"button_pressed_bit": false		FALSE	FALSE
Birch Button	birch_button	FALSE	Block + Item	FALSE		"facing_direction": 0 (facing down)	"button_pressed_bit": true		FALSE	FALSE
Birch Button	birch_button	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"button_pressed_bit": true		FALSE	FALSE
Birch Button	birch_button	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"button_pressed_bit": true		FALSE	FALSE
Birch Button	birch_button	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"button_pressed_bit": true		FALSE	FALSE
Birch Button	birch_button	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"button_pressed_bit": true		FALSE	FALSE
Birch Button	birch_button	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"button_pressed_bit": true		FALSE	FALSE
Dark Oak Button	dark_oak_button	TRUE	Block + Item	TRUE	397	"facing_direction": 0 (facing down)	"button_pressed_bit": false		?	?
Dark Oak Button	dark_oak_button	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"button_pressed_bit": false		FALSE	FALSE
Dark Oak Button	dark_oak_button	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"button_pressed_bit": false		FALSE	FALSE
Dark Oak Button	dark_oak_button	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"button_pressed_bit": false		FALSE	FALSE
Dark Oak Button	dark_oak_button	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"button_pressed_bit": false		FALSE	FALSE
Dark Oak Button	dark_oak_button	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"button_pressed_bit": false		FALSE	FALSE
Dark Oak Button	dark_oak_button	FALSE	Block + Item	FALSE		"facing_direction": 0 (facing down)	"button_pressed_bit": true		FALSE	FALSE
Dark Oak Button	dark_oak_button	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"button_pressed_bit": true		FALSE	FALSE
Dark Oak Button	dark_oak_button	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"button_pressed_bit": true		FALSE	FALSE
Dark Oak Button	dark_oak_button	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"button_pressed_bit": true		FALSE	FALSE
Dark Oak Button	dark_oak_button	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"button_pressed_bit": true		FALSE	FALSE
Dark Oak Button	dark_oak_button	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"button_pressed_bit": true		FALSE	FALSE
Jungle Button	jungle_button	TRUE	Block + Item	TRUE	398	"facing_direction": 0 (facing down)	"button_pressed_bit": false		?	?
Jungle Button	jungle_button	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"button_pressed_bit": false		FALSE	FALSE
Jungle Button	jungle_button	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"button_pressed_bit": false		FALSE	FALSE
Jungle Button	jungle_button	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"button_pressed_bit": false		FALSE	FALSE
Jungle Button	jungle_button	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"button_pressed_bit": false		FALSE	FALSE
Jungle Button	jungle_button	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"button_pressed_bit": false		FALSE	FALSE
Jungle Button	jungle_button	FALSE	Block + Item	FALSE		"facing_direction": 0 (facing down)	"button_pressed_bit": true		FALSE	FALSE
Jungle Button	jungle_button	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"button_pressed_bit": true		FALSE	FALSE
Jungle Button	jungle_button	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"button_pressed_bit": true		FALSE	FALSE
Jungle Button	jungle_button	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"button_pressed_bit": true		FALSE	FALSE
Jungle Button	jungle_button	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"button_pressed_bit": true		FALSE	FALSE
Jungle Button	jungle_button	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"button_pressed_bit": true		FALSE	FALSE
Spruce Button	spruce_button	TRUE	Block + Item	TRUE	399	"facing_direction": 0 (facing down)	"button_pressed_bit": false		?	?
Spruce Button	spruce_button	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"button_pressed_bit": false		FALSE	FALSE
Spruce Button	spruce_button	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"button_pressed_bit": false		FALSE	FALSE
Spruce Button	spruce_button	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"button_pressed_bit": false		FALSE	FALSE
Spruce Button	spruce_button	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"button_pressed_bit": false		FALSE	FALSE
Spruce Button	spruce_button	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"button_pressed_bit": false		FALSE	FALSE
Spruce Button	spruce_button	FALSE	Block + Item	FALSE		"facing_direction": 0 (facing down)	"button_pressed_bit": true		FALSE	FALSE
Spruce Button	spruce_button	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"button_pressed_bit": true		FALSE	FALSE
Spruce Button	spruce_button	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"button_pressed_bit": true		FALSE	FALSE
Spruce Button	spruce_button	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"button_pressed_bit": true		FALSE	FALSE
Spruce Button	spruce_button	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"button_pressed_bit": true		FALSE	FALSE
Spruce Button	spruce_button	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"button_pressed_bit": true		FALSE	FALSE
Acacia Trapdoor	acacia_trapdoor	TRUE	Block + Item	TRUE	400	"direction": 0 (facing west)	"upside_down_bit": false	"open_bit": false	?	?
Acacia Trapdoor	acacia_trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": false	"open_bit": false	FALSE	FALSE
Acacia Trapdoor	acacia_trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": false	"open_bit": false	FALSE	FALSE
Acacia Trapdoor	acacia_trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": false	"open_bit": false	FALSE	FALSE
Acacia Trapdoor	acacia_trapdoor	FALSE	Block + Item	FALSE		"direction": 0 (facing west)	"upside_down_bit": true	"open_bit": false	FALSE	FALSE
Acacia Trapdoor	acacia_trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": true	"open_bit": false	FALSE	FALSE
Acacia Trapdoor	acacia_trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": true	"open_bit": false	FALSE	FALSE
Acacia Trapdoor	acacia_trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": true	"open_bit": false	FALSE	FALSE
Acacia Trapdoor	acacia_trapdoor	FALSE	Block + Item	FALSE		"direction": 0 (facing west)	"upside_down_bit": false	"open_bit": true	FALSE	FALSE
Acacia Trapdoor	acacia_trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": false	"open_bit": true	FALSE	FALSE
Acacia Trapdoor	acacia_trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": false	"open_bit": true	FALSE	FALSE
Acacia Trapdoor	acacia_trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": false	"open_bit": true	FALSE	FALSE
Acacia Trapdoor	acacia_trapdoor	FALSE	Block + Item	FALSE		"direction": 0 (facing west)	"upside_down_bit": true	"open_bit": true	FALSE	FALSE
Acacia Trapdoor	acacia_trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": true	"open_bit": true	FALSE	FALSE
Acacia Trapdoor	acacia_trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": true	"open_bit": true	FALSE	FALSE
Acacia Trapdoor	acacia_trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": true	"open_bit": true	FALSE	FALSE
Birch Trapdoor	birch_trapdoor	TRUE	Block + Item	TRUE	401	"direction": 0 (facing west)	"upside_down_bit": false	"open_bit": false	?	?
Birch Trapdoor	birch_trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": false	"open_bit": false	FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States						(Un)obtainable category	(Un)obtainable method
Birch Trapdoor	birch_trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": false	"open_bit": false				FALSE	FALSE
Birch Trapdoor	birch_trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": false	"open_bit": false				FALSE	FALSE
Birch Trapdoor	birch_trapdoor	FALSE	Block + Item	FALSE		"direction": 0 (facing west)	"upside_down_bit": true	"open_bit": false				FALSE	FALSE
Birch Trapdoor	birch_trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": true	"open_bit": false				FALSE	FALSE
Birch Trapdoor	birch_trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": true	"open_bit": false				FALSE	FALSE
Birch Trapdoor	birch_trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": true	"open_bit": false				FALSE	FALSE
Birch Trapdoor	birch_trapdoor	FALSE	Block + Item	FALSE		"direction": 0 (facing west)	"upside_down_bit": false	"open_bit": true				FALSE	FALSE
Birch Trapdoor	birch_trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": false	"open_bit": true				FALSE	FALSE
Birch Trapdoor	birch_trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": false	"open_bit": true				FALSE	FALSE
Birch Trapdoor	birch_trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": false	"open_bit": true				FALSE	FALSE
Birch Trapdoor	birch_trapdoor	FALSE	Block + Item	FALSE		"direction": 0 (facing west)	"upside_down_bit": true	"open_bit": true				FALSE	FALSE
Birch Trapdoor	birch_trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": true	"open_bit": true				FALSE	FALSE
Birch Trapdoor	birch_trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": true	"open_bit": true				FALSE	FALSE
Birch Trapdoor	birch_trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": true	"open_bit": true				FALSE	FALSE
Dark Oak Trapdoor	dark_oak_trapdoor	TRUE	Block + Item	TRUE	402	"direction": 0 (facing west)	"upside_down_bit": false	"open_bit": false				?	?
Dark Oak Trapdoor	dark_oak_trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": false	"open_bit": false				FALSE	FALSE
Dark Oak Trapdoor	dark_oak_trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": false	"open_bit": false				FALSE	FALSE
Dark Oak Trapdoor	dark_oak_trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": false	"open_bit": false				FALSE	FALSE
Dark Oak Trapdoor	dark_oak_trapdoor	FALSE	Block + Item	FALSE		"direction": 0 (facing west)	"upside_down_bit": true	"open_bit": false				FALSE	FALSE
Dark Oak Trapdoor	dark_oak_trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": true	"open_bit": false				FALSE	FALSE
Dark Oak Trapdoor	dark_oak_trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": true	"open_bit": false				FALSE	FALSE
Dark Oak Trapdoor	dark_oak_trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": true	"open_bit": false				FALSE	FALSE
Dark Oak Trapdoor	dark_oak_trapdoor	FALSE	Block + Item	FALSE		"direction": 0 (facing west)	"upside_down_bit": false	"open_bit": true				FALSE	FALSE
Dark Oak Trapdoor	dark_oak_trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": false	"open_bit": true				FALSE	FALSE
Dark Oak Trapdoor	dark_oak_trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": false	"open_bit": true				FALSE	FALSE
Dark Oak Trapdoor	dark_oak_trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": false	"open_bit": true				FALSE	FALSE
Dark Oak Trapdoor	dark_oak_trapdoor	FALSE	Block + Item	FALSE		"direction": 0 (facing west)	"upside_down_bit": true	"open_bit": true				FALSE	FALSE
Dark Oak Trapdoor	dark_oak_trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": true	"open_bit": true				FALSE	FALSE
Dark Oak Trapdoor	dark_oak_trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": true	"open_bit": true				FALSE	FALSE
Dark Oak Trapdoor	dark_oak_trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": true	"open_bit": true				FALSE	FALSE
Jungle Trapdoor	jungle_trapdoor	TRUE	Block + Item	TRUE	403	"direction": 0 (facing west)	"upside_down_bit": false	"open_bit": false				?	?
Jungle Trapdoor	jungle_trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": false	"open_bit": false				FALSE	FALSE
Jungle Trapdoor	jungle_trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": false	"open_bit": false				FALSE	FALSE
Jungle Trapdoor	jungle_trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": false	"open_bit": false				FALSE	FALSE
Jungle Trapdoor	jungle_trapdoor	FALSE	Block + Item	FALSE		"direction": 0 (facing west)	"upside_down_bit": true	"open_bit": false				FALSE	FALSE
Jungle Trapdoor	jungle_trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": true	"open_bit": false				FALSE	FALSE
Jungle Trapdoor	jungle_trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": true	"open_bit": false				FALSE	FALSE
Jungle Trapdoor	jungle_trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": true	"open_bit": false				FALSE	FALSE
Jungle Trapdoor	jungle_trapdoor	FALSE	Block + Item	FALSE		"direction": 0 (facing west)	"upside_down_bit": false	"open_bit": true				FALSE	FALSE
Jungle Trapdoor	jungle_trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": false	"open_bit": true				FALSE	FALSE
Jungle Trapdoor	jungle_trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": false	"open_bit": true				FALSE	FALSE
Jungle Trapdoor	jungle_trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": false	"open_bit": true				FALSE	FALSE
Jungle Trapdoor	jungle_trapdoor	FALSE	Block + Item	FALSE		"direction": 0 (facing west)	"upside_down_bit": true	"open_bit": true				FALSE	FALSE
Jungle Trapdoor	jungle_trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": true	"open_bit": true				FALSE	FALSE
Jungle Trapdoor	jungle_trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": true	"open_bit": true				FALSE	FALSE
Jungle Trapdoor	jungle_trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": true	"open_bit": true				FALSE	FALSE
Spruce Trapdoor	spruce_trapdoor	TRUE	Block + Item	TRUE	404	"direction": 0 (facing west)	"upside_down_bit": false	"open_bit": false				?	?
Spruce Trapdoor	spruce_trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": false	"open_bit": false				FALSE	FALSE
Spruce Trapdoor	spruce_trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": false	"open_bit": false				FALSE	FALSE
Spruce Trapdoor	spruce_trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": false	"open_bit": false				FALSE	FALSE
Spruce Trapdoor	spruce_trapdoor	FALSE	Block + Item	FALSE		"direction": 0 (facing west)	"upside_down_bit": true	"open_bit": false				FALSE	FALSE
Spruce Trapdoor	spruce_trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": true	"open_bit": false				FALSE	FALSE
Spruce Trapdoor	spruce_trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": true	"open_bit": false				FALSE	FALSE
Spruce Trapdoor	spruce_trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": true	"open_bit": false				FALSE	FALSE
Spruce Trapdoor	spruce_trapdoor	FALSE	Block + Item	FALSE		"direction": 0 (facing west)	"upside_down_bit": false	"open_bit": true				FALSE	FALSE
Spruce Trapdoor	spruce_trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": false	"open_bit": true				FALSE	FALSE
Spruce Trapdoor	spruce_trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": false	"open_bit": true				FALSE	FALSE
Spruce Trapdoor	spruce_trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": false	"open_bit": true				FALSE	FALSE
Spruce Trapdoor	spruce_trapdoor	FALSE	Block + Item	FALSE		"direction": 0 (facing west)	"upside_down_bit": true	"open_bit": true				FALSE	FALSE
Spruce Trapdoor	spruce_trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": true	"open_bit": true				FALSE	FALSE
Spruce Trapdoor	spruce_trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": true	"open_bit": true				FALSE	FALSE
Spruce Trapdoor	spruce_trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": true	"open_bit": true				FALSE	FALSE
Acacia Pressure Plate	acacia_pressure_plate	TRUE	Block + Item	TRUE	405	"redstone_signal": 0						?	?
Acacia Pressure Plate	acacia_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 1						FALSE	FALSE
Acacia Pressure Plate	acacia_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 2 (unused)						FALSE	FALSE
Acacia Pressure Plate	acacia_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 3 (unused)						FALSE	FALSE
Acacia Pressure Plate	acacia_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 4 (unused)						FALSE	FALSE
Acacia Pressure Plate	acacia_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 5 (unused)						FALSE	FALSE
Acacia Pressure Plate	acacia_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 6 (unused)						FALSE	FALSE
Acacia Pressure Plate	acacia_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 7 (unused)						FALSE	FALSE
Acacia Pressure Plate	acacia_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 8 (unused)						FALSE	FALSE
Acacia Pressure Plate	acacia_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 9 (unused)						FALSE	FALSE
Acacia Pressure Plate	acacia_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 10 (unused)						FALSE	FALSE
Acacia Pressure Plate	acacia_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 11 (unused)						FALSE	FALSE
Acacia Pressure Plate	acacia_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 12 (unused)						FALSE	FALSE
Acacia Pressure Plate	acacia_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 13 (unused)						FALSE	FALSE
Acacia Pressure Plate	acacia_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 14 (unused)						FALSE	FALSE
Acacia Pressure Plate	acacia_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 15 (unused)						FALSE	FALSE
Birch Pressure Plate	birch_pressure_plate	TRUE	Block + Item	TRUE	406	"redstone_signal": 0						?	?
Birch Pressure Plate	birch_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 1						FALSE	FALSE
Birch Pressure Plate	birch_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 2 (unused)						FALSE	FALSE
Birch Pressure Plate	birch_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 3 (unused)						FALSE	FALSE
Birch Pressure Plate	birch_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 4 (unused)						FALSE	FALSE
Birch Pressure Plate	birch_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 5 (unused)						FALSE	FALSE
Birch Pressure Plate	birch_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 6 (unused)						FALSE	FALSE
Birch Pressure Plate	birch_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 7 (unused)						FALSE	FALSE
Birch Pressure Plate	birch_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 8 (unused)						FALSE	FALSE
Birch Pressure Plate	birch_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 9 (unused)						FALSE	FALSE
Birch Pressure Plate	birch_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 10 (unused)						FALSE	FALSE
Birch Pressure Plate	birch_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 11 (unused)						FALSE	FALSE
Birch Pressure Plate	birch_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 12 (unused)						FALSE	FALSE
Birch Pressure Plate	birch_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 13 (unused)						FALSE	FALSE
Birch Pressure Plate	birch_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 14 (unused)						FALSE	FALSE
Birch Pressure Plate	birch_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 15 (unused)						FALSE	FALSE
Dark Oak Pressure Plate	dark_oak_pressure_plate	TRUE	Block + Item	TRUE	407	"redstone_signal": 0						?	?
Dark Oak Pressure Plate	dark_oak_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 1						FALSE	FALSE
Dark Oak Pressure Plate	dark_oak_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 2 (unused)						FALSE	FALSE
Dark Oak Pressure Plate	dark_oak_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 3 (unused)						FALSE	FALSE
Dark Oak Pressure Plate	dark_oak_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 4 (unused)						FALSE	FALSE
Dark Oak Pressure Plate	dark_oak_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 5 (unused)						FALSE	FALSE
Dark Oak Pressure Plate	dark_oak_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 6 (unused)						FALSE	FALSE
Dark Oak Pressure Plate	dark_oak_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 7 (unused)						FALSE	FALSE
Dark Oak Pressure Plate	dark_oak_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 8 (unused)						FALSE	FALSE
Dark Oak Pressure Plate	dark_oak_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 9 (unused)						FALSE	FALSE
Dark Oak Pressure Plate	dark_oak_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 10 (unused)						FALSE	FALSE
Dark Oak Pressure Plate	dark_oak_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 11 (unused)						FALSE	FALSE
Dark Oak Pressure Plate	dark_oak_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 12 (unused)						FALSE	FALSE
Dark Oak Pressure Plate	dark_oak_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 13 (unused)						FALSE	FALSE
Dark Oak Pressure Plate	dark_oak_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 14 (unused)						FALSE	FALSE
Dark Oak Pressure Plate	dark_oak_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 15 (unused)						FALSE	FALSE
Jungle Pressure Plate	jungle_pressure_plate	TRUE	Block + Item	TRUE	408	"redstone_signal": 0						?	?
Jungle Pressure Plate	jungle_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 1						FALSE	FALSE
Jungle Pressure Plate	jungle_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 2 (unused)						FALSE	FALSE
Jungle Pressure Plate	jungle_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 3 (unused)						FALSE	FALSE
Jungle Pressure Plate	jungle_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 4 (unused)						FALSE	FALSE
Jungle Pressure Plate	jungle_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 5 (unused)						FALSE	FALSE
Jungle Pressure Plate	jungle_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 6 (unused)						FALSE	FALSE
Jungle Pressure Plate	jungle_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 7 (unused)						FALSE	FALSE
Jungle Pressure Plate	jungle_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 8 (unused)						FALSE	FALSE
Jungle Pressure Plate	jungle_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 9 (unused)						FALSE	FALSE
Jungle Pressure Plate	jungle_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 10 (unused)						FALSE	FALSE
Jungle Pressure Plate	jungle_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 11 (unused)						FALSE	FALSE
Jungle Pressure Plate	jungle_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 12 (unused)						FALSE	FALSE
Jungle Pressure Plate	jungle_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 13 (unused)						FALSE	FALSE
Jungle Pressure Plate	jungle_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 14 (unused)						FALSE	FALSE
Jungle Pressure Plate	jungle_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 15 (unused)						FALSE	FALSE
Spruce Pressure Plate	spruce_pressure_plate	TRUE	Block + Item	TRUE	409	"redstone_signal": 0						?	?
Spruce Pressure Plate	spruce_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 1						FALSE	FALSE
Spruce Pressure Plate	spruce_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 2 (unused)						FALSE	FALSE
Spruce Pressure Plate	spruce_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 3 (unused)						FALSE	FALSE
Spruce Pressure Plate	spruce_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 4 (unused)						FALSE	FALSE
Spruce Pressure Plate	spruce_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 5 (unused)						FALSE	FALSE
Spruce Pressure Plate	spruce_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 6 (unused)						FALSE	FALSE
Spruce Pressure Plate	spruce_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 7 (unused)						FALSE	FALSE
Spruce Pressure Plate	spruce_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 8 (unused)						FALSE	FALSE
Spruce Pressure Plate	spruce_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 9 (unused)						FALSE	FALSE
Spruce Pressure Plate	spruce_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 10 (unused)						FALSE	FALSE
Spruce Pressure Plate	spruce_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 11 (unused)						FALSE	FALSE
Spruce Pressure Plate	spruce_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 12 (unused)						FALSE	FALSE
Spruce Pressure Plate	spruce_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 13 (unused)						FALSE	FALSE
Spruce Pressure Plate	spruce_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 14 (unused)						FALSE	FALSE
Spruce Pressure Plate	spruce_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 15 (unused)						FALSE	FALSE
Carved Pumpkin	carved_pumpkin	TRUE	Block + Item	TRUE	410	"direction": 0 (facing south)						?	?
Carved Pumpkin	carved_pumpkin	FALSE	Block + Item	FALSE		"direction": 1 (facing west)						FALSE	FALSE
Carved Pumpkin	carved_pumpkin	FALSE	Block + Item	FALSE		"direction": 2 (facing north)						FALSE	FALSE
Carved Pumpkin	carved_pumpkin	FALSE	Block + Item	FALSE		"direction": 3 (facing east)						FALSE	FALSE
Sea Pickle	sea_pickle	TRUE	Block + Item	TRUE	411	"cluster_count": 0	"dead_bit": false					?	?
Sea Pickle	sea_pickle	FALSE	Block + Item	FALSE		"cluster_count": 1	"dead_bit": false					FALSE	FALSE
Sea Pickle	sea_pickle	FALSE	Block + Item	FALSE		"cluster_count": 2	"dead_bit": false					FALSE	FALSE
Sea Pickle	sea_pickle	FALSE	Block + Item	FALSE		"cluster_count": 3	"dead_bit": false					FALSE	FALSE
Sea Pickle	sea_pickle	FALSE	Block + Item	FALSE		"cluster_count": 4	"dead_bit": true					FALSE	FALSE
Sea Pickle	sea_pickle	FALSE	Block + Item	FALSE		"cluster_count": 5	"dead_bit": true					FALSE	FALSE
Sea Pickle	sea_pickle	FALSE	Block + Item	FALSE		"cluster_count": 6	"dead_bit": true					FALSE	FALSE
Sea Pickle	sea_pickle	FALSE	Block + Item	FALSE		"cluster_count": 7	"dead_bit": true					FALSE	FALSE
Conduit	conduit	TRUE	Block + Item	TRUE	412	FALSE						?	?
(unused)	(unused)	(unused)	(unused)	(unused)	413	(unused)	(unused)	(unused)	(unused)	(unused)	(unused)	?	?
Sea Turtle Egg	turtle_egg	TRUE	Block + Item	TRUE	414	"turtle_egg_count": "one_egg"	"cracked_state": "no_cracks"					?	?
Sea Turtle Egg	turtle_egg	FALSE	Block + Item	FALSE		"turtle_egg_count": "two_egg"	"cracked_state": "no_cracks"					FALSE	FALSE
Sea Turtle Egg	turtle_egg	FALSE	Block + Item	FALSE		"turtle_egg_count": "three_egg"	"cracked_state": "no_cracks"					FALSE	FALSE
Sea Turtle Egg	turtle_egg	FALSE	Block + Item	FALSE		"turtle_egg_count": "four_egg"	"cracked_state": "no_cracks"					FALSE	FALSE
Sea Turtle Egg	turtle_egg	FALSE	Block + Item	FALSE		"turtle_egg_count": "one_egg"	"cracked_state": "cracked"					FALSE	FALSE
Sea Turtle Egg	turtle_egg	FALSE	Block + Item	FALSE		"turtle_egg_count": "two_egg"	"cracked_state": "cracked"					FALSE	FALSE
Sea Turtle Egg	turtle_egg	FALSE	Block + Item	FALSE		"turtle_egg_count": "three_egg"	"cracked_state": "cracked"					FALSE	FALSE
Sea Turtle Egg	turtle_egg	FALSE	Block + Item	FALSE		"turtle_egg_count": "four_egg"	"cracked_state": "cracked"					FALSE	FALSE
Sea Turtle Egg	turtle_egg	FALSE	Block + Item	FALSE		"turtle_egg_count": "one_egg"	"cracked_state": "max_cracked"					FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States							(Un)obtainable category	(Un)obtainable method
Sea Turtle Egg	turtle_egg	FALSE	Block + Item	FALSE		"turtle_egg_count": "two_egg"	"cracked_state": "max_cracked"						FALSE	FALSE
Sea Turtle Egg	turtle_egg	FALSE	Block + Item	FALSE		"turtle_egg_count": "three_egg"	"cracked_state": "max_cracked"						FALSE	FALSE
Sea Turtle Egg	turtle_egg	FALSE	Block + Item	FALSE		"turtle_egg_count": "four_egg"	"cracked_state": "max_cracked"						FALSE	FALSE
Bubble Column	bubble_column	FALSE	Block + Item	TRUE	415	"drag_down": false							?	?
Bubble Column	bubble_column	FALSE	Block + Item	TRUE		"drag_down": true							?	?
Barrier	barrier	FALSE	Block + Item	TRUE	416	FALSE							?	?
(Lower) End Stone Brick Slab	stone_slab3	TRUE	Block + Item	TRUE	417	"stone_slab_type": "end_stone_brick"	"top_slot_bit": false						?	?
(Lower) Smooth Red Sandstone Slab	stone_slab3	TRUE	Block + Item	TRUE		"stone_slab_type": "smooth_red_sandstone"	"top_slot_bit": false						?	?
(Lower) Polished Andesite Slab	stone_slab3	TRUE	Block + Item	TRUE		"stone_slab_type": "polished_andesite"	"top_slot_bit": false						?	?
(Lower) Andesite Slab	stone_slab3	TRUE	Block + Item	TRUE		"stone_slab_type": "andesite"	"top_slot_bit": false						?	?
(Lower) Diorite Slab	stone_slab3	TRUE	Block + Item	TRUE		"stone_slab_type": "diorite"	"top_slot_bit": false						?	?
(Lower) Polished Diorite Slab	stone_slab3	TRUE	Block + Item	TRUE		"stone_slab_type": "polished_diorite"	"top_slot_bit": false						?	?
(Lower) Granite Slab	stone_slab3	TRUE	Block + Item	TRUE		"stone_slab_type": "granite"	"top_slot_bit": false						?	?
(Lower) Polished Granite Slab	stone_slab3	TRUE	Block + Item	TRUE		"stone_slab_type": "polished_granite"	"top_slot_bit": false						?	?
(Upper) End Stone Brick Slab	stone_slab3	FALSE	Block + Item	TRUE		"stone_slab_type": "end_stone_brick"	"top_slot_bit": true						?	?
(Upper) Smooth Red Sandstone Slab	stone_slab3	FALSE	Block + Item	TRUE		"stone_slab_type": "smooth_red_sandstone"	"top_slot_bit": true						?	?
(Upper) Polished Andesite Slab	stone_slab3	FALSE	Block + Item	TRUE		"stone_slab_type": "polished_andesite"	"top_slot_bit": true						?	?
(Upper) Andesite Slab	stone_slab3	FALSE	Block + Item	TRUE		"stone_slab_type": "andesite"	"top_slot_bit": true						?	?
(Upper) Diorite Slab	stone_slab3	FALSE	Block + Item	TRUE		"stone_slab_type": "diorite"	"top_slot_bit": true						?	?
(Upper) Polished Diorite Slab	stone_slab3	FALSE	Block + Item	TRUE		"stone_slab_type": "polished_diorite"	"top_slot_bit": true						?	?
(Upper) Granite Slab	stone_slab3	FALSE	Block + Item	TRUE		"stone_slab_type": "granite"	"top_slot_bit": true						?	?
(Upper) Polished Granite Slab	stone_slab3	FALSE	Block + Item	TRUE		"stone_slab_type": "polished_granite"	"top_slot_bit": true						?	?
Bamboo	bamboo	TRUE	Block + Item	TRUE	418	"age_bit": false	"bamboo_leaf_size": "no_leaves"	"bamboo_stalk_thickness": "thin"					?	?
Bamboo	bamboo	FALSE	Block + Item	FALSE		"age_bit": true	"bamboo_leaf_size": "no_leaves"	"bamboo_stalk_thickness": "thin"					FALSE	FALSE
Bamboo	bamboo	FALSE	Block + Item	FALSE		"age_bit": false	"bamboo_leaf_size": "small_leaves"	"bamboo_stalk_thickness": "thin"					FALSE	FALSE
Bamboo	bamboo	FALSE	Block + Item	FALSE		"age_bit": true	"bamboo_leaf_size": "small_leaves"	"bamboo_stalk_thickness": "thin"					FALSE	FALSE
Bamboo	bamboo	FALSE	Block + Item	FALSE		"age_bit": false	"bamboo_leaf_size": "large_leaves"	"bamboo_stalk_thickness": "thin"					FALSE	FALSE
Bamboo	bamboo	FALSE	Block + Item	FALSE		"age_bit": true	"bamboo_leaf_size": "large_leaves"	"bamboo_stalk_thickness": "thin"					FALSE	FALSE
Bamboo	bamboo	FALSE	Block + Item	FALSE		"age_bit": false	"bamboo_leaf_size": "no_leaves"	"bamboo_stalk_thickness": "thick"					FALSE	FALSE
Bamboo	bamboo	FALSE	Block + Item	FALSE		"age_bit": true	"bamboo_leaf_size": "no_leaves"	"bamboo_stalk_thickness": "thick"					FALSE	FALSE
Bamboo	bamboo	FALSE	Block + Item	FALSE		"age_bit": false	"bamboo_leaf_size": "small_leaves"	"bamboo_stalk_thickness": "thick"					FALSE	FALSE
Bamboo	bamboo	FALSE	Block + Item	FALSE		"age_bit": true	"bamboo_leaf_size": "small_leaves"	"bamboo_stalk_thickness": "thick"					FALSE	FALSE
Bamboo	bamboo	FALSE	Block + Item	FALSE		"age_bit": false	"bamboo_leaf_size": "large_leaves"	"bamboo_stalk_thickness": "thick"					FALSE	FALSE
Bamboo	bamboo	FALSE	Block + Item	FALSE		"age_bit": true	"bamboo_leaf_size": "large_leaves"	"bamboo_stalk_thickness": "thick"					FALSE	FALSE
Bamboo Sapling	bamboo_sapling	FALSE	Block DIF Item	TRUE	419	"age_bit": false	"sapling_type": "oak" (unused)						?	?
Bamboo Sapling	bamboo_sapling	FALSE	Block DIF Item	FALSE		"age_bit": true	"sapling_type": "oak" (unused)						FALSE	FALSE
Bamboo Sapling	bamboo_sapling	FALSE	Block DIF Item	FALSE		"age_bit": false	"sapling_type": "spruce" (unused)						FALSE	FALSE
Bamboo Sapling	bamboo_sapling	FALSE	Block DIF Item	FALSE		"age_bit": true	"sapling_type": "spruce" (unused)						FALSE	FALSE
Bamboo Sapling	bamboo_sapling	FALSE	Block DIF Item	FALSE		"age_bit": false	"sapling_type": "birch" (unused)						FALSE	FALSE
Bamboo Sapling	bamboo_sapling	FALSE	Block DIF Item	FALSE		"age_bit": true	"sapling_type": "birch" (unused)						FALSE	FALSE
Bamboo Sapling	bamboo_sapling	FALSE	Block DIF Item	FALSE		"age_bit": false	"sapling_type": "jungle" (unused)						FALSE	FALSE
Bamboo Sapling	bamboo_sapling	FALSE	Block DIF Item	FALSE		"age_bit": true	"sapling_type": "jungle" (unused)						FALSE	FALSE
Bamboo Sapling	bamboo_sapling	FALSE	Block DIF Item	FALSE		"age_bit": false	"sapling_type": "acacia" (unused)						FALSE	FALSE
Bamboo Sapling	bamboo_sapling	FALSE	Block DIF Item	FALSE		"age_bit": true	"sapling_type": "acacia" (unused)						FALSE	FALSE
Bamboo Sapling	bamboo_sapling	FALSE	Block DIF Item	FALSE		"age_bit": false	"sapling_type": "dark_oak" (unused)						FALSE	FALSE
Bamboo Sapling	bamboo_sapling	FALSE	Block DIF Item	FALSE		"age_bit": true	"sapling_type": "dark_oak" (unused)						FALSE	FALSE
Scaffolding	scaffolding	TRUE	Block + Item	TRUE	420	"stability": 0	"stability_check": false						?	?
Scaffolding	scaffolding	FALSE	Block + Item	FALSE		"stability": 1	"stability_check": false						FALSE	FALSE
Scaffolding	scaffolding	FALSE	Block + Item	FALSE		"stability": 2	"stability_check": false						FALSE	FALSE
Scaffolding	scaffolding	FALSE	Block + Item	FALSE		"stability": 3	"stability_check": false						FALSE	FALSE
Scaffolding	scaffolding	FALSE	Block + Item	FALSE		"stability": 4	"stability_check": false						FALSE	FALSE
Scaffolding	scaffolding	FALSE	Block + Item	FALSE		"stability": 5	"stability_check": false						FALSE	FALSE
Scaffolding	scaffolding	FALSE	Block + Item	FALSE		"stability": 6	"stability_check": false						FALSE	FALSE
Scaffolding	scaffolding	FALSE	Block + Item	FALSE		"stability": 7	"stability_check": false						FALSE	FALSE
Scaffolding	scaffolding	FALSE	Block + Item	FALSE		"stability": 0	"stability_check": true						FALSE	FALSE
Scaffolding	scaffolding	FALSE	Block + Item	FALSE		"stability": 1	"stability_check": true						FALSE	FALSE
Scaffolding	scaffolding	FALSE	Block + Item	FALSE		"stability": 2	"stability_check": true						FALSE	FALSE
Scaffolding	scaffolding	FALSE	Block + Item	FALSE		"stability": 3	"stability_check": true						FALSE	FALSE
Scaffolding	scaffolding	FALSE	Block + Item	FALSE		"stability": 4	"stability_check": true						FALSE	FALSE
Scaffolding	scaffolding	FALSE	Block + Item	FALSE		"stability": 5	"stability_check": true						FALSE	FALSE
Scaffolding	scaffolding	FALSE	Block + Item	FALSE		"stability": 6	"stability_check": true						FALSE	FALSE
Scaffolding	scaffolding	FALSE	Block + Item	FALSE		"stability": 7	"stability_check": true						FALSE	FALSE
(Lower) Mossy Stone Brick Slab	stone_slab4	TRUE	Block + Item	TRUE	421	"stone_slab_type": "mossy_stone_brick"	"top_slot_bit": false						?	?
(Lower) Smooth Quartz Slab	stone_slab4	TRUE	Block + Item	TRUE		"stone_slab_type": "smooth_quartz"	"top_slot_bit": false						?	?
(Lower) Stone Slab	stone_slab4	TRUE	Block + Item	TRUE		"stone_slab_type": "stone"	"top_slot_bit": false						?	?
(Lower) Cut Sandstone Slab	stone_slab4	TRUE	Block + Item	TRUE		"stone_slab_type": "cut_sandstone"	"top_slot_bit": false						?	?
(Lower) Cut Red Sandstone Slab	stone_slab4	TRUE	Block + Item	TRUE		"stone_slab_type": "cut_red_sandstone"	"top_slot_bit": false						?	?
(Upper) Mossy Stone Brick Slab	stone_slab4	FALSE	Block + Item	TRUE		"stone_slab_type": "mossy_stone_brick"	"top_slot_bit": true						?	?
(Upper) Smooth Quartz Slab	stone_slab4	FALSE	Block + Item	TRUE		"stone_slab_type": "smooth_quartz"	"top_slot_bit": true						?	?
(Upper) Stone Slab	stone_slab4	FALSE	Block + Item	TRUE		"stone_slab_type": "stone"	"top_slot_bit": true						?	?
(Upper) Cut Sandstone Slab	stone_slab4	FALSE	Block + Item	TRUE		"stone_slab_type": "cut_sandstone"	"top_slot_bit": true						?	?
(Upper) Cut Red Sandstone Slab	stone_slab4	FALSE	Block + Item	TRUE		"stone_slab_type": "cut_red_sandstone"	"top_slot_bit": true						?	?
End Stone Brick Double Slab	double_stone_slab3	FALSE	Block + Item	TRUE	422	"stone_slab_type": "end_stone_brick"	"top_slot_bit": false						?	?
Smooth Red Sandstone Double Slab	double_stone_slab3	FALSE	Block + Item	TRUE		"stone_slab_type": "smooth_red_sandstone"	"top_slot_bit": false						?	?
Polished Andesite Double Slab	double_stone_slab3	FALSE	Block + Item	TRUE		"stone_slab_type": "polished_andesite"	"top_slot_bit": false						?	?
Andesite Double Slab	double_stone_slab3	FALSE	Block + Item	TRUE		"stone_slab_type": "andesite"	"top_slot_bit": false						?	?
Diorite Double Slab	double_stone_slab3	FALSE	Block + Item	TRUE		"stone_slab_type": "diorite"	"top_slot_bit": false						?	?
Polished Diorite Double Slab	double_stone_slab3	FALSE	Block + Item	TRUE		"stone_slab_type": "polished_diorite"	"top_slot_bit": false						?	?
Granite Double Slab	double_stone_slab3	FALSE	Block + Item	TRUE		"stone_slab_type": "granite"	"top_slot_bit": false						?	?
Polished Granite Double Slab	double_stone_slab3	FALSE	Block + Item	TRUE		"stone_slab_type": "polished_granite"	"top_slot_bit": false						?	?
End Stone Brick Double Slab	double_stone_slab3	FALSE	Block + Item	FALSE		"stone_slab_type": "end_stone_brick"	"top_slot_bit": true						FALSE	FALSE
Smooth Red Sandstone Double Slab	double_stone_slab3	FALSE	Block + Item	FALSE		"stone_slab_type": "smooth_red_sandstone"	"top_slot_bit": true						FALSE	FALSE
Polished Andesite Double Slab	double_stone_slab3	FALSE	Block + Item	FALSE		"stone_slab_type": "polished_andesite"	"top_slot_bit": true						FALSE	FALSE
Andesite Double Slab	double_stone_slab3	FALSE	Block + Item	FALSE		"stone_slab_type": "andesite"	"top_slot_bit": true						FALSE	FALSE
Diorite Double Slab	double_stone_slab3	FALSE	Block + Item	FALSE		"stone_slab_type": "diorite"	"top_slot_bit": true						FALSE	FALSE
Polished Diorite Double Slab	double_stone_slab3	FALSE	Block + Item	FALSE		"stone_slab_type": "polished_diorite"	"top_slot_bit": true						FALSE	FALSE
Granite Double Slab	double_stone_slab3	FALSE	Block + Item	FALSE		"stone_slab_type": "granite"	"top_slot_bit": true						FALSE	FALSE
Polished Granite Double Slab	double_stone_slab3	FALSE	Block + Item	FALSE		"stone_slab_type": "polished_granite"	"top_slot_bit": true						FALSE	FALSE
Mossy Stone Brick Double Slab	double_stone_slab4	FALSE	Block + Item	TRUE	423	"stone_slab_type": "mossy_stone_brick"	"top_slot_bit": false						?	?
Smooth Quartz Double Slab	double_stone_slab4	FALSE	Block + Item	TRUE		"stone_slab_type": "smooth_quartz"	"top_slot_bit": false						?	?
Stone Double Slab	double_stone_slab4	FALSE	Block + Item	TRUE		"stone_slab_type": "stone"	"top_slot_bit": false						?	?
Cut Sandstone Double Slab	double_stone_slab4	FALSE	Block + Item	TRUE		"stone_slab_type": "cut_sandstone"	"top_slot_bit": false						?	?
Cut Red Sandstone Double Slab	double_stone_slab4	FALSE	Block + Item	FALSE		"stone_slab_type": "cut_red_sandstone"	"top_slot_bit": false						FALSE	FALSE
Mossy Stone Brick Double Slab	double_stone_slab4	FALSE	Block + Item	FALSE		"stone_slab_type": "mossy_stone_brick"	"top_slot_bit": true						FALSE	FALSE
Smooth Quartz Double Slab	double_stone_slab4	FALSE	Block + Item	FALSE		"stone_slab_type": "smooth_quartz"	"top_slot_bit": true						FALSE	FALSE
Stone Double Slab	double_stone_slab4	FALSE	Block + Item	FALSE		"stone_slab_type": "stone"	"top_slot_bit": true						FALSE	FALSE
Cut Sandstone Double Slab	double_stone_slab4	FALSE	Block + Item	FALSE		"stone_slab_type": "cut_sandstone"	"top_slot_bit": true						FALSE	FALSE
Cut Red Sandstone Double Slab	double_stone_slab4	FALSE	Block + Item	FALSE		"stone_slab_type": "cut_red_sandstone"	"top_slot_bit": true						FALSE	FALSE
Granite Stairs	granite_stairs	TRUE	Block + Item	TRUE	424	"weirdo_direction": 0 (facing east)	"upside_down_bit": false						?	?
Granite Stairs	granite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false						FALSE	FALSE
Granite Stairs	granite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false						FALSE	FALSE
Granite Stairs	granite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false						FALSE	FALSE
Granite Stairs	granite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true						FALSE	FALSE
Granite Stairs	granite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true						FALSE	FALSE
Granite Stairs	granite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true						FALSE	FALSE
Granite Stairs	granite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true						FALSE	FALSE
Diorite Stairs	diorite_stairs	TRUE	Block + Item	TRUE	425	"weirdo_direction": 0 (facing east)	"upside_down_bit": false						?	?
Diorite Stairs	diorite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false						FALSE	FALSE
Diorite Stairs	diorite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false						FALSE	FALSE
Diorite Stairs	diorite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false						FALSE	FALSE
Diorite Stairs	diorite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true						FALSE	FALSE
Diorite Stairs	diorite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true						FALSE	FALSE
Diorite Stairs	diorite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true						FALSE	FALSE
Diorite Stairs	diorite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true						FALSE	FALSE
Andesite Stairs	andesite_stairs	TRUE	Block + Item	TRUE	426	"weirdo_direction": 0 (facing east)	"upside_down_bit": false						?	?
Andesite Stairs	andesite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false						FALSE	FALSE
Andesite Stairs	andesite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false						FALSE	FALSE
Andesite Stairs	andesite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false						FALSE	FALSE
Andesite Stairs	andesite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true						FALSE	FALSE
Andesite Stairs	andesite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true						FALSE	FALSE
Andesite Stairs	andesite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true						FALSE	FALSE
Andesite Stairs	andesite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true						FALSE	FALSE
Polished Granite Stairs	polished_granite_stairs	TRUE	Block + Item	TRUE	427	"weirdo_direction": 0 (facing east)	"upside_down_bit": false						?	?
Polished Granite Stairs	polished_granite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false						FALSE	FALSE
Polished Granite Stairs	polished_granite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false						FALSE	FALSE
Polished Granite Stairs	polished_granite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false						FALSE	FALSE
Polished Granite Stairs	polished_granite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true						FALSE	FALSE
Polished Granite Stairs	polished_granite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true						FALSE	FALSE
Polished Granite Stairs	polished_granite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true						FALSE	FALSE
Polished Granite Stairs	polished_granite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true						FALSE	FALSE
Polished Diorite Stairs	polished_diorite_stairs	TRUE	Block + Item	TRUE	428	"weirdo_direction": 0 (facing east)	"upside_down_bit": false						?	?
Polished Diorite Stairs	polished_diorite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false						FALSE	FALSE
Polished Diorite Stairs	polished_diorite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false						FALSE	FALSE
Polished Diorite Stairs	polished_diorite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false						FALSE	FALSE
Polished Diorite Stairs	polished_diorite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true						FALSE	FALSE
Polished Diorite Stairs	polished_diorite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true						FALSE	FALSE
Polished Diorite Stairs	polished_diorite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true						FALSE	FALSE
Polished Diorite Stairs	polished_diorite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true						FALSE	FALSE
Polished Andesite Stairs	polished_andesite_stairs	TRUE	Block + Item	TRUE	429	"weirdo_direction": 0 (facing east)	"upside_down_bit": false						?	?
Polished Andesite Stairs	polished_andesite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false						FALSE	FALSE
Polished Andesite Stairs	polished_andesite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false						FALSE	FALSE
Polished Andesite Stairs	polished_andesite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false						FALSE	FALSE
Polished Andesite Stairs	polished_andesite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true						FALSE	FALSE
Polished Andesite Stairs	polished_andesite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true						FALSE	FALSE
Polished Andesite Stairs	polished_andesite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true						FALSE	FALSE
Polished Andesite Stairs	polished_andesite_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true						FALSE	FALSE
Mossy Stone Brick Stairs	mossy_stone_brick_stairs	TRUE	Block + Item	TRUE	430	"weirdo_direction": 0 (facing east)	"upside_down_bit": false						?	?
Mossy Stone Brick Stairs	mossy_stone_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false						FALSE	FALSE
Mossy Stone Brick Stairs	mossy_stone_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false						FALSE	FALSE
Mossy Stone Brick Stairs	mossy_stone_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false						FALSE	FALSE
Mossy Stone Brick Stairs	mossy_stone_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true						FALSE	FALSE
Mossy Stone Brick Stairs	mossy_stone_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true						FALSE	FALSE
Mossy Stone Brick Stairs	mossy_stone_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true						FALSE	FALSE
Mossy Stone Brick Stairs	mossy_stone_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true						FALSE	FALSE
Smooth Red Sandstone Stairs	smooth_red_sandstone_st	TRUE	Block + Item	TRUE	431	"weirdo_direction": 0 (facing east)	"upside_down_bit": false						?	?
Smooth Red Sandstone Stairs	smooth_red_sandstone_st	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false						FALSE	FALSE
Smooth Red Sandstone Stairs	smooth_red_sandstone_st	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false						FALSE	FALSE
Smooth Red Sandstone Stairs	smooth_red_sandstone_st	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false						FALSE	FALSE
Smooth Red Sandstone Stairs	smooth_red_sandstone_st	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true						FALSE	FALSE
Smooth Red Sandstone Stairs	smooth_red_sandstone_st	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true						FALSE	FALSE
Smooth Red Sandstone Stairs	smooth_red_sandstone_st	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true						FALSE	FALSE
Smooth Red Sandstone Stairs	smooth_red_sandstone_st	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true						FALSE	FALSE
Smooth Sandstone Stairs	smooth_sandstone_stairs	TRUE	Block + Item	TRUE	432	"weirdo_direction": 0 (facing east)	"upside_down_bit": false						?	?
Smooth Sandstone Stairs	smooth_sandstone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false						FALSE	FALSE
Smooth Sandstone Stairs	smooth_sandstone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false						FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States		(Un)obtainable category	(Un)obtainable method
Smooth Sandstone Stairs	smooth_sandstone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false	FALSE	FALSE
Smooth Sandstone Stairs	smooth_sandstone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true	FALSE	FALSE
Smooth Sandstone Stairs	smooth_sandstone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true	FALSE	FALSE
Smooth Sandstone Stairs	smooth_sandstone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true	FALSE	FALSE
Smooth Sandstone Stairs	smooth_sandstone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true	FALSE	FALSE
End Stone Brick Stairs	end_brick_stairs	TRUE	Block + Item	TRUE	433	"weirdo_direction": 0 (facing east)	"upside_down_bit": false	?	?
End Stone Brick Stairs	end_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false	FALSE	FALSE
End Stone Brick Stairs	end_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false	FALSE	FALSE
End Stone Brick Stairs	end_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false	FALSE	FALSE
End Stone Brick Stairs	end_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true	FALSE	FALSE
End Stone Brick Stairs	end_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true	FALSE	FALSE
End Stone Brick Stairs	end_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true	FALSE	FALSE
End Stone Brick Stairs	end_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true	FALSE	FALSE
Mossy Cobblestone Stairs	mossy_cobblestone_stairs	TRUE	Block + Item	TRUE	434	"weirdo_direction": 0 (facing east)	"upside_down_bit": false	?	?
Mossy Cobblestone Stairs	mossy_cobblestone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false	FALSE	FALSE
Mossy Cobblestone Stairs	mossy_cobblestone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false	FALSE	FALSE
Mossy Cobblestone Stairs	mossy_cobblestone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false	FALSE	FALSE
Mossy Cobblestone Stairs	mossy_cobblestone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true	FALSE	FALSE
Mossy Cobblestone Stairs	mossy_cobblestone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true	FALSE	FALSE
Mossy Cobblestone Stairs	mossy_cobblestone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true	FALSE	FALSE
Mossy Cobblestone Stairs	mossy_cobblestone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true	FALSE	FALSE
Stone Stairs	normal_stone_stairs	TRUE	Block + Item	TRUE	435	"weirdo_direction": 0 (facing east)	"upside_down_bit": false	?	?
Stone Stairs	normal_stone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false	FALSE	FALSE
Stone Stairs	normal_stone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false	FALSE	FALSE
Stone Stairs	normal_stone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false	FALSE	FALSE
Stone Stairs	normal_stone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true	FALSE	FALSE
Stone Stairs	normal_stone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true	FALSE	FALSE
Stone Stairs	normal_stone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true	FALSE	FALSE
Stone Stairs	normal_stone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true	FALSE	FALSE
Spruce Sign	spruce_standing_sign	FALSE	Block DIF Item	TRUE	436	"ground_sign_direction": 0 (facing south)		?	?
Spruce Sign	spruce_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 1 (facing south-southwest)		FALSE	FALSE
Spruce Sign	spruce_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 2 (facing southwest)		FALSE	FALSE
Spruce Sign	spruce_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 3 (facing west-southwest)		FALSE	FALSE
Spruce Sign	spruce_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 4 (facing west)		FALSE	FALSE
Spruce Sign	spruce_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 5 (facing west-northwest)		FALSE	FALSE
Spruce Sign	spruce_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 6 (facing northwest)		FALSE	FALSE
Spruce Sign	spruce_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 7 (facing north-northwest)		FALSE	FALSE
Spruce Sign	spruce_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 8 (facing north)		FALSE	FALSE
Spruce Sign	spruce_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 9 (facing north-northeast)		FALSE	FALSE
Spruce Sign	spruce_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 10 (facing northeast)		FALSE	FALSE
Spruce Sign	spruce_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 11 (facing east-northeast)		FALSE	FALSE
Spruce Sign	spruce_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 12 (facing east)		FALSE	FALSE
Spruce Sign	spruce_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 13 (facing east-southeast)		FALSE	FALSE
Spruce Sign	spruce_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 14 (facing southeast)		FALSE	FALSE
Spruce Sign	spruce_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 15 (facing south-southeast)		FALSE	FALSE
Spruce Wall Sign	spruce_wall_sign	FALSE	Block DIF Item	FALSE	437	"facing_direction": 0 (unused)		FALSE	FALSE
Spruce Wall Sign	spruce_wall_sign	FALSE	Block DIF Item	FALSE		"facing_direction": 1 (unused)		FALSE	FALSE
Spruce Wall Sign	spruce_wall_sign	FALSE	Block DIF Item	FALSE		"facing_direction": 2 (facing north)		FALSE	FALSE
Spruce Wall Sign	spruce_wall_sign	FALSE	Block DIF Item	FALSE		"facing_direction": 3 (facing south)		FALSE	FALSE
Spruce Wall Sign	spruce_wall_sign	FALSE	Block DIF Item	FALSE		"facing_direction": 4 (facing west)		FALSE	FALSE
Spruce Wall Sign	spruce_wall_sign	FALSE	Block DIF Item	TRUE		"facing_direction": 5 (facing east)		?	?
Smooth Stone	smooth_stone	FALSE	Block + Item	FALSE	438	FALSE		FALSE	FALSE
Red Nether Brick Stairs	red_nether_brick_stairs	TRUE	Block + Item	TRUE	439	"weirdo_direction": 0 (facing east)	"upside_down_bit": false	?	?
Red Nether Brick Stairs	red_nether_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false	FALSE	FALSE
Red Nether Brick Stairs	red_nether_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false	FALSE	FALSE
Red Nether Brick Stairs	red_nether_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false	FALSE	FALSE
Red Nether Brick Stairs	red_nether_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true	FALSE	FALSE
Red Nether Brick Stairs	red_nether_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true	FALSE	FALSE
Red Nether Brick Stairs	red_nether_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true	FALSE	FALSE
Red Nether Brick Stairs	red_nether_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true	FALSE	FALSE
Smooth Quartz Stairs	smooth_quartz_stairs	TRUE	Block + Item	TRUE	440	"weirdo_direction": 0 (facing east)	"upside_down_bit": false	?	?
Smooth Quartz Stairs	smooth_quartz_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false	FALSE	FALSE
Smooth Quartz Stairs	smooth_quartz_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false	FALSE	FALSE
Smooth Quartz Stairs	smooth_quartz_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false	FALSE	FALSE
Smooth Quartz Stairs	smooth_quartz_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true	FALSE	FALSE
Smooth Quartz Stairs	smooth_quartz_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true	FALSE	FALSE
Smooth Quartz Stairs	smooth_quartz_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true	FALSE	FALSE
Smooth Quartz Stairs	smooth_quartz_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true	FALSE	FALSE
Birch Sign	birch_standing_sign	FALSE	Block DIF Item	TRUE	441	"ground_sign_direction": 0 (facing south)		?	?
Birch Sign	birch_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 1 (facing south-southwest)		FALSE	FALSE
Birch Sign	birch_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 2 (facing southwest)		FALSE	FALSE
Birch Sign	birch_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 3 (facing west-southwest)		FALSE	FALSE
Birch Sign	birch_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 4 (facing west)		FALSE	FALSE
Birch Sign	birch_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 5 (facing west-northwest)		FALSE	FALSE
Birch Sign	birch_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 6 (facing northwest)		FALSE	FALSE
Birch Sign	birch_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 7 (facing north-northwest)		FALSE	FALSE
Birch Sign	birch_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 8 (facing north)		FALSE	FALSE
Birch Sign	birch_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 9 (facing north-northeast)		FALSE	FALSE
Birch Sign	birch_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 10 (facing northeast)		FALSE	FALSE
Birch Sign	birch_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 11 (facing east-northeast)		FALSE	FALSE
Birch Sign	birch_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 12 (facing east)		FALSE	FALSE
Birch Sign	birch_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 13 (facing east-southeast)		FALSE	FALSE
Birch Sign	birch_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 14 (facing southeast)		FALSE	FALSE
Birch Sign	birch_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 15 (facing south-southeast)		FALSE	FALSE
Birch Wall Sign	birch_wall_sign	FALSE	Block DIF Item	FALSE	442	"facing_direction": 0 (unused)		FALSE	FALSE
Birch Wall Sign	birch_wall_sign	FALSE	Block DIF Item	FALSE		"facing_direction": 1 (unused)		FALSE	FALSE
Birch Wall Sign	birch_wall_sign	FALSE	Block DIF Item	FALSE		"facing_direction": 2 (facing north)		FALSE	FALSE
Birch Wall Sign	birch_wall_sign	FALSE	Block DIF Item	FALSE		"facing_direction": 3 (facing south)		FALSE	FALSE
Birch Wall Sign	birch_wall_sign	FALSE	Block DIF Item	FALSE		"facing_direction": 4 (facing west)		FALSE	FALSE
Birch Wall Sign	birch_wall_sign	FALSE	Block DIF Item	TRUE		"facing_direction": 5 (facing east)		?	?
Jungle Sign	jungle_standing_sign	FALSE	Block DIF Item	TRUE	443	"ground_sign_direction": 0 (facing south)		?	?
Jungle Sign	jungle_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 1 (facing south-southwest)		FALSE	FALSE
Jungle Sign	jungle_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 2 (facing southwest)		FALSE	FALSE
Jungle Sign	jungle_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 3 (facing west-southwest)		FALSE	FALSE
Jungle Sign	jungle_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 4 (facing west)		FALSE	FALSE
Jungle Sign	jungle_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 5 (facing west-northwest)		FALSE	FALSE
Jungle Sign	jungle_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 6 (facing northwest)		FALSE	FALSE
Jungle Sign	jungle_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 7 (facing north-northwest)		FALSE	FALSE
Jungle Sign	jungle_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 8 (facing north)		FALSE	FALSE
Jungle Sign	jungle_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 9 (facing north-northeast)		FALSE	FALSE
Jungle Sign	jungle_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 10 (facing northeast)		FALSE	FALSE
Jungle Sign	jungle_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 11 (facing east-northeast)		FALSE	FALSE
Jungle Sign	jungle_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 12 (facing east)		FALSE	FALSE
Jungle Sign	jungle_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 13 (facing east-southeast)		FALSE	FALSE
Jungle Sign	jungle_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 14 (facing southeast)		FALSE	FALSE
Jungle Sign	jungle_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 15 (facing south-southeast)		FALSE	FALSE
Jungle Wall Sign	jungle_wall_sign	FALSE	Block DIF Item	FALSE	444	"facing_direction": 0 (unused)		FALSE	FALSE
Jungle Wall Sign	jungle_wall_sign	FALSE	Block DIF Item	FALSE		"facing_direction": 1 (unused)		FALSE	FALSE
Jungle Wall Sign	jungle_wall_sign	FALSE	Block DIF Item	FALSE		"facing_direction": 2 (facing north)		FALSE	FALSE
Jungle Wall Sign	jungle_wall_sign	FALSE	Block DIF Item	FALSE		"facing_direction": 3 (facing south)		FALSE	FALSE
Jungle Wall Sign	jungle_wall_sign	FALSE	Block DIF Item	FALSE		"facing_direction": 4 (facing west)		FALSE	FALSE
Jungle Wall Sign	jungle_wall_sign	FALSE	Block DIF Item	TRUE		"facing_direction": 5 (facing east)		?	?
Acacia Sign	acacia_standing_sign	FALSE	Block DIF Item	TRUE	445	"ground_sign_direction": 0 (facing south)		?	?
Acacia Sign	acacia_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 1 (facing south-southwest)		FALSE	FALSE
Acacia Sign	acacia_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 2 (facing southwest)		FALSE	FALSE
Acacia Sign	acacia_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 3 (facing west-southwest)		FALSE	FALSE
Acacia Sign	acacia_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 4 (facing west)		FALSE	FALSE
Acacia Sign	acacia_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 5 (facing west-northwest)		FALSE	FALSE
Acacia Sign	acacia_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 6 (facing northwest)		FALSE	FALSE
Acacia Sign	acacia_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 7 (facing north-northwest)		FALSE	FALSE
Acacia Sign	acacia_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 8 (facing north)		FALSE	FALSE
Acacia Sign	acacia_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 9 (facing north-northeast)		FALSE	FALSE
Acacia Sign	acacia_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 10 (facing northeast)		FALSE	FALSE
Acacia Sign	acacia_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 11 (facing east-northeast)		FALSE	FALSE
Acacia Sign	acacia_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 12 (facing east)		FALSE	FALSE
Acacia Sign	acacia_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 13 (facing east-southeast)		FALSE	FALSE
Acacia Sign	acacia_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 14 (facing southeast)		FALSE	FALSE
Acacia Sign	acacia_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 15 (facing south-southeast)		FALSE	FALSE
Acacia Wall Sign	acacia_wall_sign	FALSE	Block DIF Item	FALSE	446	"facing_direction": 0 (unused)		FALSE	FALSE
Acacia Wall Sign	acacia_wall_sign	FALSE	Block DIF Item	FALSE		"facing_direction": 1 (unused)		FALSE	FALSE
Acacia Wall Sign	acacia_wall_sign	FALSE	Block DIF Item	FALSE		"facing_direction": 2 (facing north)		FALSE	FALSE
Acacia Wall Sign	acacia_wall_sign	FALSE	Block DIF Item	FALSE		"facing_direction": 3 (facing south)		FALSE	FALSE
Acacia Wall Sign	acacia_wall_sign	FALSE	Block DIF Item	FALSE		"facing_direction": 4 (facing west)		FALSE	FALSE
Acacia Wall Sign	acacia_wall_sign	FALSE	Block DIF Item	TRUE		"facing_direction": 5 (facing east)		?	?
Dark Oak Sign	darkoak_standing_sign	FALSE	Block DIF Item	TRUE	447	"ground_sign_direction": 0 (facing south)		?	?
Dark Oak Sign	darkoak_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 1 (facing south-southwest)		FALSE	FALSE
Dark Oak Sign	darkoak_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 2 (facing southwest)		FALSE	FALSE
Dark Oak Sign	darkoak_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 3 (facing west-southwest)		FALSE	FALSE
Dark Oak Sign	darkoak_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 4 (facing west)		FALSE	FALSE
Dark Oak Sign	darkoak_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 5 (facing west-northwest)		FALSE	FALSE
Dark Oak Sign	darkoak_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 6 (facing northwest)		FALSE	FALSE
Dark Oak Sign	darkoak_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 7 (facing north-northwest)		FALSE	FALSE
Dark Oak Sign	darkoak_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 8 (facing north)		FALSE	FALSE
Dark Oak Sign	darkoak_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 9 (facing north-northeast)		FALSE	FALSE
Dark Oak Sign	darkoak_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 10 (facing northeast)		FALSE	FALSE
Dark Oak Sign	darkoak_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 11 (facing east-northeast)		FALSE	FALSE
Dark Oak Sign	darkoak_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 12 (facing east)		FALSE	FALSE
Dark Oak Sign	darkoak_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 13 (facing east-southeast)		FALSE	FALSE
Dark Oak Sign	darkoak_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 14 (facing southeast)		FALSE	FALSE
Dark Oak Sign	darkoak_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 15 (facing south-southeast)		FALSE	FALSE
Dark Oak Wall Sign	darkoak_wall_sign	FALSE	Block DIF Item	FALSE	448	"facing_direction": 0 (unused)		FALSE	FALSE
Dark Oak Wall Sign	darkoak_wall_sign	FALSE	Block DIF Item	FALSE		"facing_direction": 1 (unused)		FALSE	FALSE
Dark Oak Wall Sign	darkoak_wall_sign	FALSE	Block DIF Item	FALSE		"facing_direction": 2 (facing north)		FALSE	FALSE
Dark Oak Wall Sign	darkoak_wall_sign	FALSE	Block DIF Item	FALSE		"facing_direction": 3 (facing south)		FALSE	FALSE
Dark Oak Wall Sign	darkoak_wall_sign	FALSE	Block DIF Item	FALSE		"facing_direction": 4 (facing west)		FALSE	FALSE
Dark Oak Wall Sign	darkoak_wall_sign	FALSE	Block DIF Item	TRUE		"facing_direction": 5 (facing east)		?	?
Lectern	lectern	TRUE	Block + Item	TRUE	449	"direction": 0 (facing south)	"powered_bit": false	?	?
Lectern	lectern	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"powered_bit": false	FALSE	FALSE
Lectern	lectern	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"powered_bit": false	FALSE	FALSE
Lectern	lectern	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"powered_bit": false	FALSE	FALSE
Lectern	lectern	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"powered_bit": true	FALSE	FALSE
Lectern	lectern	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"powered_bit": true	FALSE	FALSE
Lectern	lectern	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"powered_bit": true	FALSE	FALSE
Lectern	lectern	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"powered_bit": true	FALSE	FALSE
Grindstone	grindstone	TRUE	Block + Item	TRUE	450	"direction": 0 (facing south)	"attachment": "standing"	?	?

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States						(Un)obtainable category	(Un)obtainable method
Grindstone	grindstone	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"attachtment": "standing"					FALSE	FALSE
Grindstone	grindstone	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"attachtment": "standing"					FALSE	FALSE
Grindstone	grindstone	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"attachtment": "standing"					FALSE	FALSE
Grindstone	grindstone	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"attachtment": "hanging"					FALSE	FALSE
Grindstone	grindstone	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"attachtment": "hanging"					FALSE	FALSE
Grindstone	grindstone	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"attachtment": "hanging"					FALSE	FALSE
Grindstone	grindstone	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"attachtment": "hanging"					FALSE	FALSE
Grindstone	grindstone	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"attachtment": "side"					FALSE	FALSE
Grindstone	grindstone	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"attachtment": "side"					FALSE	FALSE
Grindstone	grindstone	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"attachtment": "side"					FALSE	FALSE
Grindstone	grindstone	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"attachtment": "side"					FALSE	FALSE
Grindstone	grindstone	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"attachtment": "multiple"					FALSE	FALSE
Grindstone	grindstone	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"attachtment": "multiple"					FALSE	FALSE
Grindstone	grindstone	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"attachtment": "multiple"					FALSE	FALSE
Grindstone	grindstone	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"attachtment": "multiple"					FALSE	FALSE
Blast Furnace	blast_furnace	FALSE	Block + Item	FALSE	451	"facing_direction": 0 (unused)						FALSE	FALSE
Blast Furnace	blast_furnace	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)						FALSE	FALSE
Blast Furnace	blast_furnace	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)						FALSE	FALSE
Blast Furnace	blast_furnace	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)						FALSE	FALSE
Blast Furnace	blast_furnace	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)						FALSE	FALSE
Blast Furnace	blast_furnace	TRUE	Block + Item	TRUE		"facing_direction": 5 (facing east)						?	?
Stonecutter	stonecutter_block	FALSE	Block + Item	FALSE	452	"facing_direction": 0 (unused)						FALSE	FALSE
Stonecutter	stonecutter_block	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)						FALSE	FALSE
Stonecutter	stonecutter_block	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)						FALSE	FALSE
Stonecutter	stonecutter_block	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)						FALSE	FALSE
Stonecutter	stonecutter_block	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)						FALSE	FALSE
Stonecutter	stonecutter_block	TRUE	Block + Item	TRUE		"facing_direction": 5 (facing east)						?	?
Smoker	smoker	FALSE	Block + Item	FALSE	453	"facing_direction": 0 (unused)						FALSE	FALSE
Smoker	smoker	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)						FALSE	FALSE
Smoker	smoker	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)						FALSE	FALSE
Smoker	smoker	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)						FALSE	FALSE
Smoker	smoker	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)						FALSE	FALSE
Smoker	smoker	TRUE	Block + Item	TRUE		"facing_direction": 5 (facing east)						?	?
Lit Smoker	lit_smoker	FALSE	Block + Item	FALSE	454	"facing_direction": 0 (unused)						FALSE	FALSE
Lit Smoker	lit_smoker	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)						FALSE	FALSE
Lit Smoker	lit_smoker	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)						FALSE	FALSE
Lit Smoker	lit_smoker	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)						FALSE	FALSE
Lit Smoker	lit_smoker	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)						FALSE	FALSE
Lit Smoker	lit_smoker	FALSE	Block + Item	TRUE		"facing_direction": 5 (facing east)						?	?
Cartography Table	cartography_table	TRUE	Block + Item	TRUE	455	FALSE						?	?
Fletching Table	fletching_table	TRUE	Block + Item	TRUE	456	FALSE						?	?
Smithing Table	smithing_table	TRUE	Block + Item	TRUE	457	FALSE						?	?
Barrel	barrel	FALSE	Block + Item	FALSE	458	"facing_direction": 0 (facing down)	"open_bit": 0					FALSE	FALSE
Barrel	barrel	TRUE	Block + Item	TRUE		"facing_direction": 1 (facing up)	"open_bit": 0					?	?
Barrel	barrel	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"open_bit": 0					FALSE	FALSE
Barrel	barrel	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"open_bit": 0					FALSE	FALSE
Barrel	barrel	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"open_bit": 0					FALSE	FALSE
Barrel	barrel	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"open_bit": 0					FALSE	FALSE
Barrel	barrel	FALSE	Block + Item	FALSE		"facing_direction": 0 (facing down)	"open_bit": 1					FALSE	FALSE
Barrel	barrel	FALSE	Block + Item	TRUE		"facing_direction": 1 (facing up)	"open_bit": 1					?	?
Barrel	barrel	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"open_bit": 1					FALSE	FALSE
Barrel	barrel	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"open_bit": 1					FALSE	FALSE
Barrel	barrel	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"open_bit": 1					FALSE	FALSE
Barrel	barrel	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"open_bit": 1					FALSE	FALSE
Loom	loom	TRUE	Block + Item	TRUE	459	"direction": 0 (facing south)						?	?
Loom	loom	FALSE	Block + Item	FALSE		"direction": 1 (facing west)						FALSE	FALSE
Loom	loom	FALSE	Block + Item	FALSE		"direction": 2 (facing north)						FALSE	FALSE
Loom	loom	FALSE	Block + Item	FALSE		"direction": 3 (facing east)						FALSE	FALSE
(unused)	(unused)	(unused)	(unused)	(unused)	460	(unused)	(unused)	(unused)	(unused)	(unused)	(unused)	?	?
Bell	bell	TRUE	Block + Item	TRUE	461	"direction": 0 (facing south)	"attachtment": "standing"	"toggle_bit": false				?	?
Bell	bell	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"attachtment": "standing"	"toggle_bit": false				FALSE	FALSE
Bell	bell	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"attachtment": "standing"	"toggle_bit": false				FALSE	FALSE
Bell	bell	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"attachtment": "standing"	"toggle_bit": false				FALSE	FALSE
Bell	bell	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"attachtment": "hanging"	"toggle_bit": false				FALSE	FALSE
Bell	bell	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"attachtment": "hanging"	"toggle_bit": false				FALSE	FALSE
Bell	bell	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"attachtment": "hanging"	"toggle_bit": false				FALSE	FALSE
Bell	bell	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"attachtment": "hanging"	"toggle_bit": false				FALSE	FALSE
Bell	bell	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"attachtment": "side"	"toggle_bit": false				FALSE	FALSE
Bell	bell	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"attachtment": "side"	"toggle_bit": false				FALSE	FALSE
Bell	bell	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"attachtment": "side"	"toggle_bit": false				FALSE	FALSE
Bell	bell	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"attachtment": "side"	"toggle_bit": false				FALSE	FALSE
Bell	bell	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"attachtment": "multiple"	"toggle_bit": false				FALSE	FALSE
Bell	bell	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"attachtment": "multiple"	"toggle_bit": false				FALSE	FALSE
Bell	bell	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"attachtment": "multiple"	"toggle_bit": false				FALSE	FALSE
Bell	bell	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"attachtment": "multiple"	"toggle_bit": false				FALSE	FALSE
Bell	bell	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"attachtment": "standing"	"toggle_bit": true				FALSE	FALSE
Bell	bell	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"attachtment": "standing"	"toggle_bit": true				FALSE	FALSE
Bell	bell	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"attachtment": "standing"	"toggle_bit": true				FALSE	FALSE
Bell	bell	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"attachtment": "standing"	"toggle_bit": true				FALSE	FALSE
Bell	bell	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"attachtment": "hanging"	"toggle_bit": true				FALSE	FALSE
Bell	bell	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"attachtment": "hanging"	"toggle_bit": true				FALSE	FALSE
Bell	bell	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"attachtment": "hanging"	"toggle_bit": true				FALSE	FALSE
Bell	bell	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"attachtment": "hanging"	"toggle_bit": true				FALSE	FALSE
Bell	bell	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"attachtment": "side"	"toggle_bit": true				FALSE	FALSE
Bell	bell	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"attachtment": "side"	"toggle_bit": true				FALSE	FALSE
Bell	bell	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"attachtment": "side"	"toggle_bit": true				FALSE	FALSE
Bell	bell	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"attachtment": "side"	"toggle_bit": true				FALSE	FALSE
Bell	bell	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"attachtment": "multiple"	"toggle_bit": true				FALSE	FALSE
Bell	bell	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"attachtment": "multiple"	"toggle_bit": true				FALSE	FALSE
Bell	bell	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"attachtment": "multiple"	"toggle_bit": true				FALSE	FALSE
Bell	bell	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"attachtment": "multiple"	"toggle_bit": true				FALSE	FALSE
Sweet Berry Bush	sweet_berry_bush	FALSE	Block DIF Item	TRUE	462	"growth": 0 (young plant)						?	?
Sweet Berry Bush	sweet_berry_bush	FALSE	Block DIF Item	FALSE		"growth": 1 (young plant)						FALSE	FALSE
Sweet Berry Bush	sweet_berry_bush	FALSE	Block DIF Item	FALSE		"growth": 2 (no berries)						FALSE	FALSE
Sweet Berry Bush	sweet_berry_bush	FALSE	Block DIF Item	FALSE		"growth": 3 (no berries)						FALSE	FALSE
Sweet Berry Bush	sweet_berry_bush	FALSE	Block DIF Item	FALSE		"growth": 4 (some berries, gives 1-2 berries & resets to stage 2)						FALSE	FALSE
Sweet Berry Bush	sweet_berry_bush	FALSE	Block DIF Item	FALSE		"growth": 5 (some berries, gives 1-2 berries & resets to stage 2)						FALSE	FALSE
Sweet Berry Bush	sweet_berry_bush	FALSE	Block DIF Item	FALSE		"growth": 6 (some berries, gives 1-2 berries & resets to stage 2)						FALSE	FALSE
Sweet Berry Bush	sweet_berry_bush	FALSE	Block DIF Item	FALSE		"growth": 7 (full berries, gives 2-3 berries & resets to stage 2)						FALSE	FALSE
Lantern	lantern	TRUE	Block + Item	TRUE	463	"hanging": false						?	?
Lantern	lantern	FALSE	Block + Item	FALSE		"hanging": true						FALSE	FALSE
Campfire	campfire	FALSE	Block DIF Item	TRUE	464	"direction": 0 (facing north)	"extinguished": "false"					?	?
Campfire	campfire	FALSE	Block DIF Item	FALSE		"direction": 1 (facing east)	"extinguished": "false"					FALSE	FALSE
Campfire	campfire	FALSE	Block DIF Item	FALSE		"direction": 2 (facing south)	"extinguished": "false"					FALSE	FALSE
Campfire	campfire	FALSE	Block DIF Item	FALSE		"direction": 3 (facing west)	"extinguished": "false"					FALSE	FALSE
Campfire	campfire	FALSE	Block DIF Item	FALSE		"direction": 0 (facing north)	"extinguished": "true"					FALSE	FALSE
Campfire	campfire	FALSE	Block DIF Item	FALSE		"direction": 1 (facing east)	"extinguished": "true"					FALSE	FALSE
Campfire	campfire	FALSE	Block DIF Item	FALSE		"direction": 2 (facing south)	"extinguished": "true"					FALSE	FALSE
Campfire	campfire	FALSE	Block DIF Item	FALSE		"direction": 3 (facing west)	"extinguished": "true"					FALSE	FALSE
Lava Cauldron	lava_cauldron	FALSE	Block + Item	TRUE	465	"fill_level": 0 (empty)	"cauldron_liquid": "water"					?	?
Lava Cauldron	lava_cauldron	FALSE	Block + Item	FALSE		"fill_level": 1	"cauldron_liquid": "water"					FALSE	FALSE
Lava Cauldron	lava_cauldron	FALSE	Block + Item	FALSE		"fill_level": 2	"cauldron_liquid": "water"					FALSE	FALSE
Lava Cauldron	lava_cauldron	FALSE	Block + Item	FALSE		"fill_level": 3	"cauldron_liquid": "water"					FALSE	FALSE
Lava Cauldron	lava_cauldron	FALSE	Block + Item	FALSE		"fill_level": 4	"cauldron_liquid": "water"					FALSE	FALSE
Lava Cauldron	lava_cauldron	FALSE	Block + Item	FALSE		"fill_level": 5	"cauldron_liquid": "water"					FALSE	FALSE
Lava Cauldron	lava_cauldron	FALSE	Block + Item	FALSE		"fill_level": 6 (full)	"cauldron_liquid": "water"					FALSE	FALSE
Lava Cauldron	lava_cauldron	FALSE	Block + Item	FALSE		"fill_level": 0 (empty)	"cauldron_liquid": "lava"					FALSE	FALSE
Lava Cauldron	lava_cauldron	FALSE	Block + Item	FALSE		"fill_level": 1	"cauldron_liquid": "lava"					FALSE	FALSE
Lava Cauldron	lava_cauldron	FALSE	Block + Item	FALSE		"fill_level": 2	"cauldron_liquid": "lava"					FALSE	FALSE
Lava Cauldron	lava_cauldron	FALSE	Block + Item	FALSE		"fill_level": 3	"cauldron_liquid": "lava"					FALSE	FALSE
Lava Cauldron	lava_cauldron	FALSE	Block + Item	FALSE		"fill_level": 4	"cauldron_liquid": "lava"					FALSE	FALSE
Lava Cauldron	lava_cauldron	FALSE	Block + Item	FALSE		"fill_level": 5	"cauldron_liquid": "lava"					FALSE	FALSE
Lava Cauldron	lava_cauldron	FALSE	Block + Item	FALSE		"fill_level": 6 (full)	"cauldron_liquid": "lava"					FALSE	FALSE
Lava Cauldron	lava_cauldron	FALSE	Block + Item	FALSE		"fill_level": 0 (empty)	"cauldron_liquid": "powder_snow"					FALSE	FALSE
Lava Cauldron	lava_cauldron	FALSE	Block + Item	FALSE		"fill_level": 1	"cauldron_liquid": "powder_snow"					FALSE	FALSE
Lava Cauldron	lava_cauldron	FALSE	Block + Item	FALSE		"fill_level": 2	"cauldron_liquid": "powder_snow"					FALSE	FALSE
Lava Cauldron	lava_cauldron	FALSE	Block + Item	FALSE		"fill_level": 3	"cauldron_liquid": "powder_snow"					FALSE	FALSE
Lava Cauldron	lava_cauldron	FALSE	Block + Item	FALSE		"fill_level": 4	"cauldron_liquid": "powder_snow"					FALSE	FALSE
Lava Cauldron	lava_cauldron	FALSE	Block + Item	FALSE		"fill_level": 5	"cauldron_liquid": "powder_snow"					FALSE	FALSE
Lava Cauldron	lava_cauldron	FALSE	Block + Item	FALSE		"fill_level": 6 (full)	"cauldron_liquid": "powder_snow"					FALSE	FALSE
Jigsaw Block	jigsaw	FALSE	Block + Item	TRUE	466	"facing_direction": 0	"rotation": 0					?	?
Jigsaw Block	jigsaw	FALSE	Block + Item	FALSE		"facing_direction": 1	"rotation": 1					FALSE	FALSE
Jigsaw Block	jigsaw	FALSE	Block + Item	FALSE		"facing_direction": 2	"rotation": 2					FALSE	FALSE
Jigsaw Block	jigsaw	FALSE	Block + Item	FALSE		"facing_direction": 3	"rotation": 3					FALSE	FALSE
Jigsaw Block	jigsaw	FALSE	Block + Item	FALSE		"facing_direction": 4	"rotation": 4					FALSE	FALSE
Jigsaw Block	jigsaw	FALSE	Block + Item	FALSE		"facing_direction": 5	"rotation": 5					FALSE	FALSE
Jigsaw Block	jigsaw	FALSE	Block + Item	FALSE		"facing_direction": 0	"rotation": 6					FALSE	FALSE
Jigsaw Block	jigsaw	FALSE	Block + Item	FALSE		"facing_direction": 1	"rotation": 7					FALSE	FALSE
Jigsaw Block	jigsaw	FALSE	Block + Item	FALSE		"facing_direction": 2	"rotation": 8					FALSE	FALSE
Jigsaw Block	jigsaw	FALSE	Block + Item	FALSE		"facing_direction": 3	"rotation": 9					FALSE	FALSE
Jigsaw Block	jigsaw	FALSE	Block + Item	FALSE		"facing_direction": 4	"rotation": 10					FALSE	FALSE
Jigsaw Block	jigsaw	FALSE	Block + Item	FALSE		"facing_direction": 5	"rotation": 11					FALSE	FALSE
Jigsaw Block	jigsaw	FALSE	Block + Item	FALSE		"facing_direction": 0	"rotation": 12					FALSE	FALSE
Jigsaw Block	jigsaw	FALSE	Block + Item	FALSE		"facing_direction": 1	"rotation": 13					FALSE	FALSE
Jigsaw Block	jigsaw	FALSE	Block + Item	FALSE		"facing_direction": 2	"rotation": 14					FALSE	FALSE
Jigsaw Block	jigsaw	FALSE	Block + Item	FALSE		"facing_direction": 3	"rotation": 15					FALSE	FALSE
Jigsaw Block	jigsaw	FALSE	Block + Item	FALSE		"facing_direction": 4	"rotation": 16					FALSE	FALSE
Jigsaw Block	jigsaw	FALSE	Block + Item	FALSE		"facing_direction": 5	"rotation": 17					FALSE	FALSE
Jigsaw Block	jigsaw	FALSE	Block + Item	FALSE		"facing_direction": 0	"rotation": 18					FALSE	FALSE
Jigsaw Block	jigsaw	FALSE	Block + Item	FALSE		"facing_direction": 1	"rotation": 19					FALSE	FALSE
Jigsaw Block	jigsaw	FALSE	Block + Item	FALSE		"facing_direction": 2	"rotation": 20					FALSE	FALSE
Jigsaw Block	jigsaw	FALSE	Block + Item	FALSE		"facing_direction": 3	"rotation": 21					FALSE	FALSE
Jigsaw Block	jigsaw	FALSE	Block + Item	FALSE		"facing_direction": 4	"rotation": 22					FALSE	FALSE
Jigsaw Block	jigsaw	FALSE	Block + Item	FALSE		"facing_direction": 5	"rotation": 23					FALSE	FALSE
Wood	wood	TRUE	Block + Item	TRUE	467	"wood_type": "oak"	"stripped_bit": false	"pillar_axis": "y"				?	?
Wood	wood	TRUE	Block + Item	TRUE		"wood_type": "spruce"	"stripped_bit": false	"pillar_axis": "y"				?	?
Wood	wood	TRUE	Block + Item	TRUE		"wood_type": "birch"	"stripped_bit": false	"pillar_axis": "y"				?	?
Wood	wood	TRUE	Block + Item	TRUE		"wood_type": "jungle"	"stripped_bit": false	"pillar_axis": "y"				?	?
Wood	wood	TRUE	Block + Item	TRUE		"wood_type": "acacia"	"stripped_bit": false	"pillar_axis": "y"				?	?
Wood	wood	FALSE	Block + Item	FALSE		"wood_type": "dark_oak"	"stripped_bit": false	"pillar_axis": "y"				FALSE	FALSE
Wood	wood	FALSE	Block + Item	FALSE		"wood_type": "oak"	"stripped_bit": true	"pillar_axis": "y"				FALSE	FALSE
Wood	wood	FALSE	Block + Item	FALSE		"wood_type": "spruce"	"stripped_bit": true	"pillar_axis": "y"				FALSE	FALSE
Wood	wood	FALSE	Block + Item	FALSE		"wood_type": "birch"	"stripped_bit": true	"pillar_axis": "y"				FALSE	FALSE
Wood	wood	FALSE	Block + Item	FALSE		"wood_type": "jungle"	"stripped_bit": true	"pillar_axis": "y"				FALSE	FALSE
Wood	wood	FALSE	Block + Item	FALSE		"wood_type": "acacia"	"stripped_bit": true	"pillar_axis": "y"				FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States							(Un)obtainable category	(Un)obtainable method
Wood	wood	FALSE	Block + Item	FALSE		"wood_type": "dark_oak"	"stripped_bit": true	"pillar_axis": "y"					FALSE	FALSE
Wood	wood	FALSE	Block + Item	FALSE		"wood_type": "oak"	"stripped_bit": false	"pillar_axis": "x"					FALSE	FALSE
Wood	wood	FALSE	Block + Item	FALSE		"wood_type": "spruce"	"stripped_bit": false	"pillar_axis": "x"					FALSE	FALSE
Wood	wood	FALSE	Block + Item	FALSE		"wood_type": "birch"	"stripped_bit": false	"pillar_axis": "x"					FALSE	FALSE
Wood	wood	FALSE	Block + Item	FALSE		"wood_type": "jungle"	"stripped_bit": false	"pillar_axis": "x"					FALSE	FALSE
Wood	wood	FALSE	Block + Item	FALSE		"wood_type": "acacia"	"stripped_bit": false	"pillar_axis": "x"					FALSE	FALSE
Wood	wood	FALSE	Block + Item	FALSE		"wood_type": "dark_oak"	"stripped_bit": false	"pillar_axis": "x"					FALSE	FALSE
Wood	wood	FALSE	Block + Item	FALSE		"wood_type": "oak"	"stripped_bit": true	"pillar_axis": "x"					FALSE	FALSE
Wood	wood	FALSE	Block + Item	FALSE		"wood_type": "spruce"	"stripped_bit": true	"pillar_axis": "x"					FALSE	FALSE
Wood	wood	FALSE	Block + Item	FALSE		"wood_type": "birch"	"stripped_bit": true	"pillar_axis": "x"					FALSE	FALSE
Wood	wood	FALSE	Block + Item	FALSE		"wood_type": "jungle"	"stripped_bit": true	"pillar_axis": "x"					FALSE	FALSE
Wood	wood	FALSE	Block + Item	FALSE		"wood_type": "acacia"	"stripped_bit": true	"pillar_axis": "x"					FALSE	FALSE
Wood	wood	FALSE	Block + Item	FALSE		"wood_type": "dark_oak"	"stripped_bit": true	"pillar_axis": "x"					FALSE	FALSE
Wood	wood	FALSE	Block + Item	FALSE		"wood_type": "oak"	"stripped_bit": false	"pillar_axis": "z"					FALSE	FALSE
Wood	wood	FALSE	Block + Item	FALSE		"wood_type": "spruce"	"stripped_bit": false	"pillar_axis": "z"					FALSE	FALSE
Wood	wood	FALSE	Block + Item	FALSE		"wood_type": "birch"	"stripped_bit": false	"pillar_axis": "z"					FALSE	FALSE
Wood	wood	FALSE	Block + Item	FALSE		"wood_type": "jungle"	"stripped_bit": false	"pillar_axis": "z"					FALSE	FALSE
Wood	wood	FALSE	Block + Item	FALSE		"wood_type": "acacia"	"stripped_bit": false	"pillar_axis": "z"					FALSE	FALSE
Wood	wood	FALSE	Block + Item	FALSE		"wood_type": "dark_oak"	"stripped_bit": false	"pillar_axis": "z"					FALSE	FALSE
Wood	wood	FALSE	Block + Item	FALSE		"wood_type": "oak"	"stripped_bit": true	"pillar_axis": "z"					FALSE	FALSE
Wood	wood	FALSE	Block + Item	FALSE		"wood_type": "spruce"	"stripped_bit": true	"pillar_axis": "z"					FALSE	FALSE
Wood	wood	FALSE	Block + Item	FALSE		"wood_type": "birch"	"stripped_bit": true	"pillar_axis": "z"					FALSE	FALSE
Wood	wood	FALSE	Block + Item	FALSE		"wood_type": "jungle"	"stripped_bit": true	"pillar_axis": "z"					FALSE	FALSE
Wood	wood	FALSE	Block + Item	FALSE		"wood_type": "acacia"	"stripped_bit": true	"pillar_axis": "z"					FALSE	FALSE
Wood	wood	FALSE	Block + Item	FALSE		"wood_type": "dark_oak"	"stripped_bit": true	"pillar_axis": "z"					FALSE	FALSE
Composter	composter	TRUE	Block + Item	TRUE	468	"composter_fill_level": 0							?	?
Composter	composter	FALSE	Block + Item	FALSE		"composter_fill_level": 1							FALSE	FALSE
Composter	composter	FALSE	Block + Item	FALSE		"composter_fill_level": 2							FALSE	FALSE
Composter	composter	FALSE	Block + Item	FALSE		"composter_fill_level": 3							FALSE	FALSE
Composter	composter	FALSE	Block + Item	FALSE		"composter_fill_level": 4							FALSE	FALSE
Composter	composter	FALSE	Block + Item	FALSE		"composter_fill_level": 5							FALSE	FALSE
Composter	composter	FALSE	Block + Item	FALSE		"composter_fill_level": 6							FALSE	FALSE
Composter	composter	FALSE	Block + Item	FALSE		"composter_fill_level": 7							FALSE	FALSE
Composter	composter	FALSE	Block + Item	FALSE		"composter_fill_level": 8							FALSE	FALSE
Lit Blast Furnace	lit_blast_furnace	FALSE	Block + Item	FALSE	469	"facing_direction": 0 (unused)							FALSE	FALSE
Lit Blast Furnace	lit_blast_furnace	FALSE	Block + Item	FALSE		"facing_direction": 1 (unused)							FALSE	FALSE
Lit Blast Furnace	lit_blast_furnace	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)							FALSE	FALSE
Lit Blast Furnace	lit_blast_furnace	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)							FALSE	FALSE
Lit Blast Furnace	lit_blast_furnace	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)							FALSE	FALSE
Lit Blast Furnace	lit_blast_furnace	FALSE	Block + Item	TRUE		"facing_direction": 5 (facing east)							?	?
Light Block	light_block	FALSE	Block + Item	TRUE	470	"block_light_level": 0							?	?
Light Block	light_block	FALSE	Block + Item	TRUE		"block_light_level": 1							?	?
Light Block	light_block	FALSE	Block + Item	TRUE		"block_light_level": 2							?	?
Light Block	light_block	FALSE	Block + Item	TRUE		"block_light_level": 3							?	?
Light Block	light_block	FALSE	Block + Item	TRUE		"block_light_level": 4							?	?
Light Block	light_block	FALSE	Block + Item	TRUE		"block_light_level": 5							?	?
Light Block	light_block	FALSE	Block + Item	TRUE		"block_light_level": 6							?	?
Light Block	light_block	FALSE	Block + Item	TRUE		"block_light_level": 7							?	?
Light Block	light_block	FALSE	Block + Item	TRUE		"block_light_level": 8							?	?
Light Block	light_block	FALSE	Block + Item	TRUE		"block_light_level": 9							?	?
Light Block	light_block	FALSE	Block + Item	TRUE		"block_light_level": 10							?	?
Light Block	light_block	FALSE	Block + Item	TRUE		"block_light_level": 11							?	?
Light Block	light_block	FALSE	Block + Item	TRUE		"block_light_level": 12							?	?
Light Block	light_block	FALSE	Block + Item	TRUE		"block_light_level": 13							?	?
Light Block	light_block	FALSE	Block + Item	TRUE		"block_light_level": 14							?	?
Light Block	light_block	FALSE	Block + Item	TRUE		"block_light_level": 15							?	?
Wither Rose	wither_rose	TRUE	Block + Item	TRUE	471	FALSE							?	?
Sticky Piston Arm Collision	stickypistonarmcollision	FALSE	Block + Item	TRUE	472	FALSE							?	?
Bee Nest	bee_nest	TRUE	Block + Item	TRUE	473	"direction": 0 (facing south)	"honey_level": 0						?	?
Bee Nest	bee_nest	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"honey_level": 0						FALSE	FALSE
Bee Nest	bee_nest	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"honey_level": 0						FALSE	FALSE
Bee Nest	bee_nest	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"honey_level": 0						FALSE	FALSE
Bee Nest	bee_nest	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"honey_level": 1						FALSE	FALSE
Bee Nest	bee_nest	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"honey_level": 1						FALSE	FALSE
Bee Nest	bee_nest	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"honey_level": 1						FALSE	FALSE
Bee Nest	bee_nest	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"honey_level": 1						FALSE	FALSE
Bee Nest	bee_nest	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"honey_level": 2						FALSE	FALSE
Bee Nest	bee_nest	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"honey_level": 2						FALSE	FALSE
Bee Nest	bee_nest	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"honey_level": 2						FALSE	FALSE
Bee Nest	bee_nest	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"honey_level": 2						FALSE	FALSE
Bee Nest	bee_nest	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"honey_level": 3						FALSE	FALSE
Bee Nest	bee_nest	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"honey_level": 3						FALSE	FALSE
Bee Nest	bee_nest	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"honey_level": 3						FALSE	FALSE
Bee Nest	bee_nest	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"honey_level": 3						FALSE	FALSE
Bee Nest	bee_nest	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"honey_level": 4						FALSE	FALSE
Bee Nest	bee_nest	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"honey_level": 4						FALSE	FALSE
Bee Nest	bee_nest	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"honey_level": 4						FALSE	FALSE
Bee Nest	bee_nest	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"honey_level": 4						FALSE	FALSE
Bee Nest	bee_nest	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"honey_level": 5						FALSE	FALSE
Bee Nest	bee_nest	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"honey_level": 5						FALSE	FALSE
Bee Nest	bee_nest	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"honey_level": 5						FALSE	FALSE
Bee Nest	bee_nest	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"honey_level": 5						FALSE	FALSE
Beehive	beehive	TRUE	Block + Item	TRUE	474	"direction": 0 (facing south)	"honey_level": 0						?	?
Beehive	beehive	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"honey_level": 0						FALSE	FALSE
Beehive	beehive	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"honey_level": 0						FALSE	FALSE
Beehive	beehive	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"honey_level": 0						FALSE	FALSE
Beehive	beehive	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"honey_level": 1						FALSE	FALSE
Beehive	beehive	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"honey_level": 1						FALSE	FALSE
Beehive	beehive	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"honey_level": 1						FALSE	FALSE
Beehive	beehive	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"honey_level": 1						FALSE	FALSE
Beehive	beehive	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"honey_level": 2						FALSE	FALSE
Beehive	beehive	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"honey_level": 2						FALSE	FALSE
Beehive	beehive	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"honey_level": 2						FALSE	FALSE
Beehive	beehive	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"honey_level": 2						FALSE	FALSE
Beehive	beehive	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"honey_level": 3						FALSE	FALSE
Beehive	beehive	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"honey_level": 3						FALSE	FALSE
Beehive	beehive	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"honey_level": 3						FALSE	FALSE
Beehive	beehive	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"honey_level": 3						FALSE	FALSE
Beehive	beehive	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"honey_level": 4						FALSE	FALSE
Beehive	beehive	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"honey_level": 4						FALSE	FALSE
Beehive	beehive	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"honey_level": 4						FALSE	FALSE
Beehive	beehive	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"honey_level": 4						FALSE	FALSE
Beehive	beehive	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"honey_level": 5						FALSE	FALSE
Beehive	beehive	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"honey_level": 5						FALSE	FALSE
Beehive	beehive	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"honey_level": 5						FALSE	FALSE
Beehive	beehive	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"honey_level": 5						FALSE	FALSE
Honey Block	honey_block	TRUE	Block + Item	TRUE	475	FALSE							?	?
Honeycomb Block	honeycomb_block	TRUE	Block + Item	TRUE	476	FALSE							?	?
Lodestone	lodestone	TRUE	Block + Item	TRUE	477	FALSE							?	?
Crimson Roots	crimson_roots	TRUE	Block + Item	TRUE	478	FALSE							?	?
Warped Roots	warped_roots	TRUE	Block + Item	TRUE	479	FALSE							?	?
Crimson Stem	crimson_stem	TRUE	Block + Item	TRUE	480	"pillar_axis": "y"							?	?
Crimson Stem	crimson_stem	FALSE	Block + Item	FALSE		"pillar_axis": "x"							FALSE	FALSE
Crimson Stem	crimson_stem	FALSE	Block + Item	FALSE		"pillar_axis": "z"							FALSE	FALSE
Warped Stem	warped_stem	TRUE	Block + Item	TRUE	481	"pillar_axis": "y"							?	?
Warped Stem	warped_stem	FALSE	Block + Item	FALSE		"pillar_axis": "x"							FALSE	FALSE
Warped Stem	warped_stem	FALSE	Block + Item	FALSE		"pillar_axis": "z"							FALSE	FALSE
Warped Wart Block	warped_wart_block	TRUE	Block + Item	TRUE	482	FALSE							?	?
Crimson Fungus	crimson_fungus	TRUE	Block + Item	TRUE	483	FALSE							?	?
Warped Fungus	warped_fungus	TRUE	Block + Item	TRUE	484	FALSE							?	?
Shroomlight	shroomlight	TRUE	Block + Item	TRUE	485	FALSE							?	?
Weeping Vines	weeping_vines	TRUE	Block + Item	TRUE	486	"age": 0 (each time it grows, the block state grows)							?	?
Weeping Vines	weeping_vines	FALSE	Block + Item	FALSE		"age": 1							FALSE	FALSE
Weeping Vines	weeping_vines	FALSE	Block + Item	FALSE		"age": 2							FALSE	FALSE
Weeping Vines	weeping_vines	FALSE	Block + Item	FALSE		"age": 3							FALSE	FALSE
Weeping Vines	weeping_vines	FALSE	Block + Item	FALSE		"age": 4							FALSE	FALSE
Weeping Vines	weeping_vines	FALSE	Block + Item	FALSE		"age": 5							FALSE	FALSE
Weeping Vines	weeping_vines	FALSE	Block + Item	FALSE		"age": 6							FALSE	FALSE
Weeping Vines	weeping_vines	FALSE	Block + Item	FALSE		"age": 7							FALSE	FALSE
Weeping Vines	weeping_vines	FALSE	Block + Item	FALSE		"age": 8							FALSE	FALSE
Weeping Vines	weeping_vines	FALSE	Block + Item	FALSE		"age": 9							FALSE	FALSE
Weeping Vines	weeping_vines	FALSE	Block + Item	FALSE		"age": 10							FALSE	FALSE
Weeping Vines	weeping_vines	FALSE	Block + Item	FALSE		"age": 11							FALSE	FALSE
Weeping Vines	weeping_vines	FALSE	Block + Item	FALSE		"age": 12							FALSE	FALSE
Weeping Vines	weeping_vines	FALSE	Block + Item	FALSE		"age": 13							FALSE	FALSE
Weeping Vines	weeping_vines	FALSE	Block + Item	FALSE		"age": 14							FALSE	FALSE
Weeping Vines	weeping_vines	FALSE	Block + Item	FALSE		"age": 15							FALSE	FALSE
Weeping Vines	weeping_vines	FALSE	Block + Item	FALSE		"age": 16							FALSE	FALSE
Weeping Vines	weeping_vines	FALSE	Block + Item	FALSE		"age": 17							FALSE	FALSE
Weeping Vines	weeping_vines	FALSE	Block + Item	FALSE		"age": 18							FALSE	FALSE
Weeping Vines	weeping_vines	FALSE	Block + Item	FALSE		"age": 19							FALSE	FALSE
Weeping Vines	weeping_vines	FALSE	Block + Item	FALSE		"age": 20							FALSE	FALSE
Weeping Vines	weeping_vines	FALSE	Block + Item	FALSE		"age": 21							FALSE	FALSE
Weeping Vines	weeping_vines	FALSE	Block + Item	FALSE		"age": 22							FALSE	FALSE
Weeping Vines	weeping_vines	FALSE	Block + Item	FALSE		"age": 23							FALSE	FALSE
Weeping Vines	weeping_vines	FALSE	Block + Item	FALSE		"age": 24							FALSE	FALSE
Weeping Vines	weeping_vines	FALSE	Block + Item	FALSE		"age": 25							FALSE	FALSE
Crimson Nylium	crimson_nylium	TRUE	Block + Item	TRUE	487	FALSE							?	?
Warped Nylium	warped_nylium	TRUE	Block + Item	TRUE	488	FALSE							?	?
Basalt	basalt	TRUE	Block + Item	TRUE	489	"pillar_axis": "y"							?	?
Basalt	basalt	FALSE	Block + Item	FALSE		"pillar_axis": "x"							FALSE	FALSE
Basalt	basalt	FALSE	Block + Item	FALSE		"pillar_axis": "z"							FALSE	FALSE
Polished Basalt	polished_basalt	TRUE	Block + Item	TRUE	490	"pillar_axis": "y"							?	?
Polished Basalt	polished_basalt	FALSE	Block + Item	FALSE		"pillar_axis": "x"							FALSE	FALSE
Polished Basalt	polished_basalt	FALSE	Block + Item	FALSE		"pillar_axis": "z"							FALSE	FALSE
Soul Soil	soul_soil	TRUE	Block + Item	TRUE	491	FALSE							?	?
Soul Fire	soul_fire	FALSE	Block + Item	TRUE	492	"age": 0 (starting at 0, degrading to a lower number until it stops)							?	?
Soul Fire	soul_fire	FALSE	Block + Item	FALSE		"age": 1							FALSE	FALSE
Soul Fire	soul_fire	FALSE	Block + Item	FALSE		"age": 2							FALSE	FALSE
Soul Fire	soul_fire	FALSE	Block + Item	FALSE		"age": 3							FALSE	FALSE
Soul Fire	soul_fire	FALSE	Block + Item	FALSE		"age": 4							FALSE	FALSE
Soul Fire	soul_fire	FALSE	Block + Item	FALSE		"age": 5							FALSE	FALSE
Soul Fire	soul_fire	FALSE	Block + Item	FALSE		"age": 6							FALSE	FALSE
Soul Fire	soul_fire	FALSE	Block + Item	FALSE		"age": 7							FALSE	FALSE
Soul Fire	soul_fire	FALSE	Block + Item	FALSE		"age": 8							FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States						(Un)obtainable category	(Un)obtainable method
Soul Fire	soul_fire	FALSE	Block + Item	FALSE		"age": 9						FALSE	FALSE
Soul Fire	soul_fire	FALSE	Block + Item	FALSE		"age": 10						FALSE	FALSE
Soul Fire	soul_fire	FALSE	Block + Item	FALSE		"age": 11						FALSE	FALSE
Soul Fire	soul_fire	FALSE	Block + Item	FALSE		"age": 12						FALSE	FALSE
Soul Fire	soul_fire	FALSE	Block + Item	FALSE		"age": 13						FALSE	FALSE
Soul Fire	soul_fire	FALSE	Block + Item	FALSE		"age": 14						FALSE	FALSE
Soul Fire	soul_fire	FALSE	Block + Item	FALSE		"age": 15						FALSE	FALSE
Nether Sprouts	item.nether_sprouts	TRUE	Block + Item	TRUE	493	FALSE						?	?
Target	target	TRUE	Block + Item	TRUE	494	FALSE						?	?
Stripped Crimson Stem	stripped_crimson_stem	TRUE	Block + Item	TRUE	495	"pillar_axis": "y"						?	?
Stripped Crimson Stem	stripped_crimson_stem	FALSE	Block + Item	FALSE		"pillar_axis": "x"						FALSE	FALSE
Stripped Crimson Stem	stripped_crimson_stem	FALSE	Block + Item	FALSE		"pillar_axis": "z"						FALSE	FALSE
Stripped Warped Stem	stripped_warped_stem	TRUE	Block + Item	TRUE	496	"pillar_axis": "y"						?	?
Stripped Warped Stem	stripped_warped_stem	FALSE	Block + Item	FALSE		"pillar_axis": "x"						FALSE	FALSE
Stripped Warped Stem	stripped_warped_stem	FALSE	Block + Item	FALSE		"pillar_axis": "z"						FALSE	FALSE
Crimson Planks	crimson_planks	TRUE	Block + Item	TRUE	497	FALSE						?	?
Warped Planks	warped_planks	TRUE	Block + Item	TRUE	498	FALSE						?	?
(Lower) Crimson Door	item.crimson_door	FALSE	Block DIF Item	TRUE	499	"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			?	?
(Lower) Crimson Door	item.crimson_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Crimson Door	item.crimson_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Crimson Door	item.crimson_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Crimson Door	item.crimson_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Crimson Door	item.crimson_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Crimson Door	item.crimson_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Crimson Door	item.crimson_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Crimson Door	item.crimson_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Crimson Door	item.crimson_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Crimson Door	item.crimson_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Crimson Door	item.crimson_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Crimson Door	item.crimson_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Crimson Door	item.crimson_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Crimson Door	item.crimson_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Crimson Door	item.crimson_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Upper) Crimson Door	item.crimson_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Crimson Door	item.crimson_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Crimson Door	item.crimson_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Crimson Door	item.crimson_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Crimson Door	item.crimson_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Crimson Door	item.crimson_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Crimson Door	item.crimson_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Crimson Door	item.crimson_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Crimson Door	item.crimson_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Upper) Crimson Door	item.crimson_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Upper) Crimson Door	item.crimson_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Upper) Crimson Door	item.crimson_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Lower) Warped Door	item.warped_door	FALSE	Block DIF Item	TRUE	500	"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			?	?
(Lower) Warped Door	item.warped_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Warped Door	item.warped_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Warped Door	item.warped_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Warped Door	item.warped_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Warped Door	item.warped_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Warped Door	item.warped_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Warped Door	item.warped_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": false			FALSE	FALSE
(Lower) Warped Door	item.warped_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Warped Door	item.warped_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Warped Door	item.warped_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Warped Door	item.warped_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Warped Door	item.warped_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Warped Door	item.warped_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Warped Door	item.warped_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Lower) Warped Door	item.warped_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": false			FALSE	FALSE
(Upper) Warped Door	item.warped_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Warped Door	item.warped_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Warped Door	item.warped_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Warped Door	item.warped_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Warped Door	item.warped_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Warped Door	item.warped_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Warped Door	item.warped_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Warped Door	item.warped_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": true	"open_bit": false	"upper_block_bit": true			FALSE	FALSE
(Upper) Warped Door	item.warped_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Upper) Warped Door	item.warped_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Upper) Warped Door	item.warped_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Upper) Warped Door	item.warped_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": false	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Upper) Warped Door	item.warped_door	FALSE	Block DIF Item	FALSE		"direction": 0 (facing east)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Upper) Warped Door	item.warped_door	FALSE	Block DIF Item	FALSE		"direction": 1 (facing south)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Upper) Warped Door	item.warped_door	FALSE	Block DIF Item	FALSE		"direction": 2 (facing west)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
(Upper) Warped Door	item.warped_door	FALSE	Block DIF Item	FALSE		"direction": 3 (facing north)	"door_hinge_bit": true	"open_bit": true	"upper_block_bit": true			FALSE	FALSE
Crimson Trapdoor	crimson_trapdoor	TRUE	Block + Item	TRUE	501	"direction": 0 (facing west)	"upside_down_bit": false	"open_bit": false				?	?
Crimson Trapdoor	crimson_trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": false	"open_bit": false				FALSE	FALSE
Crimson Trapdoor	crimson_trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": false	"open_bit": false				FALSE	FALSE
Crimson Trapdoor	crimson_trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": false	"open_bit": false				FALSE	FALSE
Crimson Trapdoor	crimson_trapdoor	FALSE	Block + Item	FALSE		"direction": 0 (facing west)	"upside_down_bit": true	"open_bit": false				FALSE	FALSE
Crimson Trapdoor	crimson_trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": true	"open_bit": false				FALSE	FALSE
Crimson Trapdoor	crimson_trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": true	"open_bit": false				FALSE	FALSE
Crimson Trapdoor	crimson_trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": true	"open_bit": false				FALSE	FALSE
Crimson Trapdoor	crimson_trapdoor	FALSE	Block + Item	FALSE		"direction": 0 (facing west)	"upside_down_bit": false	"open_bit": true				FALSE	FALSE
Crimson Trapdoor	crimson_trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": false	"open_bit": true				FALSE	FALSE
Crimson Trapdoor	crimson_trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": false	"open_bit": true				FALSE	FALSE
Crimson Trapdoor	crimson_trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": false	"open_bit": true				FALSE	FALSE
Crimson Trapdoor	crimson_trapdoor	FALSE	Block + Item	FALSE		"direction": 0 (facing west)	"upside_down_bit": true	"open_bit": true				FALSE	FALSE
Crimson Trapdoor	crimson_trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": true	"open_bit": true				FALSE	FALSE
Crimson Trapdoor	crimson_trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": true	"open_bit": true				FALSE	FALSE
Crimson Trapdoor	crimson_trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": true	"open_bit": true				FALSE	FALSE
Warped Trapdoor	warped_trapdoor	TRUE	Block + Item	TRUE	502	"direction": 0 (facing west)	"upside_down_bit": false	"open_bit": false				?	?
Warped Trapdoor	warped_trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": false	"open_bit": false				FALSE	FALSE
Warped Trapdoor	warped_trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": false	"open_bit": false				FALSE	FALSE
Warped Trapdoor	warped_trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": false	"open_bit": false				FALSE	FALSE
Warped Trapdoor	warped_trapdoor	FALSE	Block + Item	FALSE		"direction": 0 (facing west)	"upside_down_bit": true	"open_bit": false				FALSE	FALSE
Warped Trapdoor	warped_trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": true	"open_bit": false				FALSE	FALSE
Warped Trapdoor	warped_trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": true	"open_bit": false				FALSE	FALSE
Warped Trapdoor	warped_trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": true	"open_bit": false				FALSE	FALSE
Warped Trapdoor	warped_trapdoor	FALSE	Block + Item	FALSE		"direction": 0 (facing west)	"upside_down_bit": false	"open_bit": true				FALSE	FALSE
Warped Trapdoor	warped_trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": false	"open_bit": true				FALSE	FALSE
Warped Trapdoor	warped_trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": false	"open_bit": true				FALSE	FALSE
Warped Trapdoor	warped_trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": false	"open_bit": true				FALSE	FALSE
Warped Trapdoor	warped_trapdoor	FALSE	Block + Item	FALSE		"direction": 0 (facing west)	"upside_down_bit": true	"open_bit": true				FALSE	FALSE
Warped Trapdoor	warped_trapdoor	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"upside_down_bit": true	"open_bit": true				FALSE	FALSE
Warped Trapdoor	warped_trapdoor	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upside_down_bit": true	"open_bit": true				FALSE	FALSE
Warped Trapdoor	warped_trapdoor	FALSE	Block + Item	FALSE		"direction": 3 (facing south)	"upside_down_bit": true	"open_bit": true				FALSE	FALSE
(unused)	(unused)	(unused)	(unused)	(unused)	503	unused15	(unused)	(unused)	(unused)	(unused)	(unused)	?	?
(unused)	(unused)	(unused)	(unused)	(unused)	504	(unused)	(unused)	(unused)	(unused)	(unused)	(unused)	?	?
Crimson Sign	crimson_standing_sign	FALSE	Block DIF Item	TRUE	505	"ground_sign_direction": 0 (facing south)						?	?
Crimson Sign	crimson_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 1 (facing south-southwest)						FALSE	FALSE
Crimson Sign	crimson_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 2 (facing southwest)						FALSE	FALSE
Crimson Sign	crimson_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 3 (facing west-southwest)						FALSE	FALSE
Crimson Sign	crimson_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 4 (facing west)						FALSE	FALSE
Crimson Sign	crimson_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 5 (facing west-northwest)						FALSE	FALSE
Crimson Sign	crimson_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 6 (facing northwest)						FALSE	FALSE
Crimson Sign	crimson_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 7 (facing north-northwest)						FALSE	FALSE
Crimson Sign	crimson_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 8 (facing north)						FALSE	FALSE
Crimson Sign	crimson_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 9 (facing north-northeast)						FALSE	FALSE
Crimson Sign	crimson_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 10 (facing northeast)						FALSE	FALSE
Crimson Sign	crimson_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 11 (facing east-northeast)						FALSE	FALSE
Crimson Sign	crimson_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 12 (facing east)						FALSE	FALSE
Crimson Sign	crimson_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 13 (facing east-southeast)						FALSE	FALSE
Crimson Sign	crimson_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 14 (facing southeast)						FALSE	FALSE
Crimson Sign	crimson_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 15 (facing south-southeast)						FALSE	FALSE
Warped Sign	warped_standing_sign	FALSE	Block DIF Item	TRUE	506	"ground_sign_direction": 0 (facing south)						?	?
Warped Sign	warped_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 1 (facing south-southwest)						FALSE	FALSE
Warped Sign	warped_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 2 (facing southwest)						FALSE	FALSE
Warped Sign	warped_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 3 (facing west-southwest)						FALSE	FALSE
Warped Sign	warped_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 4 (facing west)						FALSE	FALSE
Warped Sign	warped_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 5 (facing west-northwest)						FALSE	FALSE
Warped Sign	warped_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 6 (facing northwest)						FALSE	FALSE
Warped Sign	warped_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 7 (facing north-northwest)						FALSE	FALSE
Warped Sign	warped_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 8 (facing north)						FALSE	FALSE
Warped Sign	warped_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 9 (facing north-northeast)						FALSE	FALSE
Warped Sign	warped_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 10 (facing northeast)						FALSE	FALSE
Warped Sign	warped_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 11 (facing east-northeast)						FALSE	FALSE
Warped Sign	warped_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 12 (facing east)						FALSE	FALSE
Warped Sign	warped_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 13 (facing east-southeast)						FALSE	FALSE
Warped Sign	warped_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 14 (facing southeast)						FALSE	FALSE
Warped Sign	warped_standing_sign	FALSE	Block DIF Item	FALSE		"ground_sign_direction": 15 (facing south-southeast)						FALSE	FALSE
Crimson Wall Sign	crimson_wall_sign	FALSE	Block DIF Item	FALSE	507	"facing_direction": 0 (unused)						FALSE	FALSE
Crimson Wall Sign	crimson_wall_sign	FALSE	Block DIF Item	FALSE		"facing_direction": 1 (unused)						FALSE	FALSE
Crimson Wall Sign	crimson_wall_sign	FALSE	Block DIF Item	FALSE		"facing_direction": 2 (facing north)						FALSE	FALSE
Crimson Wall Sign	crimson_wall_sign	FALSE	Block DIF Item	FALSE		"facing_direction": 3 (facing south)						FALSE	FALSE
Crimson Wall Sign	crimson_wall_sign	FALSE	Block DIF Item	FALSE		"facing_direction": 4 (facing west)						FALSE	FALSE
Crimson Wall Sign	crimson_wall_sign	FALSE	Block DIF Item	TRUE		"facing_direction": 5 (facing east)						?	?
Warped Wall Sign	warped_wall_sign	FALSE	Block DIF Item	FALSE	508	"facing_direction": 0 (unused)						FALSE	FALSE
Warped Wall Sign	warped_wall_sign	FALSE	Block DIF Item	FALSE		"facing_direction": 1 (unused)						FALSE	FALSE
Warped Wall Sign	warped_wall_sign	FALSE	Block DIF Item	FALSE		"facing_direction": 2 (facing north)						FALSE	FALSE
Warped Wall Sign	warped_wall_sign	FALSE	Block DIF Item	FALSE		"facing_direction": 3 (facing south)						FALSE	FALSE
Warped Wall Sign	warped_wall_sign	FALSE	Block DIF Item	FALSE		"facing_direction": 4 (facing west)						FALSE	FALSE
Warped Wall Sign	warped_wall_sign	FALSE	Block DIF Item	TRUE		"facing_direction": 5 (facing east)						?	?
Crimson Stairs	crimson_stairs	TRUE	Block + Item	TRUE	509	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					?	?
Crimson Stairs	crimson_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false					FALSE	FALSE
Crimson Stairs	crimson_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false					FALSE	FALSE
Crimson Stairs	crimson_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false					FALSE	FALSE
Crimson Stairs	crimson_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true					FALSE	FALSE
Crimson Stairs	crimson_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true					FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States					(Un)obtainable category	(Un)obtainable method
Crimson Stairs	crimson_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true				FALSE	FALSE
Crimson Stairs	crimson_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true				FALSE	FALSE
Warped Stairs	warped_stairs	TRUE	Block + Item	TRUE	510	"weirdo_direction": 0 (facing east)	"upside_down_bit": false				?	?
Warped Stairs	warped_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false				FALSE	FALSE
Warped Stairs	warped_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false				FALSE	FALSE
Warped Stairs	warped_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false				FALSE	FALSE
Warped Stairs	warped_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true				FALSE	FALSE
Warped Stairs	warped_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true				FALSE	FALSE
Warped Stairs	warped_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true				FALSE	FALSE
Warped Stairs	warped_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true				FALSE	FALSE
Crimson Fence	crimson_fence	TRUE	Block + Item	TRUE	511	FALSE					?	?
Warped Fence	warped_fence	TRUE	Block + Item	TRUE	512	FALSE					?	?
Crimson Fence Gate	crimson_fence_gate	TRUE	Block + Item	TRUE	513	"direction": 0	"open_bit": false	"in_wall_bit": false			?	?
Crimson Fence Gate	crimson_fence_gate	FALSE	Block + Item	FALSE		"direction": 1	"open_bit": false	"in_wall_bit": false			FALSE	FALSE
Crimson Fence Gate	crimson_fence_gate	FALSE	Block + Item	FALSE		"direction": 2	"open_bit": false	"in_wall_bit": false			FALSE	FALSE
Crimson Fence Gate	crimson_fence_gate	FALSE	Block + Item	FALSE		"direction": 3	"open_bit": false	"in_wall_bit": false			FALSE	FALSE
Crimson Fence Gate	crimson_fence_gate	FALSE	Block + Item	FALSE		"direction": 0	"open_bit": true	"in_wall_bit": false			FALSE	FALSE
Crimson Fence Gate	crimson_fence_gate	FALSE	Block + Item	FALSE		"direction": 1	"open_bit": true	"in_wall_bit": false			FALSE	FALSE
Crimson Fence Gate	crimson_fence_gate	FALSE	Block + Item	FALSE		"direction": 2	"open_bit": true	"in_wall_bit": false			FALSE	FALSE
Crimson Fence Gate	crimson_fence_gate	FALSE	Block + Item	FALSE		"direction": 3	"open_bit": true	"in_wall_bit": false			FALSE	FALSE
Crimson Fence Gate	crimson_fence_gate	FALSE	Block + Item	FALSE		"direction": 0	"open_bit": false	"in_wall_bit": true			FALSE	FALSE
Crimson Fence Gate	crimson_fence_gate	FALSE	Block + Item	FALSE		"direction": 1	"open_bit": false	"in_wall_bit": true			FALSE	FALSE
Crimson Fence Gate	crimson_fence_gate	FALSE	Block + Item	FALSE		"direction": 2	"open_bit": false	"in_wall_bit": true			FALSE	FALSE
Crimson Fence Gate	crimson_fence_gate	FALSE	Block + Item	FALSE		"direction": 3	"open_bit": false	"in_wall_bit": true			FALSE	FALSE
Crimson Fence Gate	crimson_fence_gate	FALSE	Block + Item	FALSE		"direction": 0	"open_bit": true	"in_wall_bit": true			FALSE	FALSE
Crimson Fence Gate	crimson_fence_gate	FALSE	Block + Item	FALSE		"direction": 1	"open_bit": true	"in_wall_bit": true			FALSE	FALSE
Crimson Fence Gate	crimson_fence_gate	FALSE	Block + Item	FALSE		"direction": 2	"open_bit": true	"in_wall_bit": true			FALSE	FALSE
Crimson Fence Gate	crimson_fence_gate	FALSE	Block + Item	FALSE		"direction": 3	"open_bit": true	"in_wall_bit": true			FALSE	FALSE
Warped Fence Gate	warped_fence_gate	TRUE	Block + Item	TRUE	514	"direction": 0	"open_bit": false	"in_wall_bit": false			?	?
Warped Fence Gate	warped_fence_gate	FALSE	Block + Item	FALSE		"direction": 1	"open_bit": false	"in_wall_bit": false			FALSE	FALSE
Warped Fence Gate	warped_fence_gate	FALSE	Block + Item	FALSE		"direction": 2	"open_bit": false	"in_wall_bit": false			FALSE	FALSE
Warped Fence Gate	warped_fence_gate	FALSE	Block + Item	FALSE		"direction": 3	"open_bit": false	"in_wall_bit": false			FALSE	FALSE
Warped Fence Gate	warped_fence_gate	FALSE	Block + Item	FALSE		"direction": 0	"open_bit": true	"in_wall_bit": false			FALSE	FALSE
Warped Fence Gate	warped_fence_gate	FALSE	Block + Item	FALSE		"direction": 1	"open_bit": true	"in_wall_bit": false			FALSE	FALSE
Warped Fence Gate	warped_fence_gate	FALSE	Block + Item	FALSE		"direction": 2	"open_bit": true	"in_wall_bit": false			FALSE	FALSE
Warped Fence Gate	warped_fence_gate	FALSE	Block + Item	FALSE		"direction": 3	"open_bit": true	"in_wall_bit": false			FALSE	FALSE
Warped Fence Gate	warped_fence_gate	FALSE	Block + Item	FALSE		"direction": 0	"open_bit": false	"in_wall_bit": true			FALSE	FALSE
Warped Fence Gate	warped_fence_gate	FALSE	Block + Item	FALSE		"direction": 1	"open_bit": false	"in_wall_bit": true			FALSE	FALSE
Warped Fence Gate	warped_fence_gate	FALSE	Block + Item	FALSE		"direction": 2	"open_bit": false	"in_wall_bit": true			FALSE	FALSE
Warped Fence Gate	warped_fence_gate	FALSE	Block + Item	FALSE		"direction": 3	"open_bit": false	"in_wall_bit": true			FALSE	FALSE
Warped Fence Gate	warped_fence_gate	FALSE	Block + Item	FALSE		"direction": 0	"open_bit": true	"in_wall_bit": true			FALSE	FALSE
Warped Fence Gate	warped_fence_gate	FALSE	Block + Item	FALSE		"direction": 1	"open_bit": true	"in_wall_bit": true			FALSE	FALSE
Warped Fence Gate	warped_fence_gate	FALSE	Block + Item	FALSE		"direction": 2	"open_bit": true	"in_wall_bit": true			FALSE	FALSE
Warped Fence Gate	warped_fence_gate	FALSE	Block + Item	FALSE		"direction": 3	"open_bit": true	"in_wall_bit": true			FALSE	FALSE
Crimson Button	crimson_button	TRUE	Block + Item	TRUE	515	"facing_direction": 0 (facing down)	"button_pressed_bit": false				?	?
Crimson Button	crimson_button	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"button_pressed_bit": false				FALSE	FALSE
Crimson Button	crimson_button	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"button_pressed_bit": false				FALSE	FALSE
Crimson Button	crimson_button	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"button_pressed_bit": false				FALSE	FALSE
Crimson Button	crimson_button	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"button_pressed_bit": false				FALSE	FALSE
Crimson Button	crimson_button	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"button_pressed_bit": false				FALSE	FALSE
Crimson Button	crimson_button	FALSE	Block + Item	FALSE		"facing_direction": 0 (facing down)	"button_pressed_bit": true				FALSE	FALSE
Crimson Button	crimson_button	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"button_pressed_bit": true				FALSE	FALSE
Crimson Button	crimson_button	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"button_pressed_bit": true				FALSE	FALSE
Crimson Button	crimson_button	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"button_pressed_bit": true				FALSE	FALSE
Crimson Button	crimson_button	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"button_pressed_bit": true				FALSE	FALSE
Crimson Button	crimson_button	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"button_pressed_bit": true				FALSE	FALSE
Warped Button	warped_button	TRUE	Block + Item	TRUE	516	"facing_direction": 0 (facing down)	"button_pressed_bit": false				?	?
Warped Button	warped_button	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"button_pressed_bit": false				FALSE	FALSE
Warped Button	warped_button	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"button_pressed_bit": false				FALSE	FALSE
Warped Button	warped_button	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"button_pressed_bit": false				FALSE	FALSE
Warped Button	warped_button	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"button_pressed_bit": false				FALSE	FALSE
Warped Button	warped_button	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"button_pressed_bit": false				FALSE	FALSE
Warped Button	warped_button	FALSE	Block + Item	FALSE		"facing_direction": 0 (facing down)	"button_pressed_bit": true				FALSE	FALSE
Warped Button	warped_button	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"button_pressed_bit": true				FALSE	FALSE
Warped Button	warped_button	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"button_pressed_bit": true				FALSE	FALSE
Warped Button	warped_button	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"button_pressed_bit": true				FALSE	FALSE
Warped Button	warped_button	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"button_pressed_bit": true				FALSE	FALSE
Warped Button	warped_button	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"button_pressed_bit": true				FALSE	FALSE
Crimson Pressure Plate	crimson_pressure_plate	TRUE	Block + Item	TRUE	517	"redstone_signal": 0					?	?
Crimson Pressure Plate	crimson_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 1					FALSE	FALSE
Crimson Pressure Plate	crimson_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 2 (unused)					FALSE	FALSE
Crimson Pressure Plate	crimson_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 3 (unused)					FALSE	FALSE
Crimson Pressure Plate	crimson_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 4 (unused)					FALSE	FALSE
Crimson Pressure Plate	crimson_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 5 (unused)					FALSE	FALSE
Crimson Pressure Plate	crimson_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 6 (unused)					FALSE	FALSE
Crimson Pressure Plate	crimson_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 7 (unused)					FALSE	FALSE
Crimson Pressure Plate	crimson_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 8 (unused)					FALSE	FALSE
Crimson Pressure Plate	crimson_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 9 (unused)					FALSE	FALSE
Crimson Pressure Plate	crimson_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 10 (unused)					FALSE	FALSE
Crimson Pressure Plate	crimson_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 11 (unused)					FALSE	FALSE
Crimson Pressure Plate	crimson_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 12 (unused)					FALSE	FALSE
Crimson Pressure Plate	crimson_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 13 (unused)					FALSE	FALSE
Crimson Pressure Plate	crimson_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 14 (unused)					FALSE	FALSE
Crimson Pressure Plate	crimson_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 15 (unused)					FALSE	FALSE
Warped Pressure Plate	warped_pressure_plate	TRUE	Block + Item	TRUE	518	"redstone_signal": 0					?	?
Warped Pressure Plate	warped_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 1					FALSE	FALSE
Warped Pressure Plate	warped_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 2 (unused)					FALSE	FALSE
Warped Pressure Plate	warped_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 3 (unused)					FALSE	FALSE
Warped Pressure Plate	warped_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 4 (unused)					FALSE	FALSE
Warped Pressure Plate	warped_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 5 (unused)					FALSE	FALSE
Warped Pressure Plate	warped_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 6 (unused)					FALSE	FALSE
Warped Pressure Plate	warped_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 7 (unused)					FALSE	FALSE
Warped Pressure Plate	warped_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 8 (unused)					FALSE	FALSE
Warped Pressure Plate	warped_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 9 (unused)					FALSE	FALSE
Warped Pressure Plate	warped_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 10 (unused)					FALSE	FALSE
Warped Pressure Plate	warped_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 11 (unused)					FALSE	FALSE
Warped Pressure Plate	warped_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 12 (unused)					FALSE	FALSE
Warped Pressure Plate	warped_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 13 (unused)					FALSE	FALSE
Warped Pressure Plate	warped_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 14 (unused)					FALSE	FALSE
Warped Pressure Plate	warped_pressure_plate	FALSE	Block + Item	FALSE		"redstone_signal": 15 (unused)					FALSE	FALSE
(Lower) Crimson Slab	crimson_slab	TRUE	Block + Item	TRUE	519	"top_slot_bit": false					?	?
(Upper) Crimson Slab	crimson_slab	FALSE	Block + Item	FALSE		"top_slot_bit": true					FALSE	FALSE
(Lower) Warped Slab	warped_slab	TRUE	Block + Item	TRUE	520	"top_slot_bit": false					?	?
(Upper) Warped Slab	warped_slab	FALSE	Block + Item	FALSE		"top_slot_bit": true					FALSE	FALSE
Crimson Double Slab	crimson_double_slab	FALSE	Block + Item	TRUE	521	"top_slot_bit": false					?	?
Crimson Double Slab	crimson_double_slab	FALSE	Block + Item	FALSE		"top_slot_bit": true					FALSE	FALSE
Warped Double Slab	warped_double_slab	FALSE	Block + Item	TRUE	522	"top_slot_bit": false					?	?
Warped Double Slab	warped_double_slab	FALSE	Block + Item	FALSE		"top_slot_bit": true					FALSE	FALSE
Soul Torch	soul_torch	FALSE	Block + Item	FALSE	523	"torch_facing_direction": "unknown" (unused)					FALSE	FALSE
Soul Torch	soul_torch	FALSE	Block + Item	FALSE		"torch_facing_direction": "west"					FALSE	FALSE
Soul Torch	soul_torch	FALSE	Block + Item	FALSE		"torch_facing_direction": "east"					FALSE	FALSE
Soul Torch	soul_torch	FALSE	Block + Item	FALSE		"torch_facing_direction": "north"					FALSE	FALSE
Soul Torch	soul_torch	FALSE	Block + Item	FALSE		"torch_facing_direction": "south"					FALSE	FALSE
Soul Torch	soul_torch	TRUE	Block + Item	TRUE		"torch_facing_direction": "top"					?	?
Soul Lantern	soul_lantern	TRUE	Block + Item	TRUE	524	"hanging": "false"					?	?
Soul Lantern	soul_lantern	FALSE	Block + Item	FALSE		"hanging": "true"					FALSE	FALSE
Block of Netherite	netherite_block	TRUE	Block + Item	TRUE	525	FALSE					?	?
Ancient Debris	ancient_debris	TRUE	Block + Item	TRUE	526	FALSE					?	?
Respawn Anchor	respawn_anchor	TRUE	Block + Item	TRUE	527	"respawn_anchor_charge": 0					?	?
Respawn Anchor	respawn_anchor	FALSE	Block + Item	TRUE		"respawn_anchor_charge": 1					?	?
Respawn Anchor	respawn_anchor	FALSE	Block + Item	TRUE		"respawn_anchor_charge": 2					?	?
Respawn Anchor	respawn_anchor	FALSE	Block + Item	TRUE		"respawn_anchor_charge": 3					?	?
Respawn Anchor	respawn_anchor	FALSE	Block + Item	TRUE		"respawn_anchor_charge": 4					?	?
Blackstone	blackstone	TRUE	Block + Item	TRUE	528	FALSE					?	?
Polished Blackstone Bricks	polished_blackstone_brick	TRUE	Block + Item	TRUE	529	FALSE					?	?
Polished Blackstone Brick Stairs	polished_blackstone_brick	TRUE	Block + Item	TRUE	530	"weirdo_direction": 0 (facing east)	"upside_down_bit": false				?	?
Polished Blackstone Brick Stairs	polished_blackstone_brick	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false				FALSE	FALSE
Polished Blackstone Brick Stairs	polished_blackstone_brick	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false				FALSE	FALSE
Polished Blackstone Brick Stairs	polished_blackstone_brick	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false				FALSE	FALSE
Polished Blackstone Brick Stairs	polished_blackstone_brick	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true				FALSE	FALSE
Polished Blackstone Brick Stairs	polished_blackstone_brick	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true				FALSE	FALSE
Polished Blackstone Brick Stairs	polished_blackstone_brick	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true				FALSE	FALSE
Polished Blackstone Brick Stairs	polished_blackstone_brick	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true				FALSE	FALSE
Blackstone Stairs	blackstone_stairs	TRUE	Block + Item	TRUE	531	"weirdo_direction": 0 (facing east)	"upside_down_bit": false				?	?
Blackstone Stairs	blackstone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false				FALSE	FALSE
Blackstone Stairs	blackstone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false				FALSE	FALSE
Blackstone Stairs	blackstone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false				FALSE	FALSE
Blackstone Stairs	blackstone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true				FALSE	FALSE
Blackstone Stairs	blackstone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true				FALSE	FALSE
Blackstone Stairs	blackstone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true				FALSE	FALSE
Blackstone Stairs	blackstone_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true				FALSE	FALSE
Blackstone Wall	blackstone_wall	TRUE	Block + Item	TRUE	532	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	?	?
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false	FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States						(Un)obtainable category	(Un)obtainable method
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Blackstone Wall	blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	TRUE	Block + Item	TRUE	533	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false		?	?
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Block	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Block	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Block	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States							(Un)obtainable category	(Un)obtainable method
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Blackstone Brick Wall	polished_blackstone_brick	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Chiseled Polished Blackstone	chiseled_polished_blacks	TRUE	Block + Item	TRUE	534	FALSE							?	?
Cracked Polished Blackstone Bricks	cracked_polished_blacksto	TRUE	Block + Item	TRUE	535	FALSE							?	?
Gilded Blackstone	gilded_blackstone	TRUE	Block + Item	TRUE	536	FALSE							?	?
(Lower) Blackstone Slab	blackstone_slab	TRUE	Block + Item	TRUE	537	"top_slot_bit": false							?	?
(Upper) Blackstone Slab	blackstone_slab	FALSE	Block + Item	FALSE		"top_slot_bit": true							FALSE	FALSE
Blackstone Double Slab	blackstone_double_slab	FALSE	Block + Item	TRUE	538	"top_slot_bit": false							?	?
Blackstone Double Slab	blackstone_double_slab	FALSE	Block + Item	FALSE		"top_slot_bit": true							FALSE	FALSE
(Lower) Polished Blackstone Brick Slab	polished_blackstone_brick	TRUE	Block + Item	TRUE	539	"top_slot_bit": false							?	?
(Upper) Polished Blackstone Brick Slab	polished_blackstone_brick	FALSE	Block + Item	FALSE		"top_slot_bit": true							FALSE	FALSE
Polished Blackstone Brick Double Slab	polished_blackstone_brick	FALSE	Block + Item	TRUE	540	"top_slot_bit": false							?	?
Polished Blackstone Brick Double Slab	polished_blackstone_brick	FALSE	Block + Item	FALSE		"top_slot_bit": true							FALSE	FALSE
Chain	item.chain	FALSE	Block DIF Item	TRUE	541	"pillar_axis": "y"							?	?
Chain	item.chain	FALSE	Block DIF Item	FALSE		"pillar_axis": "x"							FALSE	FALSE
Chain	item.chain	FALSE	Block DIF Item	FALSE		"pillar_axis": "z"							FALSE	FALSE
Twisting Vines	twisting_vines	TRUE	Block + Item	TRUE	542	"growing_plant_age": 0 (first stage)							?	?
Twisting Vines	twisting_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 1							FALSE	FALSE
Twisting Vines	twisting_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 2							FALSE	FALSE
Twisting Vines	twisting_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 3							FALSE	FALSE
Twisting Vines	twisting_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 4							FALSE	FALSE
Twisting Vines	twisting_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 5							FALSE	FALSE
Twisting Vines	twisting_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 6							FALSE	FALSE
Twisting Vines	twisting_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 7							FALSE	FALSE
Twisting Vines	twisting_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 8							FALSE	FALSE
Twisting Vines	twisting_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 9							FALSE	FALSE
Twisting Vines	twisting_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 10							FALSE	FALSE
Twisting Vines	twisting_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 11							FALSE	FALSE
Twisting Vines	twisting_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 12							FALSE	FALSE
Twisting Vines	twisting_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 13							FALSE	FALSE
Twisting Vines	twisting_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 14							FALSE	FALSE
Twisting Vines	twisting_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 15							FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States						(Un)obtainable category	(Un)obtainable method
Twisting Vines	twisting_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 16						FALSE	FALSE
Twisting Vines	twisting_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 17						FALSE	FALSE
Twisting Vines	twisting_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 18						FALSE	FALSE
Twisting Vines	twisting_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 19						FALSE	FALSE
Twisting Vines	twisting_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 20						FALSE	FALSE
Twisting Vines	twisting_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 21						FALSE	FALSE
Twisting Vines	twisting_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 22						FALSE	FALSE
Twisting Vines	twisting_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 23						FALSE	FALSE
Twisting Vines	twisting_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 24						FALSE	FALSE
Twisting Vines	twisting_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 25 (fully grown plant)						FALSE	FALSE
Nether Gold Ore	nether_gold_ore	TRUE	Block + Item	TRUE	543	FALSE						?	?
Crying Obsidian	crying_obsidian	TRUE	Block + Item	TRUE	544	FALSE						?	?
Soul Campfire	item.soul_campfire	FALSE	Block DIF Item	TRUE	545	"direction": 0 (facing north)	"extinguished": "false"					?	?
Soul Campfire	item.soul_campfire	FALSE	Block DIF Item	FALSE		"direction": 1 (facing east)	"extinguished": "false"					FALSE	FALSE
Soul Campfire	item.soul_campfire	FALSE	Block DIF Item	FALSE		"direction": 2 (facing south)	"extinguished": "false"					FALSE	FALSE
Soul Campfire	item.soul_campfire	FALSE	Block DIF Item	FALSE		"direction": 3 (facing west)	"extinguished": "false"					FALSE	FALSE
Soul Campfire	item.soul_campfire	FALSE	Block DIF Item	FALSE		"direction": 0 (facing north)	"extinguished": "true"					FALSE	FALSE
Soul Campfire	item.soul_campfire	FALSE	Block DIF Item	FALSE		"direction": 1 (facing east)	"extinguished": "true"					FALSE	FALSE
Soul Campfire	item.soul_campfire	FALSE	Block DIF Item	FALSE		"direction": 2 (facing south)	"extinguished": "true"					FALSE	FALSE
Soul Campfire	item.soul_campfire	FALSE	Block DIF Item	FALSE		"direction": 3 (facing west)	"extinguished": "true"					FALSE	FALSE
Polished Blackstone	polished_blackstone	TRUE	Block + Item	TRUE	546	FALSE						?	?
Polished Blackstone Stairs	polished_blackstone_stair	TRUE	Block + Item	TRUE	547	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					?	?
Polished Blackstone Stairs	polished_blackstone_stair	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false					FALSE	FALSE
Polished Blackstone Stairs	polished_blackstone_stair	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false					FALSE	FALSE
Polished Blackstone Stairs	polished_blackstone_stair	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false					FALSE	FALSE
Polished Blackstone Stairs	polished_blackstone_stair	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true					FALSE	FALSE
Polished Blackstone Stairs	polished_blackstone_stair	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true					FALSE	FALSE
Polished Blackstone Stairs	polished_blackstone_stair	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true					FALSE	FALSE
Polished Blackstone Stairs	polished_blackstone_stair	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true					FALSE	FALSE
(Lower) Polished Blackstone Slab	polished_blackstone_slab	TRUE	Block + Item	TRUE	548	"top_slot_bit": false						?	?
(Upper) Polished Blackstone Slab	polished_blackstone_slab	FALSE	Block + Item	FALSE		"top_slot_bit": true						FALSE	FALSE
Polished Blackstone Double Slab	polished_blackstone_doul	FALSE	Block + Item	TRUE	549	"top_slot_bit": false						?	?
Polished Blackstone Double Slab	polished_blackstone_doul	FALSE	Block + Item	FALSE		"top_slot_bit": true						FALSE	FALSE
Polished Blackstone Pressure Plate	polished_blackstone_pres	TRUE	Block + Item	TRUE	550	"redstone_signal": 0						?	?
Polished Blackstone Pressure Plate	polished_blackstone_pres	FALSE	Block + Item	FALSE		"redstone_signal": 1						FALSE	FALSE
Polished Blackstone Pressure Plate	polished_blackstone_pres	FALSE	Block + Item	FALSE		"redstone_signal": 2 (unused)						FALSE	FALSE
Polished Blackstone Pressure Plate	polished_blackstone_pres	FALSE	Block + Item	FALSE		"redstone_signal": 3 (unused)						FALSE	FALSE
Polished Blackstone Pressure Plate	polished_blackstone_pres	FALSE	Block + Item	FALSE		"redstone_signal": 4 (unused)						FALSE	FALSE
Polished Blackstone Pressure Plate	polished_blackstone_pres	FALSE	Block + Item	FALSE		"redstone_signal": 5 (unused)						FALSE	FALSE
Polished Blackstone Pressure Plate	polished_blackstone_pres	FALSE	Block + Item	FALSE		"redstone_signal": 6 (unused)						FALSE	FALSE
Polished Blackstone Pressure Plate	polished_blackstone_pres	FALSE	Block + Item	FALSE		"redstone_signal": 7 (unused)						FALSE	FALSE
Polished Blackstone Pressure Plate	polished_blackstone_pres	FALSE	Block + Item	FALSE		"redstone_signal": 8 (unused)						FALSE	FALSE
Polished Blackstone Pressure Plate	polished_blackstone_pres	FALSE	Block + Item	FALSE		"redstone_signal": 9 (unused)						FALSE	FALSE
Polished Blackstone Pressure Plate	polished_blackstone_pres	FALSE	Block + Item	FALSE		"redstone_signal": 10 (unused)						FALSE	FALSE
Polished Blackstone Pressure Plate	polished_blackstone_pres	FALSE	Block + Item	FALSE		"redstone_signal": 11 (unused)						FALSE	FALSE
Polished Blackstone Pressure Plate	polished_blackstone_pres	FALSE	Block + Item	FALSE		"redstone_signal": 12 (unused)						FALSE	FALSE
Polished Blackstone Pressure Plate	polished_blackstone_pres	FALSE	Block + Item	FALSE		"redstone_signal": 13 (unused)						FALSE	FALSE
Polished Blackstone Pressure Plate	polished_blackstone_pres	FALSE	Block + Item	FALSE		"redstone_signal": 14 (unused)						FALSE	FALSE
Polished Blackstone Pressure Plate	polished_blackstone_pres	FALSE	Block + Item	FALSE		"redstone_signal": 15 (unused)						FALSE	FALSE
Polished Blackstone Button	polished_blackstone_butt	TRUE	Block + Item	TRUE	551	"facing_direction": 0 (facing down)	"button_pressed_bit": false					?	?
Polished Blackstone Button	polished_blackstone_butt	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"button_pressed_bit": false					FALSE	FALSE
Polished Blackstone Button	polished_blackstone_butt	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"button_pressed_bit": false					FALSE	FALSE
Polished Blackstone Button	polished_blackstone_butt	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"button_pressed_bit": false					FALSE	FALSE
Polished Blackstone Button	polished_blackstone_butt	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"button_pressed_bit": false					FALSE	FALSE
Polished Blackstone Button	polished_blackstone_butt	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"button_pressed_bit": false					FALSE	FALSE
Polished Blackstone Button	polished_blackstone_butt	FALSE	Block + Item	FALSE		"facing_direction": 0 (facing down)	"button_pressed_bit": true					FALSE	FALSE
Polished Blackstone Button	polished_blackstone_butt	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"button_pressed_bit": true					FALSE	FALSE
Polished Blackstone Button	polished_blackstone_butt	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"button_pressed_bit": true					FALSE	FALSE
Polished Blackstone Button	polished_blackstone_butt	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"button_pressed_bit": true					FALSE	FALSE
Polished Blackstone Button	polished_blackstone_butt	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"button_pressed_bit": true					FALSE	FALSE
Polished Blackstone Button	polished_blackstone_butt	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"button_pressed_bit": true					FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	TRUE	Block + Item	TRUE	552	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false		?	?
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States						(Un)obtainable category	(Un)obtainable method
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Polished Blackstone Wall	polished_blackstone_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Warped Hyphae	warped_hyphae	TRUE	Block + Item	TRUE	553	"pillar_axis": "y"						?	?
Warped Hyphae	warped_hyphae	FALSE	Block + Item	FALSE		"pillar_axis": "x"						FALSE	FALSE
Warped Hyphae	warped_hyphae	FALSE	Block + Item	FALSE		"pillar_axis": "z"						FALSE	FALSE
Crimson Hyphae	crimson_hyphae	TRUE	Block + Item	TRUE	554	"pillar_axis": "y"						?	?
Crimson Hyphae	crimson_hyphae	FALSE	Block + Item	FALSE		"pillar_axis": "x"						FALSE	FALSE
Crimson Hyphae	crimson_hyphae	FALSE	Block + Item	FALSE		"pillar_axis": "z"						FALSE	FALSE
Stripped Crimson Hyphae	stripped_crimson_hyphae	TRUE	Block + Item	TRUE	555	"pillar_axis": "y"						?	?
Stripped Crimson Hyphae	stripped_crimson_hyphae	FALSE	Block + Item	FALSE		"pillar_axis": "x"						FALSE	FALSE
Stripped Crimson Hyphae	stripped_crimson_hyphae	FALSE	Block + Item	FALSE		"pillar_axis": "z"						FALSE	FALSE
Stripped Warped Hyphae	stripped_warped_hyphae	TRUE	Block + Item	TRUE	556	"pillar_axis": "y"						?	?
Stripped Warped Hyphae	stripped_warped_hyphae	FALSE	Block + Item	FALSE		"pillar_axis": "x"						FALSE	FALSE
Stripped Warped Hyphae	stripped_warped_hyphae	FALSE	Block + Item	FALSE		"pillar_axis": "z"						FALSE	FALSE
Chiseled Nether Bricks	chiseled_nether_bricks	TRUE	Block + Item	TRUE	557	FALSE						?	?
Cracked Nether Bricks	cracked_nether_bricks	TRUE	Block + Item	TRUE	558	FALSE						?	?
Quartz Bricks	quartz_bricks	TRUE	Block + Item	TRUE	559	FALSE						?	?
Unknown	unknown	FALSE	Block + Item	TRUE	560	FALSE						?	?
Powder Snow	powder_snow	FALSE	Block + Item	TRUE	561	FALSE						?	?
Sculk Sensor	sculk_sensor	TRUE	Block + Item	TRUE	562	"powered_bit": "false"						?	?
Sculk Sensor	sculk_sensor	FALSE	Block + Item	FALSE		"powered_bit": "true"						FALSE	FALSE
Pointed Dripstone	pointed_dripstone	TRUE	Block + Item	TRUE	563	"dripstone_thickness": "tip"	"hanging": "false"					?	?
Pointed Dripstone	pointed_dripstone	FALSE	Block + Item	FALSE		"dripstone_thickness": "merge"	"hanging": "false"					FALSE	FALSE
Pointed Dripstone	pointed_dripstone	FALSE	Block + Item	FALSE		"dripstone_thickness": "frustum"	"hanging": "false"					FALSE	FALSE
Pointed Dripstone	pointed_dripstone	FALSE	Block + Item	FALSE		"dripstone_thickness": "middle"	"hanging": "false"					FALSE	FALSE
Pointed Dripstone	pointed_dripstone	FALSE	Block + Item	FALSE		"dripstone_thickness": "base"	"hanging": "false"					FALSE	FALSE
Pointed Dripstone	pointed_dripstone	FALSE	Block + Item	FALSE		"dripstone_thickness": "tip"	"hanging": "true"					FALSE	FALSE
Pointed Dripstone	pointed_dripstone	FALSE	Block + Item	FALSE		"dripstone_thickness": "merge"	"hanging": "true"					FALSE	FALSE
Pointed Dripstone	pointed_dripstone	FALSE	Block + Item	FALSE		"dripstone_thickness": "frustum"	"hanging": "true"					FALSE	FALSE
Pointed Dripstone	pointed_dripstone	FALSE	Block + Item	FALSE		"dripstone_thickness": "middle"	"hanging": "true"					FALSE	FALSE
Pointed Dripstone	pointed_dripstone	FALSE	Block + Item	FALSE		"dripstone_thickness": "base"	"hanging": "true"					FALSE	FALSE
(unused)	(unused)	(unused)	(unused)	(unused)	564	(unused)	(unused)	(unused)	(unused)	(unused)	(unused)	?	?
(unused)	(unused)	(unused)	(unused)	(unused)	565	(unused)	(unused)	(unused)	(unused)	(unused)	(unused)	?	?
Copper Ore	copper_ore	TRUE	Block + Item	TRUE	566	FALSE						?	?
Lightning Rod	lightning_rod	TRUE	Block + Item	TRUE	567	"facing_direction": 0 (facing down)						?	?
Lightning Rod	lightning_rod	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)						FALSE	FALSE
Lightning Rod	lightning_rod	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)						FALSE	FALSE
Lightning Rod	lightning_rod	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)						FALSE	FALSE
Lightning Rod	lightning_rod	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)						FALSE	FALSE
Lightning Rod	lightning_rod	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)						FALSE	FALSE
(unused)	(unused)	(unused)	(unused)	(unused)	568	(unused)	(unused)	(unused)	(unused)	(unused)	(unused)	?	?
(unused)	(unused)	(unused)	(unused)	(unused)	569	(unused)	(unused)	(unused)	(unused)	(unused)	(unused)	?	?
(unused)	(unused)	(unused)	(unused)	(unused)	570	(unused)	(unused)	(unused)	(unused)	(unused)	(unused)	?	?
(unused)	(unused)	(unused)	(unused)	(unused)	571	(unused)	(unused)	(unused)	(unused)	(unused)	(unused)	?	?
Dripstone Block	dripstone_block	TRUE	Block + Item	TRUE	572	"stone_type": "stone" (unused)						?	?
Dripstone Block	dripstone_block	FALSE	Block + Item	FALSE		"stone_type": "granite" (unused)						FALSE	FALSE
Dripstone Block	dripstone_block	FALSE	Block + Item	FALSE		"stone_type": "granite_smooth" (unused)						FALSE	FALSE
Dripstone Block	dripstone_block	FALSE	Block + Item	FALSE		"stone_type": "diorite" (unused)						FALSE	FALSE
Dripstone Block	dripstone_block	FALSE	Block + Item	FALSE		"stone_type": "diorite_smooth" (unused)						FALSE	FALSE
Dripstone Block	dripstone_block	FALSE	Block + Item	FALSE		"stone_type": "andesite" (unused)						FALSE	FALSE
Dripstone Block	dripstone_block	FALSE	Block + Item	FALSE		"stone_type": "andesite_smooth" (unused)						FALSE	FALSE
Rooted Dirt	dirt_with_roots	TRUE	Block + Item	TRUE	573	FALSE						?	?
Hanging Roots	hanging_roots	TRUE	Block + Item	TRUE	574	FALSE						?	?
Moss Block	moss_block	TRUE	Block + Item	TRUE	575	FALSE						?	?
Spore Blossom	spore_blossom	TRUE	Block + Item	TRUE	576	FALSE						?	?
Cave Vines	cave_vines	TRUE	Block + Item	TRUE	577	"growing_plant_age": 0 (first stage)						?	?
Cave Vines	cave_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 1						FALSE	FALSE
Cave Vines	cave_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 2						FALSE	FALSE
Cave Vines	cave_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 3						FALSE	FALSE
Cave Vines	cave_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 4						FALSE	FALSE
Cave Vines	cave_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 5						FALSE	FALSE
Cave Vines	cave_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 6						FALSE	FALSE
Cave Vines	cave_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 7						FALSE	FALSE
Cave Vines	cave_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 8						FALSE	FALSE
Cave Vines	cave_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 9						FALSE	FALSE
Cave Vines	cave_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 10						FALSE	FALSE
Cave Vines	cave_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 11						FALSE	FALSE
Cave Vines	cave_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 12						FALSE	FALSE
Cave Vines	cave_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 13						FALSE	FALSE
Cave Vines	cave_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 14						FALSE	FALSE
Cave Vines	cave_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 15						FALSE	FALSE
Cave Vines	cave_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 16						FALSE	FALSE
Cave Vines	cave_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 17						FALSE	FALSE
Cave Vines	cave_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 18						FALSE	FALSE
Cave Vines	cave_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 19						FALSE	FALSE
Cave Vines	cave_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 20						FALSE	FALSE
Cave Vines	cave_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 21						FALSE	FALSE
Cave Vines	cave_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 22						FALSE	FALSE
Cave Vines	cave_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 23						FALSE	FALSE
Cave Vines	cave_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 24						FALSE	FALSE
Cave Vines	cave_vines	FALSE	Block + Item	FALSE		"growing_plant_age": 25 (fully grown plant)						FALSE	FALSE
Big Dripleaf	big_dripleaf	TRUE	Block + Item	TRUE	578	"direction": 0 (facing north)	"big_dripleaf_tilt": "none"	"big_dripleaf_head": 0				?	?
Big Dripleaf	big_dripleaf	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"big_dripleaf_tilt": "none"	"big_dripleaf_head": 0				FALSE	FALSE
Big Dripleaf	big_dripleaf	FALSE	Block + Item	FALSE		"direction": 2 (facing south)	"big_dripleaf_tilt": "none"	"big_dripleaf_head": 0				FALSE	FALSE
Big Dripleaf	big_dripleaf	FALSE	Block + Item	FALSE		"direction": 3 (facing west)	"big_dripleaf_tilt": "none"	"big_dripleaf_head": 0				FALSE	FALSE
Big Dripleaf	big_dripleaf	FALSE	Block + Item	FALSE		"direction": 0 (facing north)	"big_dripleaf_tilt": "unstable"	"big_dripleaf_head": 0				FALSE	FALSE
Big Dripleaf	big_dripleaf	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"big_dripleaf_tilt": "unstable"	"big_dripleaf_head": 0				FALSE	FALSE
Big Dripleaf	big_dripleaf	FALSE	Block + Item	FALSE		"direction": 2 (facing south)	"big_dripleaf_tilt": "unstable"	"big_dripleaf_head": 0				FALSE	FALSE
Big Dripleaf	big_dripleaf	FALSE	Block + Item	FALSE		"direction": 3 (facing west)	"big_dripleaf_tilt": "unstable"	"big_dripleaf_head": 0				FALSE	FALSE
Big Dripleaf	big_dripleaf	FALSE	Block + Item	FALSE		"direction": 0 (facing north)	"big_dripleaf_tilt": "partial_tilt"	"big_dripleaf_head": 0				FALSE	FALSE
Big Dripleaf	big_dripleaf	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"big_dripleaf_tilt": "partial_tilt"	"big_dripleaf_head": 0				FALSE	FALSE
Big Dripleaf	big_dripleaf	FALSE	Block + Item	FALSE		"direction": 2 (facing south)	"big_dripleaf_tilt": "partial_tilt"	"big_dripleaf_head": 0				FALSE	FALSE
Big Dripleaf	big_dripleaf	FALSE	Block + Item	FALSE		"direction": 3 (facing west)	"big_dripleaf_tilt": "partial_tilt"	"big_dripleaf_head": 0				FALSE	FALSE
Big Dripleaf	big_dripleaf	FALSE	Block + Item	FALSE		"direction": 0 (facing north)	"big_dripleaf_tilt": "full_tilt"	"big_dripleaf_head": 0				FALSE	FALSE
Big Dripleaf	big_dripleaf	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"big_dripleaf_tilt": "full_tilt"	"big_dripleaf_head": 0				FALSE	FALSE
Big Dripleaf	big_dripleaf	FALSE	Block + Item	FALSE		"direction": 2 (facing south)	"big_dripleaf_tilt": "full_tilt"	"big_dripleaf_head": 0				FALSE	FALSE
Big Dripleaf	big_dripleaf	FALSE	Block + Item	FALSE		"direction": 3 (facing west)	"big_dripleaf_tilt": "full_tilt"	"big_dripleaf_head": 0				FALSE	FALSE
Big Dripleaf	big_dripleaf	FALSE	Block + Item	FALSE		"direction": 0 (facing north)	"big_dripleaf_tilt": "none"	"big_dripleaf_head": 1				FALSE	FALSE
Big Dripleaf	big_dripleaf	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"big_dripleaf_tilt": "none"	"big_dripleaf_head": 1				FALSE	FALSE
Big Dripleaf	big_dripleaf	FALSE	Block + Item	FALSE		"direction": 2 (facing south)	"big_dripleaf_tilt": "none"	"big_dripleaf_head": 1				FALSE	FALSE
Big Dripleaf	big_dripleaf	FALSE	Block + Item	FALSE		"direction": 3 (facing west)	"big_dripleaf_tilt": "none"	"big_dripleaf_head": 1				FALSE	FALSE
Big Dripleaf	big_dripleaf	FALSE	Block + Item	FALSE		"direction": 0 (facing north)	"big_dripleaf_tilt": "unstable"	"big_dripleaf_head": 1				FALSE	FALSE
Big Dripleaf	big_dripleaf	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"big_dripleaf_tilt": "unstable"	"big_dripleaf_head": 1				FALSE	FALSE
Big Dripleaf	big_dripleaf	FALSE	Block + Item	FALSE		"direction": 2 (facing south)	"big_dripleaf_tilt": "unstable"	"big_dripleaf_head": 1				FALSE	FALSE
Big Dripleaf	big_dripleaf	FALSE	Block + Item	FALSE		"direction": 3 (facing west)	"big_dripleaf_tilt": "unstable"	"big_dripleaf_head": 1				FALSE	FALSE
Big Dripleaf	big_dripleaf	FALSE	Block + Item	FALSE		"direction": 0 (facing north)	"big_dripleaf_tilt": "partial_tilt"	"big_dripleaf_head": 1				FALSE	FALSE
Big Dripleaf	big_dripleaf	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"big_dripleaf_tilt": "partial_tilt"	"big_dripleaf_head": 1				FALSE	FALSE
Big Dripleaf	big_dripleaf	FALSE	Block + Item	FALSE		"direction": 2 (facing south)	"big_dripleaf_tilt": "partial_tilt"	"big_dripleaf_head": 1				FALSE	FALSE
Big Dripleaf	big_dripleaf	FALSE	Block + Item	FALSE		"direction": 3 (facing west)	"big_dripleaf_tilt": "partial_tilt"	"big_dripleaf_head": 1				FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States							(Un)obtainable category	(Un)obtainable method
Big Dripleaf	big_dripleaf	FALSE	Block + Item	FALSE		"direction": 0 (facing north)	"big_dripleaf_tilt": "full_tilt"	"big_dripleaf_head": 1					FALSE	FALSE
Big Dripleaf	big_dripleaf	FALSE	Block + Item	FALSE		"direction": 1 (facing east)	"big_dripleaf_tilt": "full_tilt"	"big_dripleaf_head": 1					FALSE	FALSE
Big Dripleaf	big_dripleaf	FALSE	Block + Item	FALSE		"direction": 2 (facing south)	"big_dripleaf_tilt": "full_tilt"	"big_dripleaf_head": 1					FALSE	FALSE
Big Dripleaf	big_dripleaf	FALSE	Block + Item	FALSE		"direction": 3 (facing west)	"big_dripleaf_tilt": "full_tilt"	"big_dripleaf_head": 1					FALSE	FALSE
Azalea Leaves	azalea_leaves	TRUE	Block + Item	TRUE	579	"persistent_bit": "false"	"update_bit": "false"						?	?
Azalea Leaves	azalea_leaves	FALSE	Block + Item	FALSE		"persistent_bit": "true"	"update_bit": "false"						FALSE	FALSE
Azalea Leaves	azalea_leaves	FALSE	Block + Item	FALSE		"persistent_bit": "false"	"update_bit": "true"						FALSE	FALSE
Azalea Leaves	azalea_leaves	FALSE	Block + Item	FALSE		"persistent_bit": "true"	"update_bit": "true"						FALSE	FALSE
Flowered Azalea Leaves	azalea_leaves_flowered	TRUE	Block + Item	TRUE	580	"persistent_bit": "false"	"update_bit": "false"						?	?
Flowered Azalea Leaves	azalea_leaves_flowered	FALSE	Block + Item	FALSE		"persistent_bit": "true"	"update_bit": "false"						FALSE	FALSE
Flowered Azalea Leaves	azalea_leaves_flowered	FALSE	Block + Item	FALSE		"persistent_bit": "false"	"update_bit": "true"						FALSE	FALSE
Flowered Azalea Leaves	azalea_leaves_flowered	FALSE	Block + Item	FALSE		"persistent_bit": "true"	"update_bit": "true"						FALSE	FALSE
Calcite	calcite	TRUE	Block + Item	TRUE	581	FALSE							?	?
Amethyst Block	amethyst_block	TRUE	Block + Item	TRUE	582	FALSE							?	?
Budding Amethyst	budding_amethyst	TRUE	Block + Item	TRUE	583	FALSE							?	?
Amethyst Cluster	amethyst_cluster	TRUE	Block + Item	TRUE	584	"facing_direction": 0 (facing down)							?	?
Amethyst Cluster	amethyst_cluster	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)							FALSE	FALSE
Amethyst Cluster	amethyst_cluster	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)							FALSE	FALSE
Amethyst Cluster	amethyst_cluster	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)							FALSE	FALSE
Amethyst Cluster	amethyst_cluster	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)							FALSE	FALSE
Amethyst Cluster	amethyst_cluster	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)							FALSE	FALSE
Large Amethyst Bud	large_amethyst_bud	TRUE	Block + Item	TRUE	585	"facing_direction": 0 (facing down)							?	?
Large Amethyst Bud	large_amethyst_bud	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)							FALSE	FALSE
Large Amethyst Bud	large_amethyst_bud	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)							FALSE	FALSE
Large Amethyst Bud	large_amethyst_bud	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)							FALSE	FALSE
Large Amethyst Bud	large_amethyst_bud	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)							FALSE	FALSE
Large Amethyst Bud	large_amethyst_bud	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)							FALSE	FALSE
Medium Amethyst Bud	medium_amethyst_bud	TRUE	Block + Item	TRUE	586	"facing_direction": 0 (facing down)							?	?
Medium Amethyst Bud	medium_amethyst_bud	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)							FALSE	FALSE
Medium Amethyst Bud	medium_amethyst_bud	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)							FALSE	FALSE
Medium Amethyst Bud	medium_amethyst_bud	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)							FALSE	FALSE
Medium Amethyst Bud	medium_amethyst_bud	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)							FALSE	FALSE
Medium Amethyst Bud	medium_amethyst_bud	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)							FALSE	FALSE
Small Amethyst Bud	small_amethyst_bud	TRUE	Block + Item	TRUE	587	"facing_direction": 0 (facing down)							?	?
Small Amethyst Bud	small_amethyst_bud	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)							FALSE	FALSE
Small Amethyst Bud	small_amethyst_bud	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)							FALSE	FALSE
Small Amethyst Bud	small_amethyst_bud	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)							FALSE	FALSE
Small Amethyst Bud	small_amethyst_bud	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)							FALSE	FALSE
Small Amethyst Bud	small_amethyst_bud	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)							FALSE	FALSE
Tuff	tuff	TRUE	Block + Item	TRUE	588	FALSE							?	?
Tinted Glass	tinted_glass	TRUE	Block + Item	TRUE	589	FALSE							?	?
Moss Carpet	moss_carpet	TRUE	Block + Item	TRUE	590	FALSE							?	?
Small Dripleaf	small_dripleaf_block	TRUE	Block + Item	TRUE	591	"direction": 0 (facing south)	"upper_block_bit": "false"						?	?
Small Dripleaf	small_dripleaf_block	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"upper_block_bit": "false"						FALSE	FALSE
Small Dripleaf	small_dripleaf_block	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upper_block_bit": "false"						FALSE	FALSE
Small Dripleaf	small_dripleaf_block	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"upper_block_bit": "false"						FALSE	FALSE
Small Dripleaf	small_dripleaf_block	FALSE	Block + Item	FALSE		"direction": 0 (facing south)	"upper_block_bit": "true"						FALSE	FALSE
Small Dripleaf	small_dripleaf_block	FALSE	Block + Item	FALSE		"direction": 1 (facing west)	"upper_block_bit": "true"						FALSE	FALSE
Small Dripleaf	small_dripleaf_block	FALSE	Block + Item	FALSE		"direction": 2 (facing north)	"upper_block_bit": "true"						FALSE	FALSE
Small Dripleaf	small_dripleaf_block	FALSE	Block + Item	FALSE		"direction": 3 (facing east)	"upper_block_bit": "true"						FALSE	FALSE
Azalea	azalea	TRUE	Block + Item	TRUE	592	FALSE							?	?
Flowering Azalea	flowering_azalea	TRUE	Block + Item	TRUE	593	FALSE							?	?
Glow Item Frame	item.glow_frame	FALSE	Block + Item	TRUE	594	"facing_direction": 0 (facing down)	"item_frame_map_bit": false	"item_frame_photo_bit": false (EDU only)					?	?
Glow Item Frame	item.glow_frame	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"item_frame_map_bit": false	"item_frame_photo_bit": false (EDU only)					FALSE	FALSE
Glow Item Frame	item.glow_frame	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"item_frame_map_bit": false	"item_frame_photo_bit": false (EDU only)					FALSE	FALSE
Glow Item Frame	item.glow_frame	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"item_frame_map_bit": false	"item_frame_photo_bit": false (EDU only)					FALSE	FALSE
Glow Item Frame	item.glow_frame	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"item_frame_map_bit": false	"item_frame_photo_bit": false (EDU only)					FALSE	FALSE
Glow Item Frame	item.glow_frame	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"item_frame_map_bit": false	"item_frame_photo_bit": false (EDU only)					FALSE	FALSE
Glow Item Frame	item.glow_frame	FALSE	Block + Item	FALSE		"facing_direction": 0 (facing down)	"item_frame_map_bit": true	"item_frame_photo_bit": false (EDU only)					FALSE	FALSE
Glow Item Frame	item.glow_frame	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"item_frame_map_bit": true	"item_frame_photo_bit": false (EDU only)					FALSE	FALSE
Glow Item Frame	item.glow_frame	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"item_frame_map_bit": true	"item_frame_photo_bit": false (EDU only)					FALSE	FALSE
Glow Item Frame	item.glow_frame	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"item_frame_map_bit": true	"item_frame_photo_bit": false (EDU only)					FALSE	FALSE
Glow Item Frame	item.glow_frame	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"item_frame_map_bit": true	"item_frame_photo_bit": false (EDU only)					FALSE	FALSE
Glow Item Frame	item.glow_frame	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"item_frame_map_bit": true	"item_frame_photo_bit": false (EDU only)					FALSE	FALSE
Glow Item Frame	item.glow_frame	FALSE	Block + Item	FALSE		"facing_direction": 0 (facing down)	"item_frame_map_bit": false	"item_frame_photo_bit": true (EDU only)					FALSE	FALSE
Glow Item Frame	item.glow_frame	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"item_frame_map_bit": false	"item_frame_photo_bit": true (EDU only)					FALSE	FALSE
Glow Item Frame	item.glow_frame	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"item_frame_map_bit": false	"item_frame_photo_bit": true (EDU only)					FALSE	FALSE
Glow Item Frame	item.glow_frame	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"item_frame_map_bit": false	"item_frame_photo_bit": true (EDU only)					FALSE	FALSE
Glow Item Frame	item.glow_frame	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"item_frame_map_bit": false	"item_frame_photo_bit": true (EDU only)					FALSE	FALSE
Glow Item Frame	item.glow_frame	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"item_frame_map_bit": false	"item_frame_photo_bit": true (EDU only)					FALSE	FALSE
Glow Item Frame	item.glow_frame	FALSE	Block + Item	FALSE		"facing_direction": 0 (facing down)	"item_frame_map_bit": true	"item_frame_photo_bit": true (EDU only)					FALSE	FALSE
Glow Item Frame	item.glow_frame	FALSE	Block + Item	FALSE		"facing_direction": 1 (facing up)	"item_frame_map_bit": true	"item_frame_photo_bit": true (EDU only)					FALSE	FALSE
Glow Item Frame	item.glow_frame	FALSE	Block + Item	FALSE		"facing_direction": 2 (facing north)	"item_frame_map_bit": true	"item_frame_photo_bit": true (EDU only)					FALSE	FALSE
Glow Item Frame	item.glow_frame	FALSE	Block + Item	FALSE		"facing_direction": 3 (facing south)	"item_frame_map_bit": true	"item_frame_photo_bit": true (EDU only)					FALSE	FALSE
Glow Item Frame	item.glow_frame	FALSE	Block + Item	FALSE		"facing_direction": 4 (facing west)	"item_frame_map_bit": true	"item_frame_photo_bit": true (EDU only)					FALSE	FALSE
Glow Item Frame	item.glow_frame	FALSE	Block + Item	FALSE		"facing_direction": 5 (facing east)	"item_frame_map_bit": true	"item_frame_photo_bit": true (EDU only)					FALSE	FALSE
Block of Copper	copper_block	TRUE	Block + Item	TRUE	595	FALSE							?	?
Exposed Copper	exposed_copper	TRUE	Block + Item	TRUE	596	FALSE							?	?
Weathered Copper	weathered_copper	TRUE	Block + Item	TRUE	597	FALSE							?	?
Oxidized Copper	oxidized_copper	TRUE	Block + Item	TRUE	598	FALSE							?	?
Waxed Block of Copper	waxed_copper	TRUE	Block + Item	TRUE	599	FALSE							?	?
Waxed Exposed Copper	waxed_exposed_copper	TRUE	Block + Item	TRUE	600	FALSE							?	?
Waxed Weathered Copper	waxed_weathered_copper	TRUE	Block + Item	TRUE	601	FALSE							?	?
Cut Copper	cut_copper	TRUE	Block + Item	TRUE	602	FALSE							?	?
Exposed Cut Copper	exposed_cut_copper	TRUE	Block + Item	TRUE	603	FALSE							?	?
Weathered Cut Copper	weathered_cut_copper	TRUE	Block + Item	TRUE	604	FALSE							?	?
Oxidized Cut Copper	oxidized_cut_copper	TRUE	Block + Item	TRUE	605	FALSE							?	?
Waxed Cut Copper	waxed_cut_copper	TRUE	Block + Item	TRUE	606	FALSE							?	?
Waxed Exposed Cut Copper	waxed_exposed_cut_copp	TRUE	Block + Item	TRUE	607	FALSE							?	?
Waxed Weathered Cut Copper	waxed_weathered_cut_co	TRUE	Block + Item	TRUE	608	FALSE							?	?
Cut Copper Stairs	cut_copper_stairs	TRUE	Block + Item	TRUE	609	"weirdo_direction": 0 (facing east)	"upside_down_bit": false						?	?
Cut Copper Stairs	cut_copper_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false						FALSE	FALSE
Cut Copper Stairs	cut_copper_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false						FALSE	FALSE
Cut Copper Stairs	cut_copper_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false						FALSE	FALSE
Cut Copper Stairs	cut_copper_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true						FALSE	FALSE
Cut Copper Stairs	cut_copper_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true						FALSE	FALSE
Cut Copper Stairs	cut_copper_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true						FALSE	FALSE
Cut Copper Stairs	cut_copper_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true						FALSE	FALSE
Exposed Cut Copper Stairs	exposed_cut_copper_stair	TRUE	Block + Item	TRUE	610	"weirdo_direction": 0 (facing east)	"upside_down_bit": false						?	?
Exposed Cut Copper Stairs	exposed_cut_copper_stair	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false						FALSE	FALSE
Exposed Cut Copper Stairs	exposed_cut_copper_stair	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false						FALSE	FALSE
Exposed Cut Copper Stairs	exposed_cut_copper_stair	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false						FALSE	FALSE
Exposed Cut Copper Stairs	exposed_cut_copper_stair	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true						FALSE	FALSE
Exposed Cut Copper Stairs	exposed_cut_copper_stair	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true						FALSE	FALSE
Exposed Cut Copper Stairs	exposed_cut_copper_stair	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true						FALSE	FALSE
Exposed Cut Copper Stairs	exposed_cut_copper_stair	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true						FALSE	FALSE
Weathered Cut Copper Stairs	weathered_cut_copper_st	TRUE	Block + Item	TRUE	611	"weirdo_direction": 0 (facing east)	"upside_down_bit": false						?	?
Weathered Cut Copper Stairs	weathered_cut_copper_st	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false						FALSE	FALSE
Weathered Cut Copper Stairs	weathered_cut_copper_st	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false						FALSE	FALSE
Weathered Cut Copper Stairs	weathered_cut_copper_st	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false						FALSE	FALSE
Weathered Cut Copper Stairs	weathered_cut_copper_st	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true						FALSE	FALSE
Weathered Cut Copper Stairs	weathered_cut_copper_st	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true						FALSE	FALSE
Weathered Cut Copper Stairs	weathered_cut_copper_st	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true						FALSE	FALSE
Weathered Cut Copper Stairs	weathered_cut_copper_st	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true						FALSE	FALSE
Oxidized Cut Copper Stairs	oxidized_cut_copper_stair	TRUE	Block + Item	TRUE	612	"weirdo_direction": 0 (facing east)	"upside_down_bit": false						?	?
Oxidized Cut Copper Stairs	oxidized_cut_copper_stair	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false						FALSE	FALSE
Oxidized Cut Copper Stairs	oxidized_cut_copper_stair	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false						FALSE	FALSE
Oxidized Cut Copper Stairs	oxidized_cut_copper_stair	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false						FALSE	FALSE
Oxidized Cut Copper Stairs	oxidized_cut_copper_stair	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true						FALSE	FALSE
Oxidized Cut Copper Stairs	oxidized_cut_copper_stair	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true						FALSE	FALSE
Oxidized Cut Copper Stairs	oxidized_cut_copper_stair	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true						FALSE	FALSE
Oxidized Cut Copper Stairs	oxidized_cut_copper_stair	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true						FALSE	FALSE
Waxed Cut Copper Stairs	waxed_cut_copper_stairs	TRUE	Block + Item	TRUE	613	"weirdo_direction": 0 (facing east)	"upside_down_bit": false						?	?
Waxed Cut Copper Stairs	waxed_cut_copper_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false						FALSE	FALSE
Waxed Cut Copper Stairs	waxed_cut_copper_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false						FALSE	FALSE
Waxed Cut Copper Stairs	waxed_cut_copper_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false						FALSE	FALSE
Waxed Cut Copper Stairs	waxed_cut_copper_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true						FALSE	FALSE
Waxed Cut Copper Stairs	waxed_cut_copper_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true						FALSE	FALSE
Waxed Cut Copper Stairs	waxed_cut_copper_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true						FALSE	FALSE
Waxed Cut Copper Stairs	waxed_cut_copper_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true						FALSE	FALSE
Waxed Exposed Cut Copper Stairs	waxed_exposed_cut_copp	TRUE	Block + Item	TRUE	614	"weirdo_direction": 0 (facing east)	"upside_down_bit": false						?	?
Waxed Exposed Cut Copper Stairs	waxed_exposed_cut_copp	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false						FALSE	FALSE
Waxed Exposed Cut Copper Stairs	waxed_exposed_cut_copp	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false						FALSE	FALSE
Waxed Exposed Cut Copper Stairs	waxed_exposed_cut_copp	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false						FALSE	FALSE
Waxed Exposed Cut Copper Stairs	waxed_exposed_cut_copp	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true						FALSE	FALSE
Waxed Exposed Cut Copper Stairs	waxed_exposed_cut_copp	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true						FALSE	FALSE
Waxed Exposed Cut Copper Stairs	waxed_exposed_cut_copp	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true						FALSE	FALSE
Waxed Exposed Cut Copper Stairs	waxed_exposed_cut_copp	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true						FALSE	FALSE
Waxed Weathered Cut Copper Stairs	waxed_weathered_cut_co	TRUE	Block + Item	TRUE	615	"weirdo_direction": 0 (facing east)	"upside_down_bit": false						?	?
Waxed Weathered Cut Copper Stairs	waxed_weathered_cut_co	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false						FALSE	FALSE
Waxed Weathered Cut Copper Stairs	waxed_weathered_cut_co	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false						FALSE	FALSE
Waxed Weathered Cut Copper Stairs	waxed_weathered_cut_co	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false						FALSE	FALSE
Waxed Weathered Cut Copper Stairs	waxed_weathered_cut_co	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true						FALSE	FALSE
Waxed Weathered Cut Copper Stairs	waxed_weathered_cut_co	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true						FALSE	FALSE
Waxed Weathered Cut Copper Stairs	waxed_weathered_cut_co	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true						FALSE	FALSE
Waxed Weathered Cut Copper Stairs	waxed_weathered_cut_co	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true						FALSE	FALSE
(Lower)Cut Copper Slab	cut_copper_slab	TRUE	Block + Item	TRUE	616	"top_slot_bit": false							?	?
(Upper) Cut Copper Slab	cut_copper_slab	FALSE	Block + Item	FALSE		"top_slot_bit": true							FALSE	FALSE
(Lower) Exposed Cut Copper Slab	exposed_cut_copper_slab	TRUE	Block + Item	TRUE	617	"top_slot_bit": false							?	?
(Upper) Exposed Cut Copper Slab	exposed_cut_copper_slab	FALSE	Block + Item	FALSE		"top_slot_bit": true							FALSE	FALSE
(Lower) Weathered Cut Copper Slab	weathered_cut_copper_sl	TRUE	Block + Item	TRUE	618	"top_slot_bit": false							?	?
(Upper) Weathered Cut Copper Slab	weathered_cut_copper_sl	FALSE	Block + Item	FALSE		"top_slot_bit": true							FALSE	FALSE
(Lower) Oxidized Cut Copper Slab	oxidized_cut_copper_slab	TRUE	Block + Item	TRUE	619	"top_slot_bit": false							?	?
(Upper) Oxidized Cut Copper Slab	oxidized_cut_copper_slab	FALSE	Block + Item	FALSE		"top_slot_bit": true							FALSE	FALSE
(Lower) Waxed Cut Copper Slab	waxed_cut_copper_slab	TRUE	Block + Item	TRUE	620	"top_slot_bit": false							?	?
(Upper) Waxed Cut Copper Slab	waxed_cut_copper_slab	FALSE	Block + Item	FALSE		"top_slot_bit": true							FALSE	FALSE
(Lower) Waxed Exposed Cut Copper Slab	waxed_exposed_cut_copp	TRUE	Block + Item	TRUE	621	"top_slot_bit": false							?	?
(Upper) Waxed Exposed Cut Copper Slab	waxed_exposed_cut_copp	FALSE	Block + Item	FALSE		"top_slot_bit": true							FALSE	FALSE
(Lower) Waxed Weathered Cut Copper Slab	waxed_weathered_cut_co	TRUE	Block + Item	TRUE	622	"top_slot_bit": false							?	?
(Upper) Waxed Weathered Cut Copper Slab	waxed_weathered_cut_co	FALSE	Block + Item	FALSE		"top_slot_bit": true							FALSE	FALSE
Double Cut Copper Slab	double_cut_copper_slab	FALSE	Block + Item	TRUE	623	"top_slot_bit": false							?	?
Double Cut Copper Slab	double_cut_copper_slab	FALSE	Block + Item	FALSE		"top_slot_bit": true							FALSE	FALSE
Exposed Double Cut Copper Slab	exposed_double_cut_copp	FALSE	Block + Item	TRUE	624	"top_slot_bit": false							?	?
Exposed Double Cut Copper Slab	exposed_double_cut_copp	FALSE	Block + Item	FALSE		"top_slot_bit": true							FALSE	FALSE
Weathered Double Cut Copper Slab	weathered_double_cut_co	FALSE	Block + Item	TRUE	625	"top_slot_bit": false							?	?

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States						(Un)obtainable category	(Un)obtainable method
Weathered Double Cut Copper Slab	weathered_double_cut_co	FALSE	Block + Item	FALSE		"top_slot_bit": true						FALSE	FALSE
Oxidized Double Cut Copper Slab	oxidized_double_cut_copp	FALSE	Block + Item	TRUE	626	"top_slot_bit": false						?	?
Oxidized Double Cut Copper Slab	oxidized_double_cut_copp	FALSE	Block + Item	FALSE		"top_slot_bit": true						FALSE	FALSE
Waxed Double Cut Copper Slab	waxed_double_cut_coppe	FALSE	Block + Item	FALSE	627	"top_slot_bit": false						FALSE	FALSE
Waxed Double Cut Copper Slab	waxed_double_cut_coppe	FALSE	Block + Item	FALSE		"top_slot_bit": true						FALSE	FALSE
Waxed Exposed Double Cut Copper Slab	waxed_exposed_double_	FALSE	Block + Item	TRUE	628	"top_slot_bit": false						?	?
Waxed Exposed Double Cut Copper Slab	waxed_exposed_double_	FALSE	Block + Item	FALSE		"top_slot_bit": true						FALSE	FALSE
Waxed Weathered Double Cut Copper Slab	waxed_weathered_doubl	FALSE	Block + Item	TRUE	629	"top_slot_bit": false						?	?
Waxed Weathered Double Cut Copper Slab	waxed_weathered_doubl	FALSE	Block + Item	FALSE		"top_slot_bit": true						FALSE	FALSE
Cave Vines Body With Berries	cave_vines_body_with_be	FALSE	Block + Item	TRUE	630	"growing_plant_age": 0 (first stage)						?	?
Cave Vines Body With Berries	cave_vines_body_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 1						FALSE	FALSE
Cave Vines Body With Berries	cave_vines_body_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 2						FALSE	FALSE
Cave Vines Body With Berries	cave_vines_body_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 3						FALSE	FALSE
Cave Vines Body With Berries	cave_vines_body_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 4						FALSE	FALSE
Cave Vines Body With Berries	cave_vines_body_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 5						FALSE	FALSE
Cave Vines Body With Berries	cave_vines_body_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 6						FALSE	FALSE
Cave Vines Body With Berries	cave_vines_body_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 7						FALSE	FALSE
Cave Vines Body With Berries	cave_vines_body_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 8						FALSE	FALSE
Cave Vines Body With Berries	cave_vines_body_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 9						FALSE	FALSE
Cave Vines Body With Berries	cave_vines_body_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 10						FALSE	FALSE
Cave Vines Body With Berries	cave_vines_body_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 11						FALSE	FALSE
Cave Vines Body With Berries	cave_vines_body_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 12						FALSE	FALSE
Cave Vines Body With Berries	cave_vines_body_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 13						FALSE	FALSE
Cave Vines Body With Berries	cave_vines_body_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 14						FALSE	FALSE
Cave Vines Body With Berries	cave_vines_body_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 15						FALSE	FALSE
Cave Vines Body With Berries	cave_vines_body_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 16						FALSE	FALSE
Cave Vines Body With Berries	cave_vines_body_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 17						FALSE	FALSE
Cave Vines Body With Berries	cave_vines_body_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 18						FALSE	FALSE
Cave Vines Body With Berries	cave_vines_body_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 19						FALSE	FALSE
Cave Vines Body With Berries	cave_vines_body_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 20						FALSE	FALSE
Cave Vines Body With Berries	cave_vines_body_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 21						FALSE	FALSE
Cave Vines Body With Berries	cave_vines_body_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 22						FALSE	FALSE
Cave Vines Body With Berries	cave_vines_body_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 23						FALSE	FALSE
Cave Vines Body With Berries	cave_vines_body_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 24						FALSE	FALSE
Cave Vines Body With Berries	cave_vines_body_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 25 (fully grown plant)						FALSE	FALSE
Cave Vines Head With Berries	cave_vines_head_with_be	FALSE	Block + Item	TRUE	631	"growing_plant_age": 0 (first stage)						?	?
Cave Vines Head With Berries	cave_vines_head_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 1						FALSE	FALSE
Cave Vines Head With Berries	cave_vines_head_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 2						FALSE	FALSE
Cave Vines Head With Berries	cave_vines_head_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 3						FALSE	FALSE
Cave Vines Head With Berries	cave_vines_head_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 4						FALSE	FALSE
Cave Vines Head With Berries	cave_vines_head_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 5						FALSE	FALSE
Cave Vines Head With Berries	cave_vines_head_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 6						FALSE	FALSE
Cave Vines Head With Berries	cave_vines_head_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 7						FALSE	FALSE
Cave Vines Head With Berries	cave_vines_head_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 8						FALSE	FALSE
Cave Vines Head With Berries	cave_vines_head_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 9						FALSE	FALSE
Cave Vines Head With Berries	cave_vines_head_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 10						FALSE	FALSE
Cave Vines Head With Berries	cave_vines_head_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 11						FALSE	FALSE
Cave Vines Head With Berries	cave_vines_head_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 12						FALSE	FALSE
Cave Vines Head With Berries	cave_vines_head_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 13						FALSE	FALSE
Cave Vines Head With Berries	cave_vines_head_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 14						FALSE	FALSE
Cave Vines Head With Berries	cave_vines_head_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 15						FALSE	FALSE
Cave Vines Head With Berries	cave_vines_head_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 16						FALSE	FALSE
Cave Vines Head With Berries	cave_vines_head_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 17						FALSE	FALSE
Cave Vines Head With Berries	cave_vines_head_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 18						FALSE	FALSE
Cave Vines Head With Berries	cave_vines_head_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 19						FALSE	FALSE
Cave Vines Head With Berries	cave_vines_head_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 20						FALSE	FALSE
Cave Vines Head With Berries	cave_vines_head_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 21						FALSE	FALSE
Cave Vines Head With Berries	cave_vines_head_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 22						FALSE	FALSE
Cave Vines Head With Berries	cave_vines_head_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 23						FALSE	FALSE
Cave Vines Head With Berries	cave_vines_head_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 24						FALSE	FALSE
Cave Vines Head With Berries	cave_vines_head_with_be	FALSE	Block + Item	FALSE		"growing_plant_age": 25 (fully grown plant)						FALSE	FALSE
Smooth Basalt	smooth_basalt	TRUE	Block + Item	TRUE	632	"pillar_axis": "y"						?	?
Smooth Basalt	smooth_basalt	FALSE	Block + Item	FALSE		"pillar_axis": "x"						FALSE	FALSE
Smooth Basalt	smooth_basalt	FALSE	Block + Item	FALSE		"pillar_axis": "z"						FALSE	FALSE
Deepslate	deepslate	TRUE	Block + Item	TRUE	633	"pillar_axis": "y"						?	?
Deepslate	deepslate	FALSE	Block + Item	FALSE		"pillar_axis": "x"						FALSE	FALSE
Deepslate	deepslate	FALSE	Block + Item	FALSE		"pillar_axis": "z"						FALSE	FALSE
Cobbled Deepslate	cobbled_deepslate	TRUE	Block + Item	TRUE	634	FALSE						?	?
(Lower) Cobbled Deepslate Slab	cobbled_deepslate_slab	TRUE	Block + Item	TRUE	635	"top_slot_bit": false						?	?
(Upper) Cobbled Deepslate Slab	cobbled_deepslate_slab	FALSE	Block + Item	FALSE		"top_slot_bit": true						FALSE	FALSE
Cobbled Deepslate Stairs	cobbled_deepslate_stairs	TRUE	Block + Item	TRUE	636	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					?	?
Cobbled Deepslate Stairs	cobbled_deepslate_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false					FALSE	FALSE
Cobbled Deepslate Stairs	cobbled_deepslate_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false					FALSE	FALSE
Cobbled Deepslate Stairs	cobbled_deepslate_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false					FALSE	FALSE
Cobbled Deepslate Stairs	cobbled_deepslate_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true					FALSE	FALSE
Cobbled Deepslate Stairs	cobbled_deepslate_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true					FALSE	FALSE
Cobbled Deepslate Stairs	cobbled_deepslate_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true					FALSE	FALSE
Cobbled Deepslate Stairs	cobbled_deepslate_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true					FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	TRUE	Block + Item	TRUE	637	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false		?	?
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States							(Un)obtainable category	(Un)obtainable method
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Cobbled Deepslate Wall	cobbled_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate	polished_deepslate	TRUE	Block + Item	TRUE	638	FALSE							?	?
(Lower) Polished Deepslate Slab	polished_deepslate_slab	TRUE	Block + Item	TRUE	639	"top_slot_bit": false							?	?
(Upper) Polished Deepslate Slab	polished_deepslate_slab	FALSE	Block + Item	FALSE		"top_slot_bit": true							FALSE	FALSE
Polished Deepslate Stairs	polished_deepslate_stairs	TRUE	Block + Item	TRUE	640	"weirdo_direction": 0 (facing east)	"upside_down_bit": false						?	?
Polished Deepslate Stairs	polished_deepslate_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false						FALSE	FALSE
Polished Deepslate Stairs	polished_deepslate_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false						FALSE	FALSE
Polished Deepslate Stairs	polished_deepslate_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false						FALSE	FALSE
Polished Deepslate Stairs	polished_deepslate_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true						FALSE	FALSE
Polished Deepslate Stairs	polished_deepslate_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true						FALSE	FALSE
Polished Deepslate Stairs	polished_deepslate_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true						FALSE	FALSE
Polished Deepslate Stairs	polished_deepslate_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true						FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	TRUE	Block + Item	TRUE	641	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false			?	?
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "short"	"wall

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States							(Un)obtainable category	(Un)obtainable method
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Polished Deepslate Wall	polished_deepslate_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tiles	deepslate_tiles	TRUE	Block + Item	TRUE	642	FALSE							?	?
(Lower) Deepslate Tile Slab	deepslate_tile_slab	TRUE	Block + Item	TRUE	643	"top_slot_bit": false							?	?
(Upper) Deepslate Tile Slab	deepslate_tile_slab	FALSE	Block + Item	FALSE		"top_slot_bit": true							FALSE	FALSE
Deepslate Tile Stairs	deepslate_tile_stairs	TRUE	Block + Item	TRUE	644	"weirdo_direction": 0 (facing east)	"upside_down_bit": false						?	?
Deepslate Tile Stairs	deepslate_tile_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false						FALSE	FALSE
Deepslate Tile Stairs	deepslate_tile_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false						FALSE	FALSE
Deepslate Tile Stairs	deepslate_tile_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false						FALSE	FALSE
Deepslate Tile Stairs	deepslate_tile_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true						FALSE	FALSE
Deepslate Tile Stairs	deepslate_tile_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true						FALSE	FALSE
Deepslate Tile Stairs	deepslate_tile_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true						FALSE	FALSE
Deepslate Tile Stairs	deepslate_tile_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true						FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	TRUE	Block + Item	TRUE	645	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false			?	?
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States							(Un)obtainable category	(Un)obtainable method
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": true			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Deepslate Tile Wall	deepslate_tile_wall	FALSE	Block + Block	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": false			FALSE	FALSE
Deepslate Bricks	deepslate_bricks	TRUE	Block + Item	TRUE	646	FALSE							?	?
(Lower) Deepslate Brick Slab	deepslate_brick_slab	TRUE	Block + Item	TRUE	647	"top_slot_bit": false							?	?
(Upper) Deepslate Brick Slab	deepslate_brick_slab	FALSE	Block + Item	FALSE		"top_slot_bit": true							FALSE	FALSE
Deepslate Brick Stairs	deepslate_brick_stairs	TRUE	Block + Item	TRUE	648	"weirdo_direction": 0 (facing east)	"upside_down_bit": false						?	?
Deepslate Brick Stairs	deepslate_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false						FALSE	FALSE
Deepslate Brick Stairs	deepslate_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false						FALSE	FALSE
Deepslate Brick Stairs	deepslate_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false						FALSE	FALSE
Deepslate Brick Stairs	deepslate_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true						FALSE	FALSE
Deepslate Brick Stairs	deepslate_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true						FALSE	FALSE
Deepslate Brick Stairs	deepslate_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true						FALSE	FALSE
Deepslate Brick Stairs	deepslate_brick_stairs	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true						FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	TRUE	649	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false			?	?
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States						(Un)obtainable category	(Un)obtainable method
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "tall"	"wall_post_bit": false		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "none"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "short"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "tall"	"wall_connection_type_west": "short"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "short"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "none"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "short"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Deepslate Brick Wall	deepslate_brick_wall	TRUE	Block + Item	FALSE		"wall_connection_type_east": "tall"	"wall_connection_type_north": "tall"	"wall_connection_type_south": "none"	"wall_connection_type_west": "tall"	"wall_post_bit": true		FALSE	FALSE
Chiseled Deepslate	chiseled_deepslate	TRUE	Block + Item	TRUE	650	FALSE						?	?
Cobbled Deepslate Double Slab	cobbled_deepslate_doubl	FALSE	Block + Item	TRUE	651	"top_slot_bit": false						?	?
Cobbled Deepslate Double Slab	cobbled_deepslate_doubl	FALSE	Block + Item	FALSE		"top_slot_bit": true						FALSE	FALSE
Polished Deepslate Double Slab	polished_deepslate_doubl	FALSE	Block + Item	TRUE	652	"top_slot_bit": false						?	?
Polished Deepslate Double Slab	polished_deepslate_doubl	FALSE	Block + Item	FALSE		"top_slot_bit": true						FALSE	FALSE
Deepslate Tile Double Slab	deepslate_tile_double_sla	FALSE	Block + Item	TRUE	653	"top_slot_bit": false						?	?
Deepslate Tile Double Slab	deepslate_tile_double_sla	FALSE	Block + Item	FALSE		"top_slot_bit": true						FALSE	FALSE
Deepslate Brick Double Slab	deepslate_brick_double_s	FALSE	Block + Item	TRUE	654	"top_slot_bit": false						?	?
Deepslate Brick Double Slab	deepslate_brick_double_s	FALSE	Block + Item	FALSE		"top_slot_bit": true						FALSE	FALSE
Deepslate Lapis Lazuli Ore	deepslate_lapis_ore	TRUE	Block + Item	TRUE	655	FALSE						?	?
Deepslate Iron Ore	deepslate_iron_ore	TRUE	Block + Item	TRUE	656	FALSE						?	?
Deepslate Gold Ore	deepslate_gold_ore	TRUE	Block + Item	TRUE	657	FALSE						?	?
Deepslate Redstone Ore	deepslate_redstone_ore	TRUE	Block + Item	TRUE	658	FALSE						?	?
Lit Deepslate Redstone Ore	lit_deepslate_redstone_or	TRUE	Block + Item	TRUE	659	FALSE						?	?
Deepslate Diamond Ore	deepslate_diamond_ore	TRUE	Block + Item	TRUE	660	FALSE						?	?
Deepslate Coal Ore	deepslate_coal_ore	TRUE	Block + Item	TRUE	661	FALSE						?	?
Deepslate Emerald Ore	deepslate_emerald_ore	TRUE	Block + Item	TRUE	662	FALSE						?	?
Deepslate Copper Ore	deepslate_copper_ore	TRUE	Block + Item	TRUE	663	FALSE						?	?
Cracked Deepslate Tiles	cracked_deepslate_tiles	TRUE	Block + Item	TRUE	664	FALSE						?	?
Cracked Deepslate Bricks	cracked_deepslate_bricks	TRUE	Block + Item	TRUE	665	FALSE						?	?
Glow Lichen	glow_lichen	TRUE	Block + Item	TRUE	666	"multi_face_direction_bits": 0						?	?
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 1						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 2						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 3						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 4						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 5						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 6						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 7						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 8						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 9						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 10						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 11						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 12						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 13						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 14						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 15						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 16						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 17						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 18						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 19						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 20						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 21						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 22						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 23						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 24						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 25						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 26						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 27						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 28						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 29						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 30						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 31						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 32						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 33						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 34						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 35						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 36						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 37						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 38						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 39						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 40						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 41						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 42						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 43						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 44						FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 45						FALSE	FALSE

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States	(Un)obtainable category	(Un)obtainable method
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 46	FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 47	FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 48	FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 49	FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 50	FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 51	FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 52	FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 53	FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 54	FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 55	FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 56	FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 57	FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 58	FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 59	FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 60	FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 61	FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 62	FALSE	FALSE
Glow Lichen	glow_lichen	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 63	FALSE	FALSE
Candle	candle	TRUE	Block + Item	TRUE	667	"candles": 0 "lit": false	?	?
Candle	candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": false	FALSE	FALSE
Candle	candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": false	FALSE	FALSE
Candle	candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": false	FALSE	FALSE
Candle	candle	FALSE	Block + Item	FALSE		"candles": 0 "lit": true	FALSE	FALSE
Candle	candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": true	FALSE	FALSE
Candle	candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": true	FALSE	FALSE
Candle	candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": true	FALSE	FALSE
White Candle	white_candle	TRUE	Block + Item	TRUE	668	"candles": 0 "lit": false	?	?
White Candle	white_candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": false	FALSE	FALSE
White Candle	white_candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": false	FALSE	FALSE
White Candle	white_candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": false	FALSE	FALSE
White Candle	white_candle	FALSE	Block + Item	FALSE		"candles": 0 "lit": true	FALSE	FALSE
White Candle	white_candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": true	FALSE	FALSE
White Candle	white_candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": true	FALSE	FALSE
White Candle	white_candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": true	FALSE	FALSE
Orange Candle	orange_candle	TRUE	Block + Item	TRUE	669	"candles": 0 "lit": false	?	?
Orange Candle	orange_candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": false	FALSE	FALSE
Orange Candle	orange_candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": false	FALSE	FALSE
Orange Candle	orange_candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": false	FALSE	FALSE
Orange Candle	orange_candle	FALSE	Block + Item	FALSE		"candles": 0 "lit": true	FALSE	FALSE
Orange Candle	orange_candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": true	FALSE	FALSE
Orange Candle	orange_candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": true	FALSE	FALSE
Orange Candle	orange_candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": true	FALSE	FALSE
Magenta Candle	magenta_candle	TRUE	Block + Item	TRUE	670	"candles": 0 "lit": false	?	?
Magenta Candle	magenta_candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": false	FALSE	FALSE
Magenta Candle	magenta_candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": false	FALSE	FALSE
Magenta Candle	magenta_candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": false	FALSE	FALSE
Magenta Candle	magenta_candle	FALSE	Block + Item	FALSE		"candles": 0 "lit": true	FALSE	FALSE
Magenta Candle	magenta_candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": true	FALSE	FALSE
Magenta Candle	magenta_candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": true	FALSE	FALSE
Magenta Candle	magenta_candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": true	FALSE	FALSE
Light Blue Candle	light_blue_candle	TRUE	Block + Item	TRUE	671	"candles": 0 "lit": false	?	?
Light Blue Candle	light_blue_candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": false	FALSE	FALSE
Light Blue Candle	light_blue_candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": false	FALSE	FALSE
Light Blue Candle	light_blue_candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": false	FALSE	FALSE
Light Blue Candle	light_blue_candle	FALSE	Block + Item	FALSE		"candles": 0 "lit": true	FALSE	FALSE
Light Blue Candle	light_blue_candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": true	FALSE	FALSE
Light Blue Candle	light_blue_candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": true	FALSE	FALSE
Light Blue Candle	light_blue_candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": true	FALSE	FALSE
Yellow Candle	yellow_candle	TRUE	Block + Item	TRUE	672	"candles": 0 "lit": false	?	?
Yellow Candle	yellow_candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": false	FALSE	FALSE
Yellow Candle	yellow_candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": false	FALSE	FALSE
Yellow Candle	yellow_candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": false	FALSE	FALSE
Yellow Candle	yellow_candle	FALSE	Block + Item	FALSE		"candles": 0 "lit": true	FALSE	FALSE
Yellow Candle	yellow_candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": true	FALSE	FALSE
Yellow Candle	yellow_candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": true	FALSE	FALSE
Yellow Candle	yellow_candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": true	FALSE	FALSE
Lime Candle	lime_candle	TRUE	Block + Item	TRUE	673	"candles": 0 "lit": false	?	?
Lime Candle	lime_candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": false	FALSE	FALSE
Lime Candle	lime_candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": false	FALSE	FALSE
Lime Candle	lime_candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": false	FALSE	FALSE
Lime Candle	lime_candle	FALSE	Block + Item	FALSE		"candles": 0 "lit": true	FALSE	FALSE
Lime Candle	lime_candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": true	FALSE	FALSE
Lime Candle	lime_candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": true	FALSE	FALSE
Lime Candle	lime_candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": true	FALSE	FALSE
Pink Candle	pink_candle	TRUE	Block + Item	TRUE	674	"candles": 0 "lit": false	?	?
Pink Candle	pink_candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": false	FALSE	FALSE
Pink Candle	pink_candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": false	FALSE	FALSE
Pink Candle	pink_candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": false	FALSE	FALSE
Pink Candle	pink_candle	FALSE	Block + Item	FALSE		"candles": 0 "lit": true	FALSE	FALSE
Pink Candle	pink_candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": true	FALSE	FALSE
Pink Candle	pink_candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": true	FALSE	FALSE
Pink Candle	pink_candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": true	FALSE	FALSE
Gray Candle	gray_candle	TRUE	Block + Item	TRUE	675	"candles": 0 "lit": false	?	?
Gray Candle	gray_candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": false	FALSE	FALSE
Gray Candle	gray_candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": false	FALSE	FALSE
Gray Candle	gray_candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": false	FALSE	FALSE
Gray Candle	gray_candle	FALSE	Block + Item	FALSE		"candles": 0 "lit": true	FALSE	FALSE
Gray Candle	gray_candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": true	FALSE	FALSE
Gray Candle	gray_candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": true	FALSE	FALSE
Gray Candle	gray_candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": true	FALSE	FALSE
Light Gray Candle	light_gray_candle	TRUE	Block + Item	TRUE	676	"candles": 0 "lit": false	?	?
Light Gray Candle	light_gray_candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": false	FALSE	FALSE
Light Gray Candle	light_gray_candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": false	FALSE	FALSE
Light Gray Candle	light_gray_candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": false	FALSE	FALSE
Light Gray Candle	light_gray_candle	FALSE	Block + Item	FALSE		"candles": 0 "lit": true	FALSE	FALSE
Light Gray Candle	light_gray_candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": true	FALSE	FALSE
Light Gray Candle	light_gray_candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": true	FALSE	FALSE
Light Gray Candle	light_gray_candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": true	FALSE	FALSE
Cyan Candle	cyan_candle	TRUE	Block + Item	TRUE	677	"candles": 0 "lit": false	?	?
Cyan Candle	cyan_candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": false	FALSE	FALSE
Cyan Candle	cyan_candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": false	FALSE	FALSE
Cyan Candle	cyan_candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": false	FALSE	FALSE
Cyan Candle	cyan_candle	FALSE	Block + Item	FALSE		"candles": 0 "lit": true	FALSE	FALSE
Cyan Candle	cyan_candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": true	FALSE	FALSE
Cyan Candle	cyan_candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": true	FALSE	FALSE
Cyan Candle	cyan_candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": true	FALSE	FALSE
Purple Candle	purple_candle	TRUE	Block + Item	TRUE	678	"candles": 0 "lit": false	?	?
Purple Candle	purple_candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": false	FALSE	FALSE
Purple Candle	purple_candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": false	FALSE	FALSE
Purple Candle	purple_candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": false	FALSE	FALSE
Purple Candle	purple_candle	FALSE	Block + Item	FALSE		"candles": 0 "lit": true	FALSE	FALSE
Purple Candle	purple_candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": true	FALSE	FALSE
Purple Candle	purple_candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": true	FALSE	FALSE
Purple Candle	purple_candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": true	FALSE	FALSE
Blue Candle	blue_candle	TRUE	Block + Item	TRUE	679	"candles": 0 "lit": false	?	?
Blue Candle	blue_candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": false	FALSE	FALSE
Blue Candle	blue_candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": false	FALSE	FALSE
Blue Candle	blue_candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": false	FALSE	FALSE
Blue Candle	blue_candle	FALSE	Block + Item	FALSE		"candles": 0 "lit": true	FALSE	FALSE
Blue Candle	blue_candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": true	FALSE	FALSE
Blue Candle	blue_candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": true	FALSE	FALSE
Blue Candle	blue_candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": true	FALSE	FALSE
Brown Candle	brown_candle	TRUE	Block + Item	TRUE	680	"candles": 0 "lit": false	?	?
Brown Candle	brown_candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": false	FALSE	FALSE
Brown Candle	brown_candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": false	FALSE	FALSE
Brown Candle	brown_candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": false	FALSE	FALSE
Brown Candle	brown_candle	FALSE	Block + Item	FALSE		"candles": 0 "lit": true	FALSE	FALSE
Brown Candle	brown_candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": true	FALSE	FALSE
Brown Candle	brown_candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": true	FALSE	FALSE
Brown Candle	brown_candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": true	FALSE	FALSE
Green Candle	green_candle	TRUE	Block + Item	TRUE	681	"candles": 0 "lit": false	?	?
Green Candle	green_candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": false	FALSE	FALSE
Green Candle	green_candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": false	FALSE	FALSE
Green Candle	green_candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": false	FALSE	FALSE
Green Candle	green_candle	FALSE	Block + Item	FALSE		"candles": 0 "lit": true	FALSE	FALSE
Green Candle	green_candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": true	FALSE	FALSE
Green Candle	green_candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": true	FALSE	FALSE
Green Candle	green_candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": true	FALSE	FALSE
Red Candle	red_candle	TRUE	Block + Item	TRUE	682	"candles": 0 "lit": false	?	?
Red Candle	red_candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": false	FALSE	FALSE
Red Candle	red_candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": false	FALSE	FALSE
Red Candle	red_candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": false	FALSE	FALSE
Red Candle	red_candle	FALSE	Block + Item	FALSE		"candles": 0 "lit": true	FALSE	FALSE
Red Candle	red_candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": true	FALSE	FALSE
Red Candle	red_candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": true	FALSE	FALSE
Red Candle	red_candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": true	FALSE	FALSE
Black Candle	black_candle	TRUE	Block + Item	TRUE	683	"candles": 0 "lit": false	?	?
Black Candle	black_candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": false	FALSE	FALSE
Black Candle	black_candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": false	FALSE	FALSE
Black Candle	black_candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": false	FALSE	FALSE
Black Candle	black_candle	FALSE	Block + Item	FALSE		"candles": 0 "lit": true	FALSE	FALSE
Black Candle	black_candle	FALSE	Block + Item	FALSE		"candles": 1 "lit": true	FALSE	FALSE
Black Candle	black_candle	FALSE	Block + Item	FALSE		"candles": 2 "lit": true	FALSE	FALSE
Black Candle	black_candle	FALSE	Block + Item	FALSE		"candles": 3 "lit": true	FALSE	FALSE
Cake with Candle	candle_cake	FALSE	Block + Item	TRUE	684	"lit": false	?	?
Cake with Candle	candle_cake	FALSE	Block + Item	FALSE		"lit": true	FALSE	FALSE
Cake with White Candle	white_candle_cake	FALSE	Block + Item	TRUE	685	"lit": false	?	?
Cake with White Candle	white_candle_cake	FALSE	Block + Item	FALSE		"lit": true	FALSE	FALSE
Cake with Orange Candle	orange_candle_cake	FALSE	Block + Item	TRUE	686	"lit": false	?	?
Cake with Orange Candle	orange_candle_cake	FALSE	Block + Item	FALSE		"lit": true	FALSE	FALSE
Cake with Magenta Candle	magenta_candle_cake	FALSE	Block + Item	TRUE	687	"lit": false	?	?
Cake with Magenta Candle	magenta_candle_cake	FALSE	Block + Item	FALSE		"lit": true	FALSE	FALSE
Cake with Light Blue Candle	light_blue_candle_cake	FALSE	Block + Item	TRUE	688	"lit": false	?	?
Cake with Light Blue Candle	light_blue_candle_cake	FALSE	Block + Item	FALSE		"lit": true	FALSE	FALSE
Cake with Yellow Candle	yellow_candle_cake	FALSE	Block + Item	TRUE	689	"lit": false	?	?

Block States

Name	Identifier	Obtainable	Appearance ingame	Separate item form	Legacy Bloc Numeric ID	Block States						(Un)obtainable category	(Un)obtainable method
Cake with Yellow Candle	yellow_candle_cake	FALSE	Block + Item	FALSE		"lit": true						FALSE	FALSE
Cake with Lime Candle	lime_candle_cake	FALSE	Block + Item	TRUE	690	"lit": false						?	?
Cake with Lime Candle	lime_candle_cake	FALSE	Block + Item	FALSE		"lit": true						FALSE	FALSE
Cake with Pink Candle	pink_candle_cake	FALSE	Block + Item	TRUE	691	"lit": false						?	?
Cake with Pink Candle	pink_candle_cake	FALSE	Block + Item	FALSE		"lit": true						FALSE	FALSE
Cake with Gray Candle	gray_candle_cake	FALSE	Block + Item	TRUE	692	"lit": false						?	?
Cake with Gray Candle	gray_candle_cake	FALSE	Block + Item	FALSE		"lit": true						FALSE	FALSE
Cake with Light Gray Candle	light_gray_candle_cake	FALSE	Block + Item	TRUE	693	"lit": false						?	?
Cake with Light Gray Candle	light_gray_candle_cake	FALSE	Block + Item	FALSE		"lit": true						FALSE	FALSE
Cake with Cyan Candle	cyan_candle_cake	FALSE	Block + Item	TRUE	694	"lit": false						?	?
Cake with Cyan Candle	cyan_candle_cake	FALSE	Block + Item	FALSE		"lit": true						FALSE	FALSE
Cake with Purple Candle	purple_candle_cake	FALSE	Block + Item	TRUE	695	"lit": false						?	?
Cake with Purple Candle	purple_candle_cake	FALSE	Block + Item	FALSE		"lit": true						FALSE	FALSE
Cake with Blue Candle	blue_candle_cake	FALSE	Block + Item	TRUE	696	"lit": false						?	?
Cake with Blue Candle	blue_candle_cake	FALSE	Block + Item	FALSE		"lit": true						FALSE	FALSE
Cake with Brown Candle	brown_candle_cake	FALSE	Block + Item	TRUE	697	"lit": false						?	?
Cake with Brown Candle	brown_candle_cake	FALSE	Block + Item	FALSE		"lit": true						FALSE	FALSE
Cake with Green Candle	green_candle_cake	FALSE	Block + Item	TRUE	698	"lit": false						?	?
Cake with Green Candle	green_candle_cake	FALSE	Block + Item	FALSE		"lit": true						FALSE	FALSE
Cake with Red Candle	red_candle_cake	FALSE	Block + Item	TRUE	699	"lit": false						?	?
Cake with Red Candle	red_candle_cake	FALSE	Block + Item	FALSE		"lit": true						FALSE	FALSE
Cake with Black Candle	black_candle_cake	FALSE	Block + Item	TRUE	700	"lit": false						?	?
Cake with Black Candle	black_candle_cake	FALSE	Block + Item	FALSE		"lit": true						FALSE	FALSE
Waxed Oxidized Copper	waxed_oxidized_copper	TRUE	Block + Item	TRUE	701	FALSE						?	?
Waxed Oxidized Cut Copper	waxed_oxidized_cut_copp	TRUE	Block + Item	TRUE	702	FALSE						?	?
Waxed Oxidized Cut Copper Stairs	waxed_oxidized_cut_copp	TRUE	Block + Item	TRUE	703	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					?	?
Waxed Oxidized Cut Copper Stairs	waxed_oxidized_cut_copp	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": false					FALSE	FALSE
Waxed Oxidized Cut Copper Stairs	waxed_oxidized_cut_copp	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": false					FALSE	FALSE
Waxed Oxidized Cut Copper Stairs	waxed_oxidized_cut_copp	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": false					FALSE	FALSE
Waxed Oxidized Cut Copper Stairs	waxed_oxidized_cut_copp	FALSE	Block + Item	FALSE		"weirdo_direction": 0 (facing east)	"upside_down_bit": true					FALSE	FALSE
Waxed Oxidized Cut Copper Stairs	waxed_oxidized_cut_copp	FALSE	Block + Item	FALSE		"weirdo_direction": 1 (facing west)	"upside_down_bit": true					FALSE	FALSE
Waxed Oxidized Cut Copper Stairs	waxed_oxidized_cut_copp	FALSE	Block + Item	FALSE		"weirdo_direction": 2 (facing south)	"upside_down_bit": true					FALSE	FALSE
Waxed Oxidized Cut Copper Stairs	waxed_oxidized_cut_copp	FALSE	Block + Item	FALSE		"weirdo_direction": 3 (facing north)	"upside_down_bit": true					FALSE	FALSE
(Lower) Waxed Oxidized Cut Copper Slab	waxed_oxidized_cut_copp	TRUE	Block + Item	TRUE	704	"top_slot_bit": false						?	?
(Lower) Waxed Oxidized Cut Copper Slab	waxed_oxidized_cut_copp	FALSE	Block + Item	FALSE		"top_slot_bit": true						FALSE	FALSE
Waxed Oxidized Double Cut Copper Slab	waxed_oxidized_double_c	TRUE	Block + Item	TRUE	705	"top_slot_bit": false						?	?
Waxed Oxidized Double Cut Copper Slab	waxed_oxidized_double_c	FALSE	Block + Item	FALSE		"top_slot_bit": true						FALSE	FALSE
Block of Raw Iron	raw_iron_block	TRUE	Block + Item	TRUE	706	FALSE						?	?
Block of Raw Copper	raw_copper_block	TRUE	Block + Item	TRUE	707	FALSE						?	?
Block of Raw Gold	raw_gold_block	TRUE	Block + Item	TRUE	708	FALSE						?	?
Infested Deepslate	infested_deepslate	FALSE	Block + Item	TRUE	709	"pillar_axis": "y"						?	?
Infested Deepslate	infested_deepslate	FALSE	Block + Item	FALSE		"pillar_axis": "x"						FALSE	FALSE
Infested Deepslate	infested_deepslate	FALSE	Block + Item	FALSE		"pillar_axis": "z"						FALSE	FALSE
(unused)	(unused)	(unused)	(unused)	(unused)	710	(unused)	(unused)	(unused)	(unused)	(unused)	(unused)	?	?
(unused)	(unused)	(unused)	(unused)	(unused)	711	(unused)	(unused)	(unused)	(unused)	(unused)	(unused)	?	?
(unused)	(unused)	(unused)	(unused)	(unused)	712	(unused)	(unused)	(unused)	(unused)	(unused)	(unused)	?	?
Sculk	sculk	TRUE	Block + Item	TRUE	713	FALSE						?	?
Sculk Vein	sculk_vein	TRUE	Block + Item	TRUE	714	"multi_face_direction_bits": 0						?	?
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 1						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 2						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 3						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 4						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 5						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 6						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 7						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 8						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 9						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 10						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 11						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 12						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 13						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 14						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 15						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 16						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 17						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 18						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 19						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 20						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 21						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 22						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 23						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 24						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 25						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 26						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 27						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 28						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 29						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 30						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 31						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 32						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 33						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 34						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 35						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 36						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 37						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 38						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 39						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 40						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 41						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 42						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 43						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 44						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 45						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 46						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 47						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 48						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 49						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 50						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 51						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 52						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 53						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 54						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 55						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 56						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 57						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 58						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 59						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 60						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 61						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 62						FALSE	FALSE
Sculk Vein	sculk_vein	FALSE	Block + Item	FALSE		"multi_face_direction_bits": 63						FALSE	FALSE
Sculk Catalyst	sculk_catalyst	TRUE	Block + Item	TRUE	715	"bloom": 0						?	?
Sculk Catalyst	sculk_catalyst	FALSE	Block + Item	FALSE		"bloom": 1						FALSE	FALSE
Sculk Shrieker	sculk_shrieker	FALSE	Block + Item	TRUE	716	"active": "false"	"can_summon": "false"					?	?
Sculk Shrieker	sculk_shrieker	FALSE	Block + Item	FALSE		"active": "true"	"can_summon": "false"					FALSE	FALSE
Sculk Shrieker	sculk_shrieker	FALSE	Block + Item	FALSE		"active": "false"	"can_summon": "true"					FALSE	FALSE
Sculk Shrieker	sculk_shrieker	FALSE	Block + Item	FALSE		"active": "true"	"can_summon": "true"					FALSE	FALSE
(unused)	(unused)	(unused)	(unused)	(unused)	717	(unused)	(unused)	(unused)	(unused)	(unused)	(unused)	?	?
(unused)	(unused)	(unused)	(unused)	(unused)	718	(unused)	(unused)	(unused)	(unused)	(unused)	(unused)	?	?
(unused)	(unused)	(unused)	(unused)	(unused)	719	(unused)	(unused)	(unused)	(unused)	(unused)	(unused)	?	?
Client Request Placeholder Block	client_request_placeholde	FALSE	Block + Item	TRUE	720	FALSE						?	?
Mysterious Frame	mysterious_frame	FALSE	Nonexist	TRUE	721	FALSE						?	?
Mysterious Frame Slot	mysterious_frame_slot	FALSE	Nonexist	TRUE	722	FALSE						?	?
Frog Spawn	frog_spawn	FALSE	Block + Item	TRUE	723	FALSE						?	?
Pearlescent Froglight	pearlescent_froglight	TRUE	Block + Item	TRUE	724	"pillar_axis": "y"						?	?
Pearlescent Froglight	pearlescent_froglight	FALSE	Block + Item	FALSE		"pillar_axis": "x"						FALSE	FALSE
Pearlescent Froglight	pearlescent_froglight	FALSE	Block + Item	FALSE		"pillar_axis": "z"						FALSE	FALSE
Verdant Froglight	verdant_froglight	TRUE	Block + Item	TRUE	725	"pillar_axis": "y"						?	?
Verdant Froglight	verdant_froglight	FALSE	Block + Item	FALSE		"pillar_axis": "x"						FALSE	FALSE
Verdant Froglight	verdant_froglight	FALSE	Block + Item	FALSE		"pillar_axis": "z"						FALSE	FALSE
Ochre Froglight	ochre_froglight	TRUE	Block + Item	TRUE	726	"pillar_axis": "y"						?	?
Ochre Froglight	ochre_froglight	FALSE	Block + Item	FALSE		"pillar_axis": "x"						FALSE	FALSE
Ochre Froglight	ochre_froglight	FALSE	Block + Item	FALSE		"pillar_axis": "z"						FALSE	FALSE

Items

Name	Identifier	Obtainable	Appearance ingame	Stackable	Legacy Item Numeric ID	(Un)obtainable category	(Un)obtainable method
Apple	apple	TRUE	Item Only	64	257	?	?
Golden Apple	golden_apple	TRUE	Item Only	64	258	?	?
Enchanted Apple	enchanted_golden_apple	TRUE	Item Only	64	259	?	?
Mushroom Stew	mushroom_stew	TRUE	Item Only	1	260	?	?
Bread	bread	TRUE	Item Only	64	261	?	?
Raw Porkchop	porkchop	TRUE	Item Only	64	262	?	?
Cooked Porkchop	cooked_porkchop	TRUE	Item Only	64	263	?	?
Raw Cod	cod	TRUE	Item Only	64	264	?	?
Raw Salmon	salmon	TRUE	Item Only	64	265	?	?
Tropical Fish	tropical_fish	TRUE	Item Only	64	266	?	?
Pufferfish	pufferfish	TRUE	Item Only	64	267	?	?
Cooked Cod	cooked_cod	TRUE	Item Only	64	268	?	?
Cooked Salmon	cooked_salmon	TRUE	Item Only	64	269	?	?
Dried Kelp	dried_kelp	TRUE	Item Only	64	270	?	?
Cookie	cookie	TRUE	Item Only	64	271	?	?
Melon	melon_slice	TRUE	Item Only	64	272	?	?
Raw Beef	beef	TRUE	Item Only	64	273	?	?
Cooked Beef	cooked_beef	TRUE	Item Only	64	274	?	?
Raw Chicken	chicken	TRUE	Item Only	64	275	?	?
Cooked Chicken	cooked_chicken	TRUE	Item Only	64	276	?	?
Rotten Flesh	rotten_flesh	TRUE	Item Only	64	277	?	?
Spider Eye	spider_eye	TRUE	Item Only	64	278	?	?
Carrot	carrot	TRUE	Item Only	64	279	?	?
Potato	potato	TRUE	Item Only	64	280	?	?
Baked Potato	baked_potato	TRUE	Item Only	64	281	?	?
Poisonous Potato	poisonous_potato	TRUE	Item Only	64	282	?	?
Golden Carrot	golden_carrot	TRUE	Item Only	64	283	?	?
Pumpkin Pie	pumpkin_pie	TRUE	Item Only	64	284	?	?
Beetroot	beetroot	TRUE	Item Only	64	285	?	?
Beetroot Soup	beetroot_soup	TRUE	Item Only	1	286	?	?
Sweet Berries	sweet_berries	TRUE	Item Only	64	287	?	?
Raw Rabbit	rabbit	TRUE	Item Only	64	288	?	?
Cooked Rabbit	cooked_rabbit	TRUE	Item Only	64	289	?	?
Rabbit Stew	rabbit_stew	TRUE	Item Only	1	290	?	?
Seeds	wheat_seeds	TRUE	Item Only	64	291	?	?
Pumpkin Seeds	pumpkin_seeds	TRUE	Item Only	64	292	?	?
Melon Seeds	melon_seeds	TRUE	Item Only	64	293	?	?
Nether Wart	nether_wart	TRUE	Item Only	64	294	?	?
Beetroot Seeds	beetroot_seeds	TRUE	Item Only	64	295	?	?
Iron Shovel	iron_shovel	TRUE	Item Only	1	296	?	?
Iron Pickaxe	iron_pickaxe	TRUE	Item Only	1	297	?	?
Iron Axe	iron_axe	TRUE	Item Only	1	298	?	?
Flint and Steel	flint_and_steel	TRUE	Item Only	1	299	?	?
Bow	bow	TRUE	Item Only	1	300	?	?
Arrow	arrow	TRUE	Item Only	64	301:0	?	?
Arrow of Splashing (Tipped Arrow)	arrow	TRUE	Item Only	64	301:1	?	?
Tipped Arrow Mundane	arrow	TRUE	Item Only	64	301:2	?	?
Tipped Arrow Long Mundane	arrow	TRUE	Item Only	64	301:3	?	?
Tipped Arrow Thick	arrow	TRUE	Item Only	64	301:4	?	?
Tipped Arrow Awkward	arrow	TRUE	Item Only	64	301:5	?	?
Arrow of Night Vision (0:22)	arrow	TRUE	Item Only	64	301:6	?	?
Arrow of Night Vision (1:00)	arrow	TRUE	Item Only	64	301:7	?	?
Arrow of Invisibility (0:22)	arrow	TRUE	Item Only	64	301:8	?	?
Arrow of Invisibility (1:00)	arrow	TRUE	Item Only	64	301:9	?	?
Arrow of Leaping (0:22)	arrow	TRUE	Item Only	64	301:10	?	?
Arrow of Leaping (1:00)	arrow	TRUE	Item Only	64	301:11	?	?
Arrow of Leaping II (0:11)	arrow	TRUE	Item Only	64	301:12	?	?
Arrow of Fire Resistance (0:22)	arrow	TRUE	Item Only	64	301:13	?	?
Arrow of Fire Resistance (1:00)	arrow	TRUE	Item Only	64	301:14	?	?
Arrow of Swiftness (0:22)	arrow	TRUE	Item Only	64	301:15	?	?
Arrow of Swiftness (1:00)	arrow	TRUE	Item Only	64	301:16	?	?
Arrow of Swiftness II (0:11)	arrow	TRUE	Item Only	64	301:17	?	?
Arrow of Slowness (0:11)	arrow	TRUE	Item Only	64	301:18	?	?
Arrow of Slowness (0:30)	arrow	TRUE	Item Only	64	301:19	?	?
Arrow of Water Breathing (0:22)	arrow	TRUE	Item Only	64	301:20	?	?
Arrow of Water Breathing (1:02)	arrow	TRUE	Item Only	64	301:21	?	?
Arrow of Healing	arrow	TRUE	Item Only	64	301:22	?	?
Arrow of Healing II	arrow	TRUE	Item Only	64	301:23	?	?
Arrow of Harming	arrow	TRUE	Item Only	64	301:24	?	?
Arrow of Harming II	arrow	TRUE	Item Only	64	301:25	?	?
Arrow of Poison (0:05)	arrow	TRUE	Item Only	64	301:26	?	?
Arrow of Poison (0:15)	arrow	TRUE	Item Only	64	301:27	?	?
Arrow of Poison II (0:02)	arrow	TRUE	Item Only	64	301:28	?	?
Arrow of Regeneration (0:05)	arrow	TRUE	Item Only	64	301:29	?	?
Arrow of Regeneration (0:15)	arrow	TRUE	Item Only	64	301:30	?	?
Arrow of Regeneration (0:02)	arrow	TRUE	Item Only	64	301:31	?	?
Arrow of Strength (0:22)	arrow	TRUE	Item Only	64	301:32	?	?
Arrow of Strength (1:00)	arrow	TRUE	Item Only	64	301:33	?	?
Arrow of Strength II (0:11)	arrow	TRUE	Item Only	64	301:34	?	?
Arrow of Weakness (0:11)	arrow	TRUE	Item Only	64	301:35	?	?
Arrow of Weakness (0:30)	arrow	TRUE	Item Only	64	301:36	?	?
Arrow of Decay II (0:05)	arrow	TRUE	Item Only	64	301:37	?	?
Arrow of the Turtle Master (0:02)	arrow	TRUE	Item Only	64	301:38	?	?
Arrow of the Turtle Master (0:15)	arrow	TRUE	Item Only	64	301:39	?	?
Arrow of the Turtle Master II (0:02)	arrow	TRUE	Item Only	64	301:40	?	?

Items

Name	Identifier	Obtainable	Appearance ingame	Stackable	Legacy Item Numeric ID	(Un)obtainable category	(Un)obtainable method
Arrow of Slow Falling (0:11)	arrow	TRUE	Item Only	64	301:41	?	?
Arrow of Slow Falling (0:30)	arrow	TRUE	Item Only	64	301:42	?	?
Arrow of Slowness IV (0:02)	arrow	FALSE	Item Only	64	301:43	?	?
Coal	coal	TRUE	Item Only	64	302	?	?
Charcoal	charcoal	TRUE	Item Only	64	303	?	?
Diamond	diamond	TRUE	Item Only	64	304	?	?
Iron Ingot	iron_ingot	TRUE	Item Only	64	305	?	?
Gold Ingot	gold_ingot	TRUE	Item Only	64	306	?	?
Iron Sword	iron_sword	TRUE	Item Only	1	307	?	?
Wooden Sword	wooden_sword	TRUE	Item Only	1	308	?	?
Wooden Shovel	wooden_shovel	TRUE	Item Only	1	309	?	?
Wooden Pickaxe	wooden_pickaxe	TRUE	Item Only	1	310	?	?
Wooden Axe	wooden_axe	TRUE	Item Only	1	311	?	?
Stone Sword	stone_sword	TRUE	Item Only	1	312	?	?
Stone Shovel	stone_shovel	TRUE	Item Only	1	313	?	?
Stone Pickaxe	stone_pickaxe	TRUE	Item Only	1	314	?	?
Stone Axe	stone_axe	TRUE	Item Only	1	315	?	?
Diamond Sword	diamond_sword	TRUE	Item Only	1	316	?	?
Diamond Shovel	diamond_shovel	TRUE	Item Only	1	317	?	?
Diamond Pickaxe	diamond_pickaxe	TRUE	Item Only	1	318	?	?
Diamond Axe	diamond_axe	TRUE	Item Only	1	319	?	?
Stick	stick	TRUE	Item Only	64	320	?	?
Bowl	bowl	TRUE	Item Only	64	321	?	?
Golden Sword	golden_sword	TRUE	Item Only	1	322	?	?
Golden Shovel	golden_shovel	TRUE	Item Only	1	323	?	?
Golden Pickaxe	golden_pickaxe	TRUE	Item Only	1	324	?	?
Golden Axe	golden_axe	TRUE	Item Only	1	325	?	?
String	string	TRUE	Item Only	64	326	?	?
Feather	feather	TRUE	Item Only	64	327	?	?
Gunpowder	gunpowder	TRUE	Item Only	64	328	?	?
Wooden Hoe	wooden_hoe	TRUE	Item Only	1	329	?	?
Stone Hoe	stone_hoe	TRUE	Item Only	1	330	?	?
Iron Hoe	iron_hoe	TRUE	Item Only	1	331	?	?
Diamond Hoe	diamond_hoe	TRUE	Item Only	1	332	?	?
Golden Hoe	golden_hoe	TRUE	Item Only	1	333	?	?
Wheat	wheat	TRUE	Item Only	64	334	?	?
Leather Cap	leather_helmet	TRUE	Item Only	1	335	?	?
Leather Tunic	leather_chestplate	TRUE	Item Only	1	336	?	?
Leather Pants	leather_leggings	TRUE	Item Only	1	337	?	?
Leather Boots	leather_boots	TRUE	Item Only	1	338	?	?
Chain Helmet	chainmail_helmet	TRUE	Item Only	1	339	?	?
Chain Chestplate	chainmail_chestplate	TRUE	Item Only	1	340	?	?
Chain Leggings	chainmail_leggings	TRUE	Item Only	1	341	?	?
Chain Boots	chainmail_boots	TRUE	Item Only	1	342	?	?
Iron Helmet	iron_helmet	TRUE	Item Only	1	343	?	?
Iron Chestplate	iron_chestplate	TRUE	Item Only	1	344	?	?
Iron Leggings	iron_leggings	TRUE	Item Only	1	345	?	?
Iron Boots	iron_boots	TRUE	Item Only	1	346	?	?
Diamond Helmet	diamond_helmet	TRUE	Item Only	1	347	?	?
Diamond Chestplate	diamond_chestplate	TRUE	Item Only	1	348	?	?
Diamond Leggings	diamond_leggings	TRUE	Item Only	1	349	?	?
Diamond Boots	diamond_boots	TRUE	Item Only	1	350	?	?
Golden Helmet	golden_helmet	TRUE	Item Only	1	351	?	?
Golden Chestplate	golden_chestplate	TRUE	Item Only	1	352	?	?
Golden Leggings	golden_leggings	TRUE	Item Only	1	353	?	?
Golden Boots	golden_boots	TRUE	Item Only	1	354	?	?
Shield	shield	TRUE	Item Only	1	355	?	?
Flint	flint	TRUE	Item Only	64	356	?	?
Painting	painting	TRUE	Item Only	64	357	?	?
Oak Sign	oak_sign	TRUE	Item Only	16	358	?	?
Oak Door	wooden_door	TRUE	Item Only	64	359	?	?
Bucket	bucket	TRUE	Item Only	16	360	?	?
Milk	milk_bucket	TRUE	Item Only	1	361	?	?
Water Bucket	water_bucket	TRUE	Item Only	1	362	?	?
Lava Bucket	lava_bucket	TRUE	Item Only	1	363	?	?
Bucket of Cod	cod_bucket	TRUE	Item Only	1	364	?	?
Bucket of Salmon	salmon_bucket	TRUE	Item Only	1	365	?	?
Bucket of Tropical Fish	tropical_fish_bucket	TRUE	Item Only	1	366	?	?
Bucket of Pufferfish	pufferfish_bucket	TRUE	Item Only	1	367	?	?
Powder Snow Bucket	powder_snow_bucket	TRUE	Item Only	1	368	?	?
Bucket of Axolotl	axolotl_bucket	TRUE	Item Only	1	369	?	?
Minecart	minecart	TRUE	Item Only	1	370	?	?
Saddle	saddle	TRUE	Item Only	1	371	?	?
Iron Door	iron_door	TRUE	Item Only	64	372	?	?
Redstone Dust	redstone	TRUE	Item Only	64	373	?	?
Snowball	snowball	TRUE	Item Only	16	374	?	?
Oak Boat	oak_boat	TRUE	Item Only	1	375	?	?
Birch Boat	birch_boat	TRUE	Item Only	1	376	?	?
Jungle Boat	jungle_boat	TRUE	Item Only	1	377	?	?
Spruce Boat	spruce_boat	TRUE	Item Only	1	378	?	?
Acacia Boat	acacia_boat	TRUE	Item Only	1	379	?	?
Dark Oak Boat	dark_oak_boat	TRUE	Item Only	1	380	?	?
Leather	leather	TRUE	Item Only	64	381	?	?
Kelp	kelp	TRUE	Item Only	64	382	?	?
Brick	brick	TRUE	Item Only	64	383	?	?

Items

Name	Identifier	Obtainable	Appearance ingame	Stackable	Legacy Item Numeric ID	(Un)obtainable category	(Un)obtainable method
Clay	clay_ball	TRUE	Item Only	64	384	?	?
Sugar Canes	sugar_cane	TRUE	Item Only	64	385	?	?
Paper	paper	TRUE	Item Only	64	386	?	?
Book	book	TRUE	Item Only	64	387	?	?
Slimeball	slime_ball	TRUE	Item Only	64	388	?	?
Minecart with Chest	chest_minecart	TRUE	Item Only	1	389	?	?
Egg	egg	TRUE	Item Only	16	390	?	?
Compass	compass	TRUE	Item Only	64	391	?	?
Fishing Rod	fishing_rod	TRUE	Item Only	1	392	?	?
Clock	clock	TRUE	Item Only	64	393	?	?
Glowstone Dust	glowstone_dust	TRUE	Item Only	64	394	?	?
Black Dye	black_dye	TRUE	Item Only	64	395	?	?
Red Dye	red_dye	TRUE	Item Only	64	396	?	?
Green Dye	green_dye	TRUE	Item Only	64	397	?	?
Brown Dye	brown_dye	TRUE	Item Only	64	398	?	?
Blue Dye	blue_dye	TRUE	Item Only	64	399	?	?
Purple Dye	purple_dye	TRUE	Item Only	64	400	?	?
Cyan Dye	cyan_dye	TRUE	Item Only	64	401	?	?
Light Gray Dye	light_gray_dye	TRUE	Item Only	64	402	?	?
Gray Dye	gray_dye	TRUE	Item Only	64	403	?	?
Pink Dye	pink_dye	TRUE	Item Only	64	404	?	?
Lime Dye	lime_dye	TRUE	Item Only	64	405	?	?
Yellow Dye	yellow_dye	TRUE	Item Only	64	406	?	?
Light Blue Dye	light_blue_dye	TRUE	Item Only	64	407	?	?
Magenta Dye	magenta_dye	TRUE	Item Only	64	408	?	?
Orange Dye	orange_dye	TRUE	Item Only	64	409	?	?
White Dye	white_dye	TRUE	Item Only	64	410	?	?
Bone Meal	bone_meal	TRUE	Item Only	64	411	?	?
Cocoa Beans	cocoa_beans	TRUE	Item Only	64	412	?	?
Ink Sac	ink_sac	TRUE	Item Only	64	413	?	?
Lapis Lazuli	lapis_lazuli	TRUE	Item Only	64	414	?	?
Bone	bone	TRUE	Item Only	64	415	?	?
Sugar	sugar	TRUE	Item Only	64	416	?	?
Cake	cake	TRUE	Item Only	64	417	?	?
White Bed	bed	TRUE	Item Only	1	418:0	?	?
Orange Bed	bed	TRUE	Item Only	1	418:1	?	?
Magenta Bed	bed	TRUE	Item Only	1	418:2	?	?
Light Blue Bed	bed	TRUE	Item Only	1	418:3	?	?
Yellow Bed	bed	TRUE	Item Only	1	418:4	?	?
Lime Bed	bed	TRUE	Item Only	1	418:5	?	?
Pink Bed	bed	TRUE	Item Only	1	418:6	?	?
Gray Bed	bed	TRUE	Item Only	1	418:7	?	?
Light Gray Bed	bed	TRUE	Item Only	1	418:8	?	?
Cyan Bed	bed	TRUE	Item Only	1	418:9	?	?
Purple Bed	bed	TRUE	Item Only	1	418:10	?	?
Blue Bed	bed	TRUE	Item Only	1	418:11	?	?
Brown Bed	bed	TRUE	Item Only	1	418:12	?	?
Green Bed	bed	TRUE	Item Only	1	418:13	?	?
Red Bed	bed	TRUE	Item Only	1	418:14	?	?
Black Bed	bed	TRUE	Item Only	1	418:15	?	?
Redstone Repeater	repeater	TRUE	Item Only	64	419	?	?
Filled Map	filled_map	TRUE	Item Only	1	420	?	?
Shears	shears	TRUE	Item Only	1	421	?	?
Ender Pearl	ender_pearl	TRUE	Item Only	16	422	?	?
Blaze Rod	blaze_rod	TRUE	Item Only	64	423	?	?
Ghast Tear	ghast_tear	TRUE	Item Only	64	424	?	?
Gold Nugget	gold_nugget	TRUE	Item Only	64	425	?	?
Water Bottle	potion	TRUE	Item Only	1	426:0	?	?
Mundane Potion	potion	TRUE	Item Only	1	426:1	?	?
Long Mundane Potion	potion	TRUE	Item Only	1	426:2	?	?
Thick Potion	potion	TRUE	Item Only	1	426:3	?	?
Awkward Potion	potion	TRUE	Item Only	1	426:4	?	?
Potion of Night Vision (3:00)	potion	TRUE	Item Only	1	426:5	?	?
Potion of Night Vision (8:00)	potion	TRUE	Item Only	1	426:6	?	?
Potion of Invisiblity (3:00)	potion	TRUE	Item Only	1	426:7	?	?
Potion of Invisiblity (8:00)	potion	TRUE	Item Only	1	426:8	?	?
Potion of Leaping (3:00)	potion	TRUE	Item Only	1	426:9	?	?
Potion of Leaping (8:00)	potion	TRUE	Item Only	1	426:10	?	?
Potion of Leaping II (1:30)	potion	TRUE	Item Only	1	426:11	?	?
Potion of Fire Resistance (3:00)	potion	TRUE	Item Only	1	426:12	?	?
Potion of Fire Resistance (8:00)	potion	TRUE	Item Only	1	426:13	?	?
Potion of Swiftness (3:00)	potion	TRUE	Item Only	1	426:14	?	?
Potion of Swiftness (8:00)	potion	TRUE	Item Only	1	426:15	?	?
Potion of Swiftness II (1:30)	potion	TRUE	Item Only	1	426:16	?	?
Potion of Slowness (1:30)	potion	TRUE	Item Only	1	426:17	?	?
Potion of Slowness (4:00)	potion	TRUE	Item Only	1	426:18	?	?
Potion of Water Breathing (3:00)	potion	TRUE	Item Only	1	426:19	?	?
Potion of Water Breathing (8:00)	potion	TRUE	Item Only	1	426:20	?	?
Potion of Healing	potion	TRUE	Item Only	1	426:21	?	?
Potion of Healing II	potion	TRUE	Item Only	1	426:22	?	?
Potion of Harming	potion	TRUE	Item Only	1	426:23	?	?
Potion of Harming II	potion	TRUE	Item Only	1	426:24	?	?
Potion of Poison (0:45)	potion	TRUE	Item Only	1	426:25	?	?
Potion of Poison (2:00)	potion	TRUE	Item Only	1	426:26	?	?
Potion of Poison II (0:22)	potion	TRUE	Item Only	1	426:27	?	?

Items

Name	Identifier	Obtainable	Appearance ingame	Stackable	Legacy Item Numeric ID	(Un)obtainable category	(Un)obtainable method
Potion of Regeneration (0:45)	potion	TRUE	Item Only	1	426:28	?	?
Potion of Regeneration (2:00)	potion	TRUE	Item Only	1	426:29	?	?
Potion of Regeneration II (0:22)	potion	TRUE	Item Only	1	426:30	?	?
Potion of Strength (3:00)	potion	TRUE	Item Only	1	426:31	?	?
Potion of Strength (8:00)	potion	TRUE	Item Only	1	426:32	?	?
Potion of Strength (1:30)	potion	TRUE	Item Only	1	426:33	?	?
Potion of Weakness (1:30)	potion	TRUE	Item Only	1	426:34	?	?
Potion of Weakness (4:00)	potion	TRUE	Item Only	1	426:35	?	?
Potion of Decay II (0:40)	potion	FALSE	Item Only	1	426:36	?	?
Potion of the Turtle Master (0:20)	potion	TRUE	Item Only	1	426:37	?	?
Potion of the Turtle Master (0:40)	potion	TRUE	Item Only	1	426:38	?	?
Potion of the Turtle Master II (0:20)	potion	TRUE	Item Only	1	426:39	?	?
Potion of Slow Falling (1:30)	potion	TRUE	Item Only	1	426:40	?	?
Potion of Slow Falling (4:00)	potion	TRUE	Item Only	1	426:41	?	?
Potion of Slowness IV (0:20)	potion	FALSE	Item Only	1	426:42	?	?
Glass Bottle	glass_bottle	TRUE	Item Only	64	427	?	?
Fermented Spider Eye	fermented_spider_eye	TRUE	Item Only	64	428	?	?
Blaze Powder	blaze_powder	TRUE	Item Only	64	429	?	?
Magma Cream	magma_cream	TRUE	Item Only	64	430	?	?
Brewing Stand	brewing_stand	TRUE	Item Only	64	431	?	?
Cauldron	cauldron	TRUE	Item Only	64	432	?	?
Eye of Ender	ender_eye	TRUE	Item Only	64	433	?	?
Glistering Melon	glistering_melon_slice	TRUE	Item Only	64	434	?	?
Spawn Chicken	chicken_spawn_egg	FALSE	Item Only	64	435	?	?
Spawn Cow	cow_spawn_egg	FALSE	Item Only	64	436	?	?
Spawn Pig	pig_spawn_egg	FALSE	Item Only	64	437	?	?
Spawn Sheep	sheep_spawn_egg	FALSE	Item Only	64	438	?	?
Spawn Wolf	wolf_spawn_egg	FALSE	Item Only	64	439	?	?
Spawn Mooshroom	mooshroom_spawn_egg	FALSE	Item Only	64	440	?	?
Spawn Creeper	creeper_spawn_egg	FALSE	Item Only	64	441	?	?
Spawn Enderman	enderman_spawn_egg	FALSE	Item Only	64	442	?	?
Spawn Silverfish	silverfish_spawn_egg	FALSE	Item Only	64	443	?	?
Spawn Skeleton	skeleton_spawn_egg	FALSE	Item Only	64	444	?	?
Spawn Slime	slime_spawn_egg	FALSE	Item Only	64	445	?	?
Spawn Spider	spider_spawn_egg	FALSE	Item Only	64	446	?	?
Spawn Zombie	zombie_spawn_egg	FALSE	Item Only	64	447	?	?
Spawn Zombified Piglin	zombie_pigman_spawn_egg	FALSE	Item Only	64	448	?	?
Spawn Villager	villager_spawn_egg	FALSE	Item Only	64	449	?	?
Spawn Squid	squid_spawn_egg	FALSE	Item Only	64	450	?	?
Spawn Ocelot	ocelot_spawn_egg	FALSE	Item Only	64	451	?	?
Spawn Witch	witch_spawn_egg	FALSE	Item Only	64	452	?	?
Spawn Bat	bat_spawn_egg	FALSE	Item Only	64	453	?	?
Spawn Ghast	ghast_spawn_egg	FALSE	Item Only	64	454	?	?
Spawn Magma Cube	magma_cube_spawn_egg	FALSE	Item Only	64	455	?	?
Spawn Blaze	blaze_spawn_egg	FALSE	Item Only	64	456	?	?
Spawn Cave Spider	cave_spider_spawn_egg	FALSE	Item Only	64	457	?	?
Spawn Horse	horse_spawn_egg	FALSE	Item Only	64	458	?	?
Spawn Rabbit	rabbit_spawn_egg	FALSE	Item Only	64	459	?	?
Spawn Endermite	endermite_spawn_egg	FALSE	Item Only	64	460	?	?
Spawn Guardian	guardian_spawn_egg	FALSE	Item Only	64	461	?	?
Spawn Stray	stray_spawn_egg	FALSE	Item Only	64	462	?	?
Spawn Husk	husk_spawn_egg	FALSE	Item Only	64	463	?	?
Spawn Wither Skeleton	wither_skeleton_spawn_egg	FALSE	Item Only	64	464	?	?
Spawn Donkey	donkey_spawn_egg	FALSE	Item Only	64	465	?	?
Spawn Mule	mule_spawn_egg	FALSE	Item Only	64	466	?	?
Spawn Skeleton Horse	skeleton_horse_spawn_egg	FALSE	Item Only	64	467	?	?
Spawn Zombie Horse	zombie_horse_spawn_egg	FALSE	Item Only	64	468	?	?
Spawn Shulker	shulker_spawn_egg	FALSE	Item Only	64	469	?	?
Spawn NPC	npc_spawn_egg	FALSE	Item Only	64	470	?	?
Spawn Elder Guardian	elder_guardian_spawn_egg	FALSE	Item Only	64	471	?	?
Spawn Polar Bear	polar_bear_spawn_egg	FALSE	Item Only	64	472	?	?
Spawn Llama	llama_spawn_egg	FALSE	Item Only	64	473	?	?
Spawn Vindicator	vindicator_spawn_egg	FALSE	Item Only	64	474	?	?
Spawn Evoker	evoker_spawn_egg	FALSE	Item Only	64	475	?	?
Spawn Vex	vex_spawn_egg	FALSE	Item Only	64	476	?	?
Spawn Zombie Villager	zombie_villager_spawn_egg	FALSE	Item Only	64	477	?	?
Spawn Parrot	parrot_spawn_egg	FALSE	Item Only	64	478	?	?
Spawn Tropical Fish	tropical_fish_spawn_egg	FALSE	Item Only	64	479	?	?
Spawn Cod	cod_spawn_egg	FALSE	Item Only	64	480	?	?
Spawn Pufferfish	pufferfish_spawn_egg	FALSE	Item Only	64	481	?	?
Spawn Salmon	salmon_spawn_egg	FALSE	Item Only	64	482	?	?
Spawn Drowned	drowned_spawn_egg	FALSE	Item Only	64	483	?	?
Spawn Dolphin	dolphin_spawn_egg	FALSE	Item Only	64	484	?	?
Spawn Sea Turtle	turtle_spawn_egg	FALSE	Item Only	64	485	?	?
Spawn Phantom	phantom_spawn_egg	FALSE	Item Only	64	486	?	?
Spawn Agent	agent_spawn_egg	FALSE	Item Only	64	487	?	?
Spawn Cat	cat_spawn_egg	FALSE	Item Only	64	488	?	?
Spawn Panda	panda_spawn_egg	FALSE	Item Only	64	489	?	?
Spawn Fox	fox_spawn_egg	FALSE	Item Only	64	490	?	?
Spawn Pillager	pillager_spawn_egg	FALSE	Item Only	64	491	?	?
Spawn Wandering Trader	wandering_trader_spawn_egg	FALSE	Item Only	64	492	?	?
Spawn Ravager	ravager_spawn_egg	FALSE	Item Only	64	493	?	?
Spawn Bee	bee_spawn_egg	FALSE	Item Only	64	494	?	?
Spawn Strider	strider_spawn_egg	FALSE	Item Only	64	495	?	?
Spawn Hoglin	hoglin_spawn_egg	FALSE	Item Only	64	496	?	?

Items

Name	Identifier	Obtainable	Appearance ingame	Stackable	Legacy Item Numeric ID	(Un)obtainable category	(Un)obtainable method
Spawn Piglin	piglin_spawn_egg	FALSE	Item Only	64	497	?	?
Spawn Zoglin	zoglin_spawn_egg	FALSE	Item Only	64	498	?	?
Spawn Piglin Brute	piglin_brute_spawn_egg	FALSE	Item Only	64	499	?	?
Spawn Axolotl	axolotl_spawn_egg	FALSE	Item Only	64	500	?	?
Spawn Goat	goat_spawn_egg	FALSE	Item Only	64	501	?	?
Spawn Glow Squid	glow_squid_spawn_egg	FALSE	Item Only	64	502	?	?
Glow Ink Sac	glow_ink_sac	TRUE	Item Only	64	503	?	?
Copper Ingot	copper_ingot	TRUE	Item Only	64	504	?	?
Raw Iron	raw_iron	TRUE	Item Only	64	505	?	?
Raw Gold	raw_gold	TRUE	Item Only	64	506	?	?
Raw Copper	raw_copper	TRUE	Item Only	64	507	?	?
Bottle o' Enchanting	experience_bottle	TRUE	Item Only	64	508	?	?
Fire Charge	fire_charge	TRUE	Item Only	64	509	?	?
Book & Quill	writable_book	TRUE	Item Only	64	510	?	?
Written Book	written_book	TRUE	Item Only	1	511	?	?
Emerald	emerald	TRUE	Item Only	64	512	?	?
Item Frame	frame	TRUE	Item Only	64	513	?	?
Flower Pot	flower_pot	TRUE	Item Only	64	514	?	?
Empty Map	empty_map	TRUE	Item Only	64	515	?	?
Skeleton Skull	skull	TRUE	Item Only	64	516:0	?	?
Wither Skeleton Skull	skull	TRUE	Item Only	64	516:1	?	?
Zombie Head	skull	TRUE	Item Only	64	516:2	?	?
Player Head	skull	TRUE	Item Only	64	516:3	?	?
Creeper Head	skull	TRUE	Item Only	64	516:4	?	?
Dragon Head	skull	TRUE	Item Only	64	516:5	?	?
Carrot on a Stick	carrot_on_a_stick	TRUE	Item Only	1	517	?	?
Nether Star	nether_star	TRUE	Item Only	64	518	?	?
Firework Rocket	firework_rocket	TRUE	Item Only	64	519	?	?
Firework Star	firework_star	TRUE	Item Only	64	520	?	?
Enchanted Book	enchanted_book	TRUE	Item Only	1	521	?	?
Redstone Comparator	comparator	TRUE	Item Only	64	522	?	?
Nether Brick	netherbrick	TRUE	Item Only	64	523	?	?
Nether Quartz	quartz	TRUE	Item Only	64	524	?	?
Minecart with TNT	tnt_minecart	TRUE	Item Only	1	525	?	?
Minecart with Hopper	hopper_minecart	TRUE	Item Only	1	526	?	?
Hopper	hopper	TRUE	Item Only	64	527	?	?
Rabbit's Foot	rabbit_foot	TRUE	Item Only	64	528	?	?
Rabbit Hide	rabbit_hide	TRUE	Item Only	64	529	?	?
Leather Horse Armor	leather_horse_armor	TRUE	Item Only	1	530	?	?
Iron Horse Armor	iron_horse_armor	TRUE	Item Only	1	531	?	?
Gold Horse Armor	golden_horse_armor	TRUE	Item Only	1	532	?	?
Diamond Horse Armor	diamond_horse_armor	TRUE	Item Only	1	533	?	?
Music Disc (13)	music_disc_13	TRUE	Item Only	1	534	?	?
Music Disc (cat)	music_disc_cat	TRUE	Item Only	1	535	?	?
Music Disc (blocks)	music_disc_blocks	TRUE	Item Only	1	536	?	?
Music Disc (chirp)	music_disc_chirp	TRUE	Item Only	1	537	?	?
Music Disc (far)	music_disc_far	TRUE	Item Only	1	538	?	?
Music Disc (mall)	music_disc_mall	TRUE	Item Only	1	539	?	?
Music Disc (mellohi)	music_disc_mellohi	TRUE	Item Only	1	540	?	?
Music Disc (stal)	music_disc_stal	TRUE	Item Only	1	541	?	?
Music Disc (strad)	music_disc_strad	TRUE	Item Only	1	542	?	?
Music Disc (ward)	music_disc_ward	TRUE	Item Only	1	543	?	?
Music Disc (11)	music_disc_11	TRUE	Item Only	1	544	?	?
Music Disc (wait)	music_disc_wait	TRUE	Item Only	1	545	?	?
Trident	trident	TRUE	Item Only	1	546	?	?
Lead	lead	TRUE	Item Only	64	547	?	?
Name Tag	name_tag	TRUE	Item Only	64	548	?	?
Prismarine Crystals	prismarine_crystals	TRUE	Item Only	64	549	?	?
Raw Mutton	mutton	TRUE	Item Only	64	550	?	?
Cooked Mutton	cooked_mutton	TRUE	Item Only	64	551	?	?
Armor Stand	armor_stand	TRUE	Item Only	64	552	?	?
Spruce Door	spruce_door	TRUE	Item Only	64	553	?	?
Birch Door	birch_door	TRUE	Item Only	64	554	?	?
Jungle Door	jungle_door	TRUE	Item Only	64	555	?	?
Acacia Door	acacia_door	TRUE	Item Only	64	556	?	?
Dark Oak Door	dark_oak_door	TRUE	Item Only	64	557	?	?
Chorus Fruit	chorus_fruit	TRUE	Item Only	64	558	?	?
Popped Chorus Fruit	popped_chorus_fruit	TRUE	Item Only	64	559	?	?
Dragon's Breath	dragon_breath	TRUE	Item Only	64	560	?	?
Splash Water Bottle	splash_potion	TRUE	Item Only	1	561:0	?	?
Splash Mundane Potion	splash_potion	TRUE	Item Only	1	561:1	?	?
Splash Long Mundane Potion	splash_potion	TRUE	Item Only	1	561:2	?	?
Splash Thick Potion	splash_potion	TRUE	Item Only	1	561:3	?	?
Splash Awkward Potion	splash_potion	TRUE	Item Only	1	561:4	?	?
Splash Potion of Night Vision (2:15)	splash_potion	TRUE	Item Only	1	561:5	?	?
Splash Potion of Night Vision (6:00)	splash_potion	TRUE	Item Only	1	561:6	?	?
Splash Potion of Invisiblity (2:15)	splash_potion	TRUE	Item Only	1	561:7	?	?
Splash Potion of Invisiblity (6:00)	splash_potion	TRUE	Item Only	1	561:8	?	?
Splash Potion of Leaping (2:15)	splash_potion	TRUE	Item Only	1	561:9	?	?
Splash Potion of Leaping (6:00)	splash_potion	TRUE	Item Only	1	561:10	?	?
Splash Potion of Leaping II (1:07)	splash_potion	TRUE	Item Only	1	561:11	?	?
Splash Potion of Fire Resistance (2:15)	splash_potion	TRUE	Item Only	1	561:12	?	?
Splash Potion of Fire Resistance (6:00)	splash_potion	TRUE	Item Only	1	561:13	?	?
Splash Potion of Swiftness (2:15)	splash_potion	TRUE	Item Only	1	561:14	?	?
Splash Potion of Swiftness (6:00)	splash_potion	TRUE	Item Only	1	561:15	?	?

Items

Name	Identifier	Obtainable	Appearance ingame	Stackable	Legacy Item Numeric ID	(Un)obtainable category	(Un)obtainable method
Splash Potion of Swiftness II (1:07)	splash_potion	TRUE	Item Only	1	561:16	?	?
Splash Potion of Slowness (1:07)	splash_potion	TRUE	Item Only	1	561:17	?	?
Splash Potion of Slowness (3:00)	splash_potion	TRUE	Item Only	1	561:18	?	?
Splash Potion of Water Breathing (2:15)	splash_potion	TRUE	Item Only	1	561:19	?	?
Splash Potion of Water Breathing (6:00)	splash_potion	TRUE	Item Only	1	561:20	?	?
Splash Potion of Healing	splash_potion	TRUE	Item Only	1	561:21	?	?
Splash Potion of Healing II	splash_potion	TRUE	Item Only	1	561:22	?	?
Splash Potion of Harming	splash_potion	TRUE	Item Only	1	561:23	?	?
Splash Potion of Harming II	splash_potion	TRUE	Item Only	1	561:24	?	?
Splash Potion of Poison (0:33)	splash_potion	TRUE	Item Only	1	561:25	?	?
Splash Potion of Poison (1:30)	splash_potion	TRUE	Item Only	1	561:26	?	?
Splash Potion of Poison II (0:16)	splash_potion	TRUE	Item Only	1	561:27	?	?
Splash Potion of Regeneration (0:33)	splash_potion	TRUE	Item Only	1	561:28	?	?
Splash Potion of Regeneration (1:30)	splash_potion	TRUE	Item Only	1	561:29	?	?
Splash Potion of Regeneration II (0:16)	splash_potion	TRUE	Item Only	1	561:30	?	?
Splash Potion of Strength (2:15)	splash_potion	TRUE	Item Only	1	561:31	?	?
Splash Potion of Strength (6:00)	splash_potion	TRUE	Item Only	1	561:32	?	?
Splash Potion of Strength (1:07)	splash_potion	TRUE	Item Only	1	561:33	?	?
Splash Potion of Weakness (1:07)	splash_potion	TRUE	Item Only	1	561:34	?	?
Splash Potion of Weakness (3:00)	splash_potion	TRUE	Item Only	1	561:35	?	?
Splash Potion of Decay II (0:30)	splash_potion	FALSE	Item Only	1	561:36	?	?
Splash Potion of the Turtle Master (0:15)	splash_potion	TRUE	Item Only	1	561:37	?	?
Splash Potion of the Turtle Master (0:30)	splash_potion	TRUE	Item Only	1	561:38	?	?
Splash Potion of the Turtle Master II (0:15)	splash_potion	TRUE	Item Only	1	561:39	?	?
Splash Potion of Slow Falling (1:07)	splash_potion	TRUE	Item Only	1	561:40	?	?
Splash Potion of Slow Falling (3:00)	splash_potion	TRUE	Item Only	1	561:41	?	?
Splash Potion of Slowness IV (0:15)	splash_potion	FALSE	Item Only	1	561:42	?	?
Lingering Water Bottle	lingering_potion	TRUE	Item Only	1	562:0	?	?
Lingering Mundane Potion	lingering_potion	TRUE	Item Only	1	562:1	?	?
Lingering Long Mundane Potion	lingering_potion	TRUE	Item Only	1	562:2	?	?
Lingering Thick Potion	lingering_potion	TRUE	Item Only	1	562:3	?	?
Lingering Awkward Potion	lingering_potion	TRUE	Item Only	1	562:4	?	?
Lingering Potion of Night Vision (0:45)	lingering_potion	TRUE	Item Only	1	562:5	?	?
Lingering Potion of Night Vision (2:00)	lingering_potion	TRUE	Item Only	1	562:6	?	?
Lingering Potion of Invisiblity (0:45)	lingering_potion	TRUE	Item Only	1	562:7	?	?
Lingering Potion of Invisiblity (2:00)	lingering_potion	TRUE	Item Only	1	562:8	?	?
Lingering Potion of Leaping (0:45)	lingering_potion	TRUE	Item Only	1	562:9	?	?
Lingering Potion of Leaping (2:00)	lingering_potion	TRUE	Item Only	1	562:10	?	?
Lingering Potion of Leaping II (0:22)	lingering_potion	TRUE	Item Only	1	562:11	?	?
Lingering Potion of Fire Resistance (0:45)	lingering_potion	TRUE	Item Only	1	562:12	?	?
Lingering Potion of Fire Resistance (2:00)	lingering_potion	TRUE	Item Only	1	562:13	?	?
Lingering Potion of Swiftness (0:45)	lingering_potion	TRUE	Item Only	1	562:14	?	?
Lingering Potion of Swiftness (2:00)	lingering_potion	TRUE	Item Only	1	562:15	?	?
Lingering Potion of Swiftness II (0:22)	lingering_potion	TRUE	Item Only	1	562:16	?	?
Lingering Potion of Slowness (0:22)	lingering_potion	TRUE	Item Only	1	562:17	?	?
Lingering Potion of Slowness (1:00)	lingering_potion	TRUE	Item Only	1	562:18	?	?
Lingering Potion of Water Breathing (0:45)	lingering_potion	TRUE	Item Only	1	562:19	?	?
Lingering Potion of Water Breathing (2:00)	lingering_potion	TRUE	Item Only	1	562:20	?	?
Lingering Potion of Healing	lingering_potion	TRUE	Item Only	1	562:21	?	?
Lingering Potion of Healing II	lingering_potion	TRUE	Item Only	1	562:22	?	?
Lingering Potion of Harming	lingering_potion	TRUE	Item Only	1	562:23	?	?
Lingering Potion of Harming II	lingering_potion	TRUE	Item Only	1	562:24	?	?
Lingering Potion of Poison (0:11)	lingering_potion	TRUE	Item Only	1	562:25	?	?
Lingering Potion of Poison (0:30)	lingering_potion	TRUE	Item Only	1	562:26	?	?
Lingering Potion of Poison II (0:05)	lingering_potion	TRUE	Item Only	1	562:27	?	?
Lingering Potion of Regeneration (0:11)	lingering_potion	TRUE	Item Only	1	562:28	?	?
Lingering Potion of Regeneration (0:30)	lingering_potion	TRUE	Item Only	1	562:29	?	?
Lingering Potion of Regeneration II (0:05)	lingering_potion	TRUE	Item Only	1	562:30	?	?
Lingering Potion of Strength (0:45)	lingering_potion	TRUE	Item Only	1	562:31	?	?
Lingering Potion of Strength (2:00)	lingering_potion	TRUE	Item Only	1	562:32	?	?
Lingering Potion of Strength (0:22)	lingering_potion	TRUE	Item Only	1	562:33	?	?
Lingering Potion of Weakness (0:22)	lingering_potion	TRUE	Item Only	1	562:34	?	?
Lingering Potion of Weakness (1:00)	lingering_potion	TRUE	Item Only	1	562:35	?	?
Lingering Potion of Decay II (0:10)	lingering_potion	FALSE	Item Only	1	562:36	?	?
Lingering Potion of the Turtle Master (0:05)	lingering_potion	TRUE	Item Only	1	562:37	?	?
Lingering Potion of the Turtle Master (0:10)	lingering_potion	TRUE	Item Only	1	562:38	?	?
Lingering Potion of the Turtle Master II (0:05)	lingering_potion	TRUE	Item Only	1	562:39	?	?
Lingering Potion of Slow Falling (0:22)	lingering_potion	TRUE	Item Only	1	562:40	?	?
Lingering Potion of Slow Falling (1:00)	lingering_potion	TRUE	Item Only	1	562:41	?	?
Lingering Potion of Slowness IV (0:05)	lingering_potion	FALSE	Item Only	1	562:42	?	?
Minecart with Command Block	command_block_minecart	FALSE	Item Only	1	563	?	?
Elytra	elytra	TRUE	Item Only	1	564	?	?
Prismarine Shard	prismarine_shard	TRUE	Item Only	64	565	?	?
Shulker Shell	shulker_shell	TRUE	Item Only	64	566	?	?
Black Banner	banner	TRUE	Item Only	16	567:0	?	?
Red Banner	banner	TRUE	Item Only	16	567:1	?	?
Green Banner	banner	TRUE	Item Only	16	567:2	?	?
Brown Banner	banner	TRUE	Item Only	16	567:3	?	?
Blue Banner	banner	TRUE	Item Only	16	567:4	?	?
Purple Banner	banner	TRUE	Item Only	16	567:5	?	?
Cyan Banner	banner	TRUE	Item Only	16	567:6	?	?
Light Gray Banner	banner	TRUE	Item Only	16	567:7	?	?
Gray Banner	banner	TRUE	Item Only	16	567:8	?	?
Pink Banner	banner	TRUE	Item Only	16	567:9	?	?
Lime Banner	banner	TRUE	Item Only	16	567:10	?	?

Items

Name	Identifier	Obtainable	Appearance ingame	Stackable	Legacy Item Numeric ID	(Un)obtainable category	(Un)obtainable method
Yellow Banner	banner	TRUE	Item Only	16	567:11	?	?
Light Blue Banner	banner	TRUE	Item Only	16	567:12	?	?
Magenta Banner	banner	TRUE	Item Only	16	567:13	?	?
Orange Banner	banner	TRUE	Item Only	16	567:14	?	?
White Banner	banner	TRUE	Item Only	16	567:15	?	?
Totem of Undying	totem_of_undying	TRUE	Item Only	1	568	?	?
Iron Nugget	iron_nugget	TRUE	Item Only	64	569	?	?
Nautilus Shell	nautilus_shell	TRUE	Item Only	64	570	?	?
Heart of the Sea	heart_of_the_sea	TRUE	Item Only	64	571	?	?
Scute	scute	TRUE	Item Only	64	572	?	?
Turtle Shell	turtle_helmet	TRUE	Item Only	64	573	?	?
Phantom Membrane	phantom_membrane	TRUE	Item Only	64	574	?	?
Crossbow	crossbow	TRUE	Item Only	1	575	?	?
Spruce Sign	spruce_sign	TRUE	Item Only	16	576	?	?
Birch Sign	birch_sign	TRUE	Item Only	16	577	?	?
Jungle Sign	jungle_sign	TRUE	Item Only	16	578	?	?
Acacia Sign	acacia_sign	TRUE	Item Only	16	579	?	?
Dark Oak Sign	dark_oak_sign	TRUE	Item Only	16	580	?	?
Flower Banner Pattern	flower_banner_pattern	TRUE	Item Only	1	581	?	?
Creeper Banner Pattern	creeper_banner_pattern	TRUE	Item Only	1	582	?	?
Skull Banner Pattern	skull_banner_pattern	TRUE	Item Only	1	583	?	?
Mojang Banner Pattern	mojang_banner_pattern	TRUE	Item Only	1	584	?	?
Field Masoned Banner Pattern	field_masoned_banner_pattern	TRUE	Item Only	1	585	?	?
Bordure Indented Banner Pattern	bordure_indented_banner_pattern	TRUE	Item Only	1	586	?	?
Piglin Banner Pattern	piglin_banner_pattern	TRUE	Item Only	1	587	?	?
Globe Banner Pattern	globe_banner_pattern	TRUE	Item Only	1	588	?	?
Campfire	campfire	TRUE	Item Only	64	589	?	?
Suspicious Stew (Night Vision)	suspicious_stew	TRUE	Item Only	1	590:0	?	?
Suspicious Stew (Jump Boost)	suspicious_stew	TRUE	Item Only	1	590:1	?	?
Suspicious Stew (Weakness)	suspicious_stew	TRUE	Item Only	1	590:2	?	?
Suspicious Stew (Blindness)	suspicious_stew	TRUE	Item Only	1	590:3	?	?
Suspicious Stew (Poison)	suspicious_stew	TRUE	Item Only	1	590:4	?	?
Suspicious Stew (Saturation (Dandelion))	suspicious_stew	TRUE	Item Only	1	590:5	?	?
Suspicious Stew (Saturation (Blue Orchid))	suspicious_stew	TRUE	Item Only	1	590:6	?	?
Suspicious Stew (Fire Resistance)	suspicious_stew	TRUE	Item Only	1	590:7	?	?
Suspicious Stew (Regeneration)	suspicious_stew	TRUE	Item Only	1	590:8	?	?
Suspicious Stew (Wither)	suspicious_stew	TRUE	Item Only	1	590:9	?	?
Honeycomb	honeycomb	TRUE	Item Only	64	591	?	?
Honey Bottle	honey_bottle	TRUE	Item Only	16	592	?	?
Camera	camera	FALSE	Item Only	64	593	?	?
Salt (Compound) [EDU]	compound	FALSE	Item Only	64	594:0	?	?
Sodium Oxide (Compound) [EDU]	compound	FALSE	Item Only	64	594:1	?	?
Lye (Compound) [EDU]	compound	FALSE	Item Only	64	594:2	?	?
Magnesium Nitrate (Compound) [EDU]	compound	FALSE	Item Only	64	594:3	?	?
Iron Sulphide (Compound) [EDU]	compound	FALSE	Item Only	64	594:4	?	?
Lithium Hydride (Compound) [EDU]	compound	FALSE	Item Only	64	594:5	?	?
Sodium Hydride (Compound) [EDU]	compound	FALSE	Item Only	64	594:6	?	?
Calcium Bromide (Compound) [EDU]	compound	FALSE	Item Only	64	594:7	?	?
Magnesium Oxide (Compound) [EDU]	compound	FALSE	Item Only	64	594:8	?	?
Sodium Acetate (Compound) [EDU]	compound	FALSE	Item Only	64	594:9	?	?
Luminol (Compound) [EDU]	compound	FALSE	Item Only	64	594:10	?	?
Charcoal (Compound) [EDU]	compound	FALSE	Item Only	64	594:11	?	?
Sugar (Compound) [EDU]	compound	FALSE	Item Only	64	594:12	?	?
Aluminium (Compound) [EDU]	compound	FALSE	Item Only	64	594:13	?	?
Boron Trioxide (Compound) [EDU]	compound	FALSE	Item Only	64	594:14	?	?
Soap (Compound) [EDU]	compound	FALSE	Item Only	64	594:15	?	?
Polyethylene (Compound) [EDU]	compound	FALSE	Item Only	64	594:16	?	?
Garbage (Compound) [EDU]	compound	FALSE	Item Only	64	594:17	?	?
Magnesium Salts (Compound) [EDU]	compound	FALSE	Item Only	64	594:18	?	?
Sulphate (Compound) [EDU]	compound	FALSE	Item Only	64	594:19	?	?
Barium Sulphate (Compound) [EDU]	compound	FALSE	Item Only	64	594:20	?	?
Potassium Chloride (Compound) [EDU]	compound	FALSE	Item Only	64	594:21	?	?
Mercuric Chloride (Compound) [EDU]	compound	FALSE	Item Only	64	594:22	?	?
Cerium Chloride (Compound) [EDU]	compound	FALSE	Item Only	64	594:23	?	?
Tungsten Chloride (Compound) [EDU]	compound	FALSE	Item Only	64	594:24	?	?
Calcium Chloride (Compound) [EDU]	compound	FALSE	Item Only	64	594:25	?	?
Water (Compound) [EDU]	compound	FALSE	Item Only	64	594:26	?	?
Glue (Compound) [EDU]	compound	FALSE	Item Only	64	594:27	?	?
Hypochlorite (Compound) [EDU]	compound	FALSE	Item Only	64	594:28	?	?
Crude Oil (Compound) [EDU]	compound	FALSE	Item Only	64	594:29	?	?
Latex (Compound) [EDU]	compound	FALSE	Item Only	64	594:30	?	?
Potassium Iodide (Compound) [EDU]	compound	FALSE	Item Only	64	594:31	?	?
Sodium Fluoride (Compound) [EDU]	compound	FALSE	Item Only	64	594:32	?	?
Benzene (Compound) [EDU]	compound	FALSE	Item Only	64	594:33	?	?
Ink (Compound) [EDU]	compound	FALSE	Item Only	64	594:34	?	?
Hydrogen Peroxide (Compound) [EDU]	compound	FALSE	Item Only	64	594:35	?	?
Ammonia (Compound) [EDU]	compound	FALSE	Item Only	64	594:36	?	?
Sodium Hypochlorite (Compound) [EDU]	compound	FALSE	Item Only	64	594:37	?	?
Ice Bomb [EDU]	ice_bomb	FALSE	Item Only	64	595	?	?
Bleach [EDU]	bleach	FALSE	Item Only	64	596	?	?
Super Fertilizer [EDU]	rapid_fertilizer	FALSE	Item Only	64	597	?	?
White Balloon [EDU]	balloon	FALSE	Item Only	64	598:0	?	?
Orange Balloon [EDU]	balloon	FALSE	Item Only	64	598:1	?	?
Magenta Balloon [EDU]	balloon	FALSE	Item Only	64	598:2	?	?
Light Blue Balloon [EDU]	balloon	FALSE	Item Only	64	598:3	?	?

Items

Name	Identifier	Obtainable	Appearance ingame	Stackable	Legacy Item Numeric ID	(Un)obtainable category	(Un)obtainable method
Yellow Balloon [EDU]	balloon	FALSE	Item Only	64	598:4	?	?
Lime Balloon [EDU]	balloon	FALSE	Item Only	64	598:5	?	?
Pink Balloon [EDU]	balloon	FALSE	Item Only	64	598:6	?	?
Gray Balloon [EDU]	balloon	FALSE	Item Only	64	598:7	?	?
Light Gray Balloon [EDU]	balloon	FALSE	Item Only	64	598:8	?	?
Cyan Balloon [EDU]	balloon	FALSE	Item Only	64	598:9	?	?
Purple Balloon [EDU]	balloon	FALSE	Item Only	64	598:10	?	?
Blue Balloon [EDU]	balloon	FALSE	Item Only	64	598:11	?	?
Brown Balloon [EDU]	balloon	FALSE	Item Only	64	598:12	?	?
Green Balloon [EDU]	balloon	FALSE	Item Only	64	598:13	?	?
Red Balloon [EDU]	balloon	FALSE	Item Only	64	598:14	?	?
Black Balloon [EDU]	balloon	FALSE	Item Only	64	598:15	?	?
Eye Drops [EDU]	medicine	FALSE	Item Only	64	599:0	?	?
Tonic [EDU]	medicine	FALSE	Item Only	64	599:1	?	?
Antidote [EDU]	medicine	FALSE	Item Only	64	599:2	?	?
Elixir [EDU]	medicine	FALSE	Item Only	64	599:3	?	?
Red Sparkler [EDU]	sparkler	FALSE	Item Only	64	600:1	?	?
Green Sparkler [EDU]	sparkler	FALSE	Item Only	64	600:2	?	?
Blue Sparkler [EDU]	sparkler	FALSE	Item Only	64	600:4	?	?
Purple Sparkler [EDU]	sparkler	FALSE	Item Only	64	600:5	?	?
Orange Sparkler [EDU]	sparkler	FALSE	Item Only	64	600:14	?	?
Black Glow Stick [EDU]	glow_stick	FALSE	Item Only	64	601:0	?	?
Red Glow Stick [EDU]	glow_stick	FALSE	Item Only	64	601:1	?	?
Green Glow Stick [EDU]	glow_stick	FALSE	Item Only	64	601:2	?	?
Brown Glow Stick [EDU]	glow_stick	FALSE	Item Only	64	601:3	?	?
Blue Glow Stick [EDU]	glow_stick	FALSE	Item Only	64	601:4	?	?
Purple Glow Stick [EDU]	glow_stick	FALSE	Item Only	64	601:5	?	?
Cyan Glow Stick [EDU]	glow_stick	FALSE	Item Only	64	601:6	?	?
Light Gray Glow Stick [EDU]	glow_stick	FALSE	Item Only	64	601:7	?	?
Gray Glow Stick [EDU]	glow_stick	FALSE	Item Only	64	601:8	?	?
Pink Glow Stick [EDU]	glow_stick	FALSE	Item Only	64	601:9	?	?
Lime Glow Stick [EDU]	glow_stick	FALSE	Item Only	64	601:10	?	?
Yellow Glow Stick [EDU]	glow_stick	FALSE	Item Only	64	601:11	?	?
Light Blue Glow Stick [EDU]	glow_stick	FALSE	Item Only	64	601:12	?	?
Magenta Glow Stick [EDU]	glow_stick	FALSE	Item Only	64	601:13	?	?
Orange Glow Stick [EDU]	glow_stick	FALSE	Item Only	64	601:14	?	?
White Glow Stick [EDU]	glow_stick	FALSE	Item Only	64	601:15	?	?
Lodestone Compass	lodestone_compass	TRUE	Item Only	64	602	?	?
Netherite Ingot	netherite_ingot	TRUE	Item Only	64	603	?	?
Netherite Sword	netherite_sword	TRUE	Item Only	1	604	?	?
Netherite Shovel	netherite_shovel	TRUE	Item Only	1	605	?	?
Netherite Pickaxe	netherite_pickaxe	TRUE	Item Only	1	606	?	?
Netherite Axe	netherite_axe	TRUE	Item Only	1	607	?	?
Netherite Hoe	netherite_hoe	TRUE	Item Only	1	608	?	?
Netherite Helmet	netherite_helmet	TRUE	Item Only	1	609	?	?
Netherite Chestplate	netherite_chestplate	TRUE	Item Only	1	610	?	?
Netherite Leggings	netherite_leggings	TRUE	Item Only	1	611	?	?
Netherite Boots	netherite_boots	TRUE	Item Only	1	612	?	?
Netherite Scrap	netherite_scrap	TRUE	Item Only	64	613	?	?
Crimson Sign	crimson_sign	TRUE	Item Only	16	614	?	?
Warped Sign	warped_sign	TRUE	Item Only	16	615	?	?
Crimson Door	crimson_door	TRUE	Item Only	64	616	?	?
Warped Door	warped_door	TRUE	Item Only	64	617	?	?
Warped Fungus on a Stick	warped_fungus_on_a_stick	TRUE	Item Only	1	618	?	?
Chain	chain	TRUE	Item Only	64	619	?	?
Music Disc (Pigstep)	music_disc_pigstep	TRUE	Item Only	1	620	?	?
Nether Sprouts	nether_sprouts	TRUE	Item Only	64	621	?	?
Soul Campfire	soul_campfire	TRUE	Item Only	64	622	?	?
Glow Item Frame	glow_frame	TRUE	Item Only	64	623	?	?
Goat Horn	goat_horn	TRUE	Item Only	1	624	?	?
Amethyst Shard	amethyst_shard	TRUE	Item Only	64	625	?	?
Spyglass	spyglass	TRUE	Item Only	1	626	?	?
Music Disc (Otherside)	music_disc_otherside	TRUE	Item Only	1	627	?	?
Spawn Frog	frog_spawn_egg	FALSE	Item Only	64	628	?	?
Spawn Tadpole	tadpole_spawn_egg	FALSE	Item Only	64	629	?	?
Bucket of Tadpole	tadpole_bucket	TRUE	Item Only	1	630	?	?
Spawn Allay	allay_spawn_egg	FALSE	Item Only	64	631	?	?
item.firefly_spawn_egg.name	firefly_spawn_egg	FALSE	Nonexist	64	632	?	?
Entity	boat	FALSE	Item Only	64	633	?	?
Dye	dye	FALSE	Item Only	64	634	?	?
Banner Pattern	banner_pattern	FALSE	Item Only	64	635	?	?
Spawn Egg	spawn_egg	FALSE	Item Only	64	636	?	?
End Crystal	end_crystal	TRUE	Item Only	64	637	?	?
Glow Berries	glow_berries	TRUE	Item Only	64	638	?	?

Obtainables

Name	Identifier	Block State						Appearance ingame	Farmable category	Farm Method
Stone	stone	"stone_type": "stone"						Block + Item	?	?
Granite	stone	"stone_type": "granite"						Block + Item	?	?
Polished Granite	stone	"stone_type": "granite_smooth"						Block + Item	?	?
Diorite	stone	"stone_type": "diorite"						Block + Item	?	?
Polished Diorite	stone	"stone_type": "diorite_smooth"						Block + Item	?	?
Andesite	stone	"stone_type": "andesite"						Block + Item	?	?
Polished Andesite	stone	"stone_type": "andesite_smooth"						Block + Item	?	?
Grass Block	grass	FALSE						Block + Item	?	?
Dirt	dirt	"dirt_type": "normal"						Block + Item	?	?
Coarse Dirt	dirt	"dirt_type": "coarse"						Block + Item	?	?
Cobblestone	cobblestone	FALSE						Block + Item	?	?
Oak Wood Planks	planks	"wood_type": "oak"						Block + Item	?	?
Spruce Wood Planks	planks	"wood_type": "spruce"						Block + Item	?	?
Birch Wood Planks	planks	"wood_type": "birch"						Block + Item	?	?
Jungle Wood Planks	planks	"wood_type": "jungle"						Block + Item	?	?
Acacia Wood Planks	planks	"wood_type": "acacia"						Block + Item	?	?
Dark Oak Wood Planks	planks	"wood_type": "dark_oak"						Block + Item	?	?
Oak Sapling	sapling	"sapling_type": "oak"	"age_bit": false					Block + Item	?	?
Spruce Sapling	sapling	"sapling_type": "spruce"	"age_bit": false					Block + Item	?	?
Birch Sapling	sapling	"sapling_type": "birch"	"age_bit": false					Block + Item	?	?
Jungle Sapling	sapling	"sapling_type": "jungle"	"age_bit": false					Block + Item	?	?
Acacia Sapling	sapling	"sapling_type": "acacia"	"age_bit": false					Block + Item	?	?
Dark Oak Sapling	sapling	"sapling_type": "dark_oak"	"age_bit": false					Block + Item	?	?
Sand	sand	"sand_type": "normal"						Block + Item	?	?
Red Sand	sand	"sand_type": "red"						Block + Item	?	?
Gravel	gravel	FALSE						Block + Item	?	?
Gold Ore	gold_ore	FALSE						Block + Item	?	?
Iron Ore	iron_ore	FALSE						Block + Item	?	?
Coal Ore	coal_ore	FALSE						Block + Item	?	?
Oak Log	log	"old_log_type": "oak"	"pillar_axis": "y"					Block + Item	?	?
Spruce Log	log	"old_log_type": "spruce"	"pillar_axis": "y"					Block + Item	?	?
Birch Log	log	"old_log_type": "birch"	"pillar_axis": "y"					Block + Item	?	?
Jungle Log	log	"old_log_type": "jungle"	"pillar_axis": "y"					Block + Item	?	?
Oak Leaves	leaves	"old_log_type": "oak"	"update_bit": false	"persistent_bit": false				Block + Item	?	?
Spruce Leaves	leaves	"old_log_type": "spruce"	"update_bit": false	"persistent_bit": false				Block + Item	?	?
Birch Leaves	leaves	"old_log_type": "birch"	"update_bit": false	"persistent_bit": false				Block + Item	?	?
Jungle Leaves	leaves	"old_log_type": "jungle"	"update_bit": false	"persistent_bit": false				Block + Item	?	?
Sponge	sponge	"sponge_type": "dry"						Block + Item	?	?
Wet Sponge	sponge	"sponge_type": "wet"						Block + Item	?	?
Glass	glass	FALSE						Block + Item	?	?
Lapis Lazuli Ore	lapis_ore	FALSE						Block + Item	?	?
Lapis Lazuli Block	lapis_block	FALSE						Block + Item	?	?
Dispenser	dispenser	"facing_direction": 0 (facing down)	"triggered_bit": false					Block + Item	?	?
Sandstone	sandstone	"sand_stone_type": "default"						Block + Item	?	?
Chiseled Sandstone	sandstone	"sand_stone_type": "hieroglyps"						Block + Item	?	?
Cut Sandstone	sandstone	"sand_stone_type": "cut"						Block + Item	?	?
Smooth Sandstone	sandstone	"sand_stone_type": "smooth"						Block + Item	?	?
Note Block	noteblock	FALSE						Block + Item	?	?
Powered Rail	golden_rail	"rail_direction": 0 (straight north & south)	"rail_data_bit": false					Block + Item	?	?
Detector Rail	detector_rail	"rail_direction": 0 (straight north & south)	"rail_data_bit": false					Block + Item	?	?
Sticky Piston	sticky_piston	"facing_direction": 0 (facing down)						Block + Item	?	?
Cobweb	web	FALSE						Block + Item	?	?
Fern	tallgrass	tall_grass_type: "default"						Block + Item	?	?
Grass	tallgrass	tall_grass_type: "tall"						Block + Item	?	?
Fern	tallgrass	tall_grass_type: "fern"						Block + Item	?	?
Dead Bush	deadbush	FALSE						Block + Item	?	?
Piston	piston	"facing_direction": 0 (facing down)						Block + Item	?	?
White Wool	wool	"color": "white"						Block + Item	?	?
Orange Wool	wool	"color": "orange"						Block + Item	?	?
Magenta Wool	wool	"color": "magenta"						Block + Item	?	?
Light Blue Wool	wool	"color": "light_blue"						Block + Item	?	?
Yellow Wool	wool	"color": "yellow"						Block + Item	?	?
Lime Wool	wool	"color": "lime"						Block + Item	?	?
Pink Wool	wool	"color": "pink"						Block + Item	?	?
Gray Wool	wool	"color": "gray"						Block + Item	?	?
Light Gray Wool	wool	"color": "silver"						Block + Item	?	?
Cyan Wool	wool	"color": "cyan"						Block + Item	?	?
Purple Wool	wool	"color": "purple"						Block + Item	?	?
Blue Wool	wool	"color": "blue"						Block + Item	?	?
Brown Wool	wool	"color": "brown"						Block + Item	?	?
Green Wool	wool	"color": "green"						Block + Item	?	?
Red Wool	wool	"color": "red"						Block + Item	?	?
Black Wool	wool	"color": "black"						Block + Item	?	?
Dandelion	yellow_flower	FALSE						Block + Item	?	?
Poppy	red_flower	"flower_type": "poppy"						Block + Item	?	?
Blue Orchid	red_flower	"flower_type": "orchid"						Block + Item	?	?
Allium	red_flower	"flower_type": "allium"						Block + Item	?	?
Azure Bluet	red_flower	"flower_type": "houstonia"						Block + Item	?	?
Red Tulip	red_flower	"flower_type": "tulip_red"						Block + Item	?	?
Orange Tulip	red_flower	"flower_type": "tulip_orange"						Block + Item	?	?
White Tulip	red_flower	"flower_type": "tulip_white"						Block + Item	?	?
Pink Tulip	red_flower	"flower_type": "tulip_pink"						Block + Item	?	?
Oxeye Daisy	red_flower	"flower_type": "oxeye"						Block + Item	?	?
Cornflower	red_flower	"flower_type": "cornflower"						Block + Item	?	?
Lily of the Valley	red_flower	"flower_type": "lily_of_the_valley"						Block + Item	?	?
Brown Mushroom	brown_mushroom	FALSE						Block + Item	?	?
Red Mushroom	red_mushroom	FALSE						Block + Item	?	?
Block of Gold	gold_block	FALSE						Block + Item	?	?
Block of Iron	iron_block	FALSE						Block + Item	?	?
Double Smooth Stone Slab	double_stone_block_slab	"stone_slab_type": "smooth_stone"	"top_slot_bit": false					Block + Item	?	?
Double Sandstone Slab	double_stone_block_slab	"stone_slab_type": "sandstone"	"top_slot_bit": false					Block + Item	?	?
Double Petrified Oak Slab	double_stone_block_slab	"stone_slab_type": "wood"	"top_slot_bit": false					Block + Item	?	?
Double Cobblestone Slab	double_stone_block_slab	"stone_slab_type": "cobblestone"	"top_slot_bit": false					Block + Item	?	?
Double Brick Slab	double_stone_block_slab	"stone_slab_type": "brick"	"top_slot_bit": false					Block + Item	?	?
Double Stone Brick Slab	double_stone_block_slab	"stone_slab_type": "stone_brick"	"top_slot_bit": false					Block + Item	?	?
Double Quartz Slab	double_stone_block_slab	"stone_slab_type": "quartz"	"top_slot_bit": false					Block + Item	?	?
Double Nether Brick Slab	double_stone_block_slab	"stone_slab_type": "nether_brick"	"top_slot_bit": false					Block + Item	?	?
(Lower) Smooth Stone Slab	stone_block_slab	"stone_slab_type": "smooth_stone"	"top_slot_bit": false					Block + Item	?	?
(Lower) Sandstone Slab	stone_block_slab	"stone_slab_type": "sandstone"	"top_slot_bit": false					Block + Item	?	?
(Lower) Cobblestone Slab	stone_block_slab	"stone_slab_type": "cobblestone"	"top_slot_bit": false					Block + Item	?	?
(Lower) Brick Slab	stone_block_slab	"stone_slab_type": "brick"	"top_slot_bit": false					Block + Item	?	?
(Lower) Stone Brick Slab	stone_block_slab	"stone_slab_type": "stone_brick"	"top_slot_bit": false					Block + Item	?	?
(Lower) Quartz Slab	stone_block_slab	"stone_slab_type": "quartz"	"top_slot_bit": false					Block + Item	?	?
(Lower) Nether Brick Slab	stone_block_slab	"stone_slab_type": "nether_brick"	"top_slot_bit": false					Block + Item	?	?
Brick Block	brick_block	FALSE						Block + Item	?	?
TNT	tnt	"explode_bit": false	"allow_underwater_bit": false					Block + Item	?	?
Bookshelf	bookshelf	FALSE						Block + Item	?	?
Mossy Cobblestone	mossy_cobblestone	FALSE						Block + Item	?	?
Obsidian	obsidian	FALSE						Block + Item	?	?
Torch	torch	"torch_facing_direction": "top"						Block + Item	?	?
Oak Wood Stairs	oak_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					Block + Item	?	?
Chest	chest	"facing_direction": 5 (facing east)						Block + Item	?	?
Diamond Ore	diamond_ore	FALSE						Block + Item	?	?
Block of Diamond	diamond_block	FALSE						Block + Item	?	?
Crafting Table	crafting_table	FALSE						Block + Item	?	?
Furnace	furnace	"facing_direction": 5 (facing east)						Block + Item	?	?
Lit Furnace	lit_furnace	"facing_direction": 5 (facing east)						Block + Item	?	?
Ladder	ladder	"facing_direction": 5 (facing east)						Block + Item	?	?
Rail	rail	"rail_direction": 0 (straight north & south)						Block + Item	?	?
Cobblestone Stairs	stone_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					Block + Item	?	?
Lever	lever	"lever_direction": "down_east_west"	"open_bit": false					Block + Item	?	?
Stone Pressure Plate	stone_pressure_plate	"redstone_signal": 0						Block + Item	?	?
Oak Pressure Plate	wooden_pressure_plate	"redstone_signal": 0						Block + Item	?	?
Redstone Ore	redstone_ore	FALSE						Block + Item	?	?
Redstone Torch	redstone_torch	"torch_facing_direction": "top"						Block + Item	?	?
Stone Button	stone_button	"facing_direction": 0 (facing down)	"button_pressed_bit": false					Block + Item	?	?
Ice	ice	FALSE						Block + Item	?	?
Snow Block	snow	FALSE						Block + Item	?	?
Cactus	cactus	"age": 0						Block + Item	?	?
Clay Block	clay	FALSE						Block + Item	?	?
Jukebox	jukebox	FALSE						Block + Item	?	?
Oak Fence	fence	"wood_type": "oak"						Block + Item	?	?
Spruce Fence	fence	"wood_type": "spruce"						Block + Item	?	?
Birch Fence	fence	"wood_type": "birch"						Block + Item	?	?
Jungle Fence	fence	"wood_type": "jungle"						Block + Item	?	?
Acacia Fence	fence	"wood_type": "acacia"						Block + Item	?	?
Dark Oak Fence	fence	"wood_type": "dark_oak"						Block + Item	?	?
Pumpkin	pumpkin	"direction": 3 (facing east)						Block + Item	?	?
Netherrack	netherrack	FALSE						Block + Item	?	?
Soul Sand	soul_sand	FALSE						Block + Item	?	?
Glowstone	glowstone	FALSE						Block + Item	?	?
Jack o'Lantern	lit_pumpkin	"direction": 3 (facing east)						Block + Item	?	?
Oak Trapdoor	trapdoor	"direction": 0 (facing west)	"upside_down_bit": false	"open_bit": false				Block + Item	?	?
Stone Bricks	stonebrick	"stone_brick_type": "default"						Block + Item	?	?
Mossy Stone Bricks	stonebrick	"stone_brick_type": "mossy"						Block + Item	?	?
Cracked Stone Bricks	stonebrick	"stone_brick_type": "cracked"						Block + Item	?	?
Chiseled Stone Bricks	stonebrick	"stone_brick_type": "chiseled"						Block + Item	?	?
Smooth Stone Bricks	stonebrick	"stone_brick_type": "smooth"						Block + Item	?	?
Brown Mushroom Block	brown_mushroom_block	"huge_mushroom_bits": 0 (Pores on all sides)						Block + Item	?	?

Obtainables

Name	Identifier	Block State					Appearance ingame	Farmable category	Farm Method
Brown Mushroom Block	brown_mushroom_block	"huge_mushroom_bits": 1 (Cap texture on top, north, west; pores on other sides)					Block + Item	?	?
Brown Mushroom Block	brown_mushroom_block	"huge_mushroom_bits": 2 (Cap texture on top, north; pores on other sides)					Block + Item	?	?
Brown Mushroom Block	brown_mushroom_block	"huge_mushroom_bits": 3 (Cap texture on top, north, east; pores on other sides)					Block + Item	?	?
Brown Mushroom Block	brown_mushroom_block	"huge_mushroom_bits": 4 (Cap texture on top, west; pores on other sides)					Block + Item	?	?
Brown Mushroom Block	brown_mushroom_block	"huge_mushroom_bits": 5 (Cap texture on top; pores on other sides)					Block + Item	?	?
Brown Mushroom Block	brown_mushroom_block	"huge_mushroom_bits": 6 (Cap texture on top, east; pores on other sides)					Block + Item	?	?
Brown Mushroom Block	brown_mushroom_block	"huge_mushroom_bits": 7 (Cap texture on top, south, west; pores on other sides)					Block + Item	?	?
Brown Mushroom Block	brown_mushroom_block	"huge_mushroom_bits": 8 (Cap texture on top, south; pores on other sides)					Block + Item	?	?
Brown Mushroom Block	brown_mushroom_block	"huge_mushroom_bits": 9 (Cap texture on top, south, east; pores on other sides)					Block + Item	?	?
Brown Mushroom Block	brown_mushroom_block	"huge_mushroom_bits": 10 (Four side faces have stem texture; pores on top,bottom)					Block + Item	?	?
Brown Mushroom Block	brown_mushroom_block	"huge_mushroom_bits": 11 (Pores on all sides)					Block + Item	?	?
Brown Mushroom Block	brown_mushroom_block	"huge_mushroom_bits": 12 (Pores on all sides)					Block + Item	?	?
Brown Mushroom Block	brown_mushroom_block	"huge_mushroom_bits": 13 (Pores on all sides)					Block + Item	?	?
Brown Mushroom Block	brown_mushroom_block	"huge_mushroom_bits": 14 (Cap texture on all sides)					Block + Item	?	?
Brown Mushroom Block	brown_mushroom_block	"huge_mushroom_bits": 15 (Stem texture on all sides)					Block + Item	?	?
Red Mushroom Block	red_mushroom_block	"huge_mushroom_bits": 0 (Pores on all sides)					Block + Item	?	?
Red Mushroom Block	red_mushroom_block	"huge_mushroom_bits": 1 (Cap texture on top, north, west; pores on other sides)					Block + Item	?	?
Red Mushroom Block	red_mushroom_block	"huge_mushroom_bits": 2 (Cap texture on top, north; pores on other sides)					Block + Item	?	?
Red Mushroom Block	red_mushroom_block	"huge_mushroom_bits": 3 (Cap texture on top, north, east; pores on other sides)					Block + Item	?	?
Red Mushroom Block	red_mushroom_block	"huge_mushroom_bits": 4 (Cap texture on top, west; pores on other sides)					Block + Item	?	?
Red Mushroom Block	red_mushroom_block	"huge_mushroom_bits": 5 (Cap texture on top; pores on other sides)					Block + Item	?	?
Red Mushroom Block	red_mushroom_block	"huge_mushroom_bits": 6 (Cap texture on top, east; pores on other sides)					Block + Item	?	?
Red Mushroom Block	red_mushroom_block	"huge_mushroom_bits": 7 (Cap texture on top, south, west; pores on other sides)					Block + Item	?	?
Red Mushroom Block	red_mushroom_block	"huge_mushroom_bits": 8 (Cap texture on top, south; pores on other sides)					Block + Item	?	?
Red Mushroom Block	red_mushroom_block	"huge_mushroom_bits": 9 (Cap texture on top, south, east; pores on other sides)					Block + Item	?	?
Red Mushroom Block	red_mushroom_block	"huge_mushroom_bits": 10 (Four side faces have stem texture; pores on top,bottom)					Block + Item	?	?
Red Mushroom Block	red_mushroom_block	"huge_mushroom_bits": 11 (Pores on all sides)					Block + Item	?	?
Red Mushroom Block	red_mushroom_block	"huge_mushroom_bits": 12 (Pores on all sides)					Block + Item	?	?
Red Mushroom Block	red_mushroom_block	"huge_mushroom_bits": 13 (Pores on all sides)					Block + Item	?	?
Red Mushroom Block	red_mushroom_block	"huge_mushroom_bits": 14 (Cap texture on all sides)					Block + Item	?	?
Red Mushroom Block	red_mushroom_block	"huge_mushroom_bits": 15 (Stem texture on all sides)					Block + Item	?	?
Iron Bars	iron_bars	FALSE					Block + Item	?	?
Glass Pane	glass_pane	FALSE					Block + Item	?	?
Melon	melon_block	FALSE					Block + Item	?	?
Vines	vine	"vine_direction_bits": 0					Block + Item	?	?
Oak Fence Gate	fence_gate	"direction": 0 (facing south)	"open_bit": false	"in_wall_bit": false			Block + Item	?	?
Brick Stairs	brick_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false				Block + Item	?	?
Stone Brick Stairs	stone_brick_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false				Block + Item	?	?
Mycelium	mycelium	FALSE					Block + Item	?	?
Lily Pad	waterlily	FALSE					Block + Item	?	?
Nether Brick Block	nether_brick	FALSE					Block + Item	?	?
Nether Brick Fence	nether_brick_fence	FALSE					Block + Item	?	?
Nether Brick Stairs	nether_brick_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false				Block + Item	?	?
Enchantment Table	enchanting_table	FALSE					Block + Item	?	?
End Stone	end_stone	FALSE					Block + Item	?	?
Dragon Egg	dragon_egg	FALSE					Block + Item	?	?
Redstone Lamp	redstone_lamp	FALSE					Block + Item	?	?
Dropper	dropper	"facing_direction": 0 (facing down)	triggered_bit: false				Block + Item	?	?
Activator Rail	activator_rail	"rail_direction": 0 (straight north & south	"rail_data_bit": false				Block + Item	?	?
Sandstone Stairs	sandstone_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false				Block + Item	?	?
Emerald Ore	emerald_ore	FALSE					Block + Item	?	?
Ender Chest	ender_chest	"facing_direction": 0 (unused)					Block + Item	?	?
Tripwire Hook	tripwire_hook	"direction": 0 (facing south)	"attached_bit": false	"powered_bit": false			Block + Item	?	?
Block of Emerald	emerald_block	FALSE					Block + Item	?	?
Spruce Wood Stairs	spruce_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false				Block + Item	?	?
Birch Wood Stairs	birch_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false				Block + Item	?	?
Jungle Wood Stairs	jungle_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false				Block + Item	?	?
Beacon	beacon	FALSE					Block + Item	?	?
Cobblestone Wall	cobblestone_wall	"wall_block_type": "cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_wes"wall_post_bit": false	Block + Item	?	?
Mossy Cobblestone Wall	cobblestone_wall	"wall_block_type": "mossy_cobblestone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_wes"wall_post_bit": false	Block + Item	?	?
Granite Wall	cobblestone_wall	"wall_block_type": "granite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_wes"wall_post_bit": false	Block + Item	?	?
Diorite Wall	cobblestone_wall	"wall_block_type": "diorite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_wes"wall_post_bit": false	Block + Item	?	?
Andesite Wall	cobblestone_wall	"wall_block_type": "andesite"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_wes"wall_post_bit": false	Block + Item	?	?
Sandstone Wall	cobblestone_wall	"wall_block_type": "sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_wes"wall_post_bit": false	Block + Item	?	?
Brick Wall	cobblestone_wall	"wall_block_type": "brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_wes"wall_post_bit": false	Block + Item	?	?
Stone Brick Wall	cobblestone_wall	"wall_block_type": "stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_wes"wall_post_bit": false	Block + Item	?	?
Mossy Stone Brick Wall	cobblestone_wall	"wall_block_type": "mossy_stone_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_wes"wall_post_bit": false	Block + Item	?	?
Nether Brick Wall	cobblestone_wall	"wall_block_type": "nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_wes"wall_post_bit": false	Block + Item	?	?
End Brick Wall	cobblestone_wall	"wall_block_type": "end_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_wes"wall_post_bit": false	Block + Item	?	?
Prismarine Wall	cobblestone_wall	"wall_block_type": "prismarine"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_wes"wall_post_bit": false	Block + Item	?	?
Red Sandstone Wall	cobblestone_wall	"wall_block_type": "red_sandstone"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_wes"wall_post_bit": false	Block + Item	?	?
Red Nether Brick Wall	cobblestone_wall	"wall_block_type": "red_nether_brick"	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_wes"wall_post_bit": false	Block + Item	?	?
Oak Button	wooden_button	"facing_direction": 0 (facing down)	"button_pressed_bit": false				Block + Item	?	?
Anvil	anvil	"direction": 0 (west)	"damage": "undamaged"				Block + Item	?	?
Slightly Damaged Anvil	anvil	"direction": 0 (west)	"damage": "slightly_damaged"				Block + Item	?	?
Very Damaged Anvil	anvil	"direction": 0 (west)	"damage": "very_damaged"				Block + Item	?	?
Trapped Chest	trapped_chest	"facing_direction": 5 (facing east)					Block + Item	?	?
Light Weighted Pressure Plate	light_weighted_pressure_plate	"redstone_signal": 0					Block + Item	?	?
Heavy Weighted Pressure Plate	heavy_weighted_pressure_plate	"redstone_signal": 0					Block + Item	?	?
Daylight Detector	daylight_detector	"redstone_signal": 0					Block + Item	?	?
Quartz Block	quartz_block	"chisel_type": "default"	"pillar_axis": "y"				Block + Item	?	?
Chiseled Quartz Block	quartz_block	"chisel_type": "chiseled"	"pillar_axis": "y"				Block + Item	?	?
Pillar Quartz Block	quartz_block	"chisel_type": "lines"	"pillar_axis": "y"				Block + Item	?	?
Smooth Quartz Block	quartz_block	"chisel_type": "smooth"	"pillar_axis": "y"				Block + Item	?	?
(Lower) Oak Slab	wooden_slab	"wood_type": "oak"	"top_slot_bit": "false"				Block + Item	?	?
(Lower) Spruce Slab	wooden_slab	"wood_type": "spruce"	"top_slot_bit": "false"				Block + Item	?	?
(Lower) Birch Slab	wooden_slab	"wood_type": "birch"	"top_slot_bit": "false"				Block + Item	?	?
(Lower) Jungle Slab	wooden_slab	"wood_type": "jungle"	"top_slot_bit": "false"				Block + Item	?	?
(Lower) Acacia Slab	wooden_slab	"wood_type": "acacia"	"top_slot_bit": "false"				Block + Item	?	?
(Lower) Dark Oak Slab	wooden_slab	"wood_type": "dark_oak"	"top_slot_bit": "false"				Block + Item	?	?
White Terracotta	stained_hardened_clay	"color": "white"					Block + Item	?	?
Orange Terracotta	stained_hardened_clay	"color": "orange"					Block + Item	?	?
Magenta Terracotta	stained_hardened_clay	"color": "magenta"					Block + Item	?	?
Light Blue Terracotta	stained_hardened_clay	"color": "light_blue"					Block + Item	?	?
Yellow Terracotta	stained_hardened_clay	"color": "yellow"					Block + Item	?	?
Lime Terracotta	stained_hardened_clay	"color": "lime"					Block + Item	?	?
Pink Terracotta	stained_hardened_clay	"color": "pink"					Block + Item	?	?
Gray Terracotta	stained_hardened_clay	"color": "gray"					Block + Item	?	?
Light Gray Terracotta	stained_hardened_clay	"color": "silver"					Block + Item	?	?
Cyan Terracotta	stained_hardened_clay	"color": "cyan"					Block + Item	?	?
Purple Terracotta	stained_hardened_clay	"color": "purple"					Block + Item	?	?
Blue Terracotta	stained_hardened_clay	"color": "blue"					Block + Item	?	?
Brown Terracotta	stained_hardened_clay	"color": "brown"					Block + Item	?	?
Green Terracotta	stained_hardened_clay	"color": "green"					Block + Item	?	?
Red Terracotta	stained_hardened_clay	"color": "red"					Block + Item	?	?
Black Terracotta	stained_hardened_clay	"color": "black"					Block + Item	?	?
White Stained Glass Pane	stained_glass_pane	"color": "white"					Block + Item	?	?
Orange Stained Glass Pane	stained_glass_pane	"color": "orange"					Block + Item	?	?
Magenta Stained Glass Pane	stained_glass_pane	"color": "magenta"					Block + Item	?	?
Light Blue Stained Glass Pane	stained_glass_pane	"color": "light_blue"					Block + Item	?	?
Yellow Stained Glass Pane	stained_glass_pane	"color": "yellow"					Block + Item	?	?
Lime Stained Glass Pane	stained_glass_pane	"color": "lime"					Block + Item	?	?
Pink Stained Glass Pane	stained_glass_pane	"color": "pink"					Block + Item	?	?
Gray Stained Glass Pane	stained_glass_pane	"color": "gray"					Block + Item	?	?
Light Gray Stained Glass Pane	stained_glass_pane	"color": "silver"					Block + Item	?	?
Cyan Stained Glass Pane	stained_glass_pane	"color": "cyan"					Block + Item	?	?
Purple Stained Glass Pane	stained_glass_pane	"color": "purple"					Block + Item	?	?
Blue Stained Glass Pane	stained_glass_pane	"color": "blue"					Block + Item	?	?
Brown Stained Glass Pane	stained_glass_pane	"color": "brown"					Block + Item	?	?
Green Stained Glass Pane	stained_glass_pane	"color": "green"					Block + Item	?	?
Red Stained Glass Pane	stained_glass_pane	"color": "red"					Block + Item	?	?
Black Stained Glass Pane	stained_glass_pane	"color": "black"					Block + Item	?	?
Acacia Leaves	leaves2	"new_leaf_type": "acacia"	"update_bit": false	"persistent_bit": false			Block + Item	?	?
Dark Oak Leaves	leaves2	"new_leaf_type": "dark_oak"	"update_bit": false	"persistent_bit": false			Block + Item	?	?
Acacia Log	log2	"new_log_type": "acacia"	"pillar_axis": "y"				Block + Item	?	?
Dark Oak Log	log2	"new_log_type": "dark_oak"	"pillar_axis": "y"				Block + Item	?	?
Acacia Wood Stairs	acacia_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false				Block + Item	?	?
Iron Trapdoor	iron_trapdoor	"direction": 0 (facing west)	"upside_down_bit": false	"open_bit": false			Block + Item	?	?
Prismarine	prismarine	prismarine_block_type: "default"					Block + Item	?	?
Dark Prismarine	prismarine	prismarine_block_type: "dark"					Block + Item	?	?
Prismarine Bricks	prismarine	prismarine_block_type: "bricks"					Block + Item	?	?
Sea Lantern	sealantern	FALSE					Block + Item	?	?
Hay Bale	hay_block	"pillar_axis": "y"					Block + Item	?	?
White Carpet	carpet	"color": "white"					Block + Item	?	?
Orange Carpet	carpet	"color": "orange"					Block + Item	?	?
Magenta Carpet	carpet	"color": "magenta"					Block + Item	?	?
Light Blue Carpet	carpet	"color": "light_blue"					Block + Item	?	?
Yellow Carpet	carpet	"color": "yellow"					Block + Item	?	?
Lime Carpet	carpet	"color": "lime"					Block + Item	?	?
Pink Carpet	carpet	"color": "pink"					Block + Item	?	?
Gray Carpet	carpet	"color": "gray"					Block + Item	?	?
Light Gray Carpet	carpet	"color": "silver"					Block + Item	?	?
Cyan Carpet	carpet	"color": "cyan"					Block + Item	?	?
Purple Carpet	carpet	"color": "purple"					Block + Item	?	?
Blue Carpet	carpet	"color": "blue"					Block + Item	?	?
Brown Carpet	carpet	"color": "brown"					Block + Item	?	?
Green Carpet	carpet	"color": "green"					Block + Item	?	?
Red Carpet	carpet	"color": "red"					Block + Item	?	?
Black Carpet	carpet	"color": "black"					Block + Item	?	?

Obtainables

Name	Identifier	Block State					Appearance ingame	Farmable category	Farm Method
Terracotta	hardened_clay	FALSE					Block + Item	?	?
Block of Coal	coal_block	FALSE					Block + Item	?	?
Packed Ice	packed_ice	FALSE					Block + Item	?	?
Sunflower	double_plant	"double_plant_type": "sunflower"	"upper_block_bit": false				Block + Item	?	?
Syringa	double_plant	"double_plant_type": "syringa"	"upper_block_bit": false				Block + Item	?	?
Tall Grass	double_plant	"double_plant_type": "grass"	"upper_block_bit": false				Block + Item	?	?
Tall Fern	double_plant	"double_plant_type": "fern"	"upper_block_bit": false				Block + Item	?	?
Rose Bush	double_plant	"double_plant_type": "rose"	"upper_block_bit": false				Block + Item	?	?
Paeonia	double_plant	"double_plant_type": "paeonia"	"upper_block_bit": false				Block + Item	?	?
Red Sandstone Stairs	red_sandstone_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false				Block + Item	?	?
Double Red Sandstone Slab	double_stone_slab2	"stone_slab_type": "red_sandstone"	"top_slot_bit": false				Block + Item	?	?
Double Purpur Slab	double_stone_slab2	"stone_slab_type": "purpur"	"top_slot_bit": false				Block + Item	?	?
Double Prisarine Slab	double_stone_slab2	"stone_slab_type": "prismarine_rough"	"top_slot_bit": false				Block + Item	?	?
Double Dark Prismarine Slab	double_stone_slab2	"stone_slab_type": "prismarine_dark"	"top_slot_bit": false				Block + Item	?	?
Double Prismarine Brick Slab	double_stone_slab2	"stone_slab_type": "prismarine_brick"	"top_slot_bit": false				Block + Item	?	?
Double Mossy Cobblestone Slab	double_stone_slab2	"stone_slab_type": "mossy_cobblestone	"top_slot_bit": false				Block + Item	?	?
Double Smooth Sandstone Slab	double_stone_slab2	"stone_slab_type": "smooth_sandstone"	"top_slot_bit": false				Block + Item	?	?
Double Red Nether Brick Slab	double_stone_slab2	"stone_slab_type": "red_nether_brick"	"top_slot_bit": false				Block + Item	?	?
(Lower) Red Sandstone Slab	stone_slab2	"stone_slab_type": "red_sandstone"	"top_slot_bit": false				Block + Item	?	?
(Lower) Purpur Slab	stone_slab2	"stone_slab_type": "purpur"	"top_slot_bit": false				Block + Item	?	?
(Lower) Prisarine Slab	stone_slab2	"stone_slab_type": "prismarine_rough"	"top_slot_bit": false				Block + Item	?	?
(Lower) Dark Prismarine Slab	stone_slab2	"stone_slab_type": "prismarine_dark"	"top_slot_bit": false				Block + Item	?	?
(Lower) Prismarine Brick Slab	stone_slab2	"stone_slab_type": "prismarine_brick"	"top_slot_bit": false				Block + Item	?	?
(Lower) Mossy Cobblestone Slab	stone_slab2	"stone_slab_type": "mossy_cobblestone	"top_slot_bit": false				Block + Item	?	?
(Lower) Smooth Sandstone Slab	stone_slab2	"stone_slab_type": "smooth_sandstone"	"top_slot_bit": false				Block + Item	?	?
(Lower) Red Nether Brick Slab	stone_slab2	"stone_slab_type": "red_nether_brick"	"top_slot_bit": false				Block + Item	?	?
Spruce Fence Gate	spruce_fence_gate	"direction": 0 (facing south)	"open_bit": false	"in_wall_bit": false			Block + Item	?	?
Birch Fence Gate	birch_fence_gate	"direction": 0 (facing south)	"open_bit": false	"in_wall_bit": false			Block + Item	?	?
Jungle Fence Gate	jungle_fence_gate	"direction": 0 (facing south)	"open_bit": false	"in_wall_bit": false			Block + Item	?	?
Dark Oak Fence Gate	dark_oak_fence_gate	"direction": 0 (facing south)	"open_bit": false	"in_wall_bit": false			Block + Item	?	?
Acacia Fence Gate	acacia_fence_gate	"direction": 0 (facing south)	"open_bit": false	"in_wall_bit": false			Block + Item	?	?
Dirt Path	grass_path	FALSE					Block + Item	?	?
Chorus Flower	chorus_flower	"age": 0 (increases if new plant is created)					Block + Item	?	?
Purpur Block	purpur_block	"chisel_type": "default"	"pillar_axis": "y"				Block + Item	?	?
Chiseled Purpur Block	purpur_block	"chisel_type": "chiseled"	"pillar_axis": "y"				Block + Item	?	?
Pillar Purpur Block	purpur_block	"chisel_type": "lines"	"pillar_axis": "y"				Block + Item	?	?
Smooth Purpur Block	purpur_block	"chisel_type": "smooth"	"pillar_axis": "y"				Block + Item	?	?
Purpur Stairs	purpur_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false				Block + Item	?	?
End Rod	end_rod	"facing_direction": 0 (facing down)					Block + Item	?	?
Magma Block	magma	FALSE					Block + Item	?	?
Nether Wart Block	nether_wart_block	FALSE					Block + Item	?	?
Red Nether Brick Block	red_nether_brick	FALSE					Block + Item	?	?
Bone Block	bone_block	"deprecated": 0 (unused)	"pillar_axis": "y"				Block + Item	?	?
White Shulker Box	shulker_box	"color": "white"					Block + Item	?	?
Orange Shulker Box	shulker_box	"color": "orange"					Block + Item	?	?
Magenta Shulker Box	shulker_box	"color": "magenta"					Block + Item	?	?
Light Blue Shulker Box	shulker_box	"color": "light_blue"					Block + Item	?	?
Yellow Shulker Box	shulker_box	"color": "yellow"					Block + Item	?	?
Lime Shulker Box	shulker_box	"color": "lime"					Block + Item	?	?
Pink Shulker Box	shulker_box	"color": "pink"					Block + Item	?	?
Gray Shulker Box	shulker_box	"color": "gray"					Block + Item	?	?
Light Gray Shulker Box	shulker_box	"color": "silver"					Block + Item	?	?
Cyan Shulker Box	shulker_box	"color": "cyan"					Block + Item	?	?
Purple Shulker Box	shulker_box	"color": "purple"					Block + Item	?	?
Blue Shulker Box	shulker_box	"color": "blue"					Block + Item	?	?
Brown Shulker Box	shulker_box	"color": "brown"					Block + Item	?	?
Green Shulker Box	shulker_box	"color": "green"					Block + Item	?	?
Red Shulker Box	shulker_box	"color": "red"					Block + Item	?	?
Black Shulker Box	shulker_box	"color": "black"					Block + Item	?	?
Purple Glazed Terracotta	purple_glazed_terracotta	"facing_direction": 5 (facing east)					Block + Item	?	?
White Glazed Terracotta	white_glazed_terracotta	"facing_direction": 5 (facing east)					Block + Item	?	?
Orange Glazed Terracotta	orange_glazed_terracotta	"facing_direction": 5 (facing east)					Block + Item	?	?
Magenta Glazed Terracotta	magenta_glazed_terracotta	"facing_direction": 5 (facing east)					Block + Item	?	?
Light Blue Glazed Terracotta	light_blue_glazed_terracotta	"facing_direction": 5 (facing east)					Block + Item	?	?
Yellow Glazed Terracotta	yellow_glazed_terracotta	"facing_direction": 5 (facing east)					Block + Item	?	?
Lime Glazed Terracotta	lime_glazed_terracotta	"facing_direction": 5 (facing east)					Block + Item	?	?
Pink Glazed Terracotta	pink_glazed_terracotta	"facing_direction": 5 (facing east)					Block + Item	?	?
Gray Glazed Terracotta	gray_glazed_terracotta	"facing_direction": 5 (facing east)					Block + Item	?	?
Light Gray Glazed Terracotta	silver_glazed_terracotta	"facing_direction": 5 (facing east)					Block + Item	?	?
Cyan Glazed Terracotta	cyan_glazed_terracotta	"facing_direction": 5 (facing east)					Block + Item	?	?
Blue Glazed Terracotta	blue_glazed_terracotta	"facing_direction": 5 (facing east)					Block + Item	?	?
Brown Glazed Terracotta	brown_glazed_terracotta	"facing_direction": 5 (facing east)					Block + Item	?	?
Green Glazed Terracotta	green_glazed_terracotta	"facing_direction": 5 (facing east)					Block + Item	?	?
Red Glazed Terracotta	red_glazed_terracotta	"facing_direction": 5 (facing east)					Block + Item	?	?
Black Glazed Terracotta	black_glazed_terracotta	"facing_direction": 5 (facing east)					Block + Item	?	?
White Concrete	concrete	"color": "white"					Block + Item	?	?
Orange Concrete	concrete	"color": "orange"					Block + Item	?	?
Magenta Concrete	concrete	"color": "magenta"					Block + Item	?	?
Light Blue Concrete	concrete	"color": "light_blue"					Block + Item	?	?
Yellow Concrete	concrete	"color": "yellow"					Block + Item	?	?
Lime Concrete	concrete	"color": "lime"					Block + Item	?	?
Pink Concrete	concrete	"color": "pink"					Block + Item	?	?
Gray Concrete	concrete	"color": "gray"					Block + Item	?	?
Silver Concrete	concrete	"color": "silver"					Block + Item	?	?
Cyan Concrete	concrete	"color": "cyan"					Block + Item	?	?
Purple Concrete	concrete	"color": "purple"					Block + Item	?	?
Blue Concrete	concrete	"color": "blue"					Block + Item	?	?
Brown Concrete	concrete	"color": "brown"					Block + Item	?	?
Green Concrete	concrete	"color": "green"					Block + Item	?	?
Red Concrete	concrete	"color": "red"					Block + Item	?	?
Black Concrete	concrete	"color": "black"					Block + Item	?	?
White Concrete Powder	concrete_powder	"color": "white"					Block + Item	?	?
Orange Concrete Powder	concrete_powder	"color": "orange"					Block + Item	?	?
Magenta Concrete Powder	concrete_powder	"color": "magenta"					Block + Item	?	?
Light Blue Concrete Powder	concrete_powder	"color": "light_blue"					Block + Item	?	?
Yellow Concrete Powder	concrete_powder	"color": "yellow"					Block + Item	?	?
Lime Concrete Powder	concrete_powder	"color": "lime"					Block + Item	?	?
Pink Concrete Powder	concrete_powder	"color": "pink"					Block + Item	?	?
Gray Concrete Powder	concrete_powder	"color": "gray"					Block + Item	?	?
Light Gray Concrete Powder	concrete_powder	"color": "silver"					Block + Item	?	?
Cyan Concrete Powder	concrete_powder	"color": "cyan"					Block + Item	?	?
Purple Concrete Powder	concrete_powder	"color": "purple"					Block + Item	?	?
Blue Concrete Powder	concrete_powder	"color": "blue"					Block + Item	?	?
Brown Concrete Powder	concrete_powder	"color": "brown"					Block + Item	?	?
Green Concrete Powder	concrete_powder	"color": "green"					Block + Item	?	?
Red Concrete Powder	concrete_powder	"color": "red"					Block + Item	?	?
Black Concrete Powder	concrete_powder	"color": "black"					Block + Item	?	?
White Stained Glass	stained_glass	"color": "white"					Block + Item	?	?
Orange Stained Glass	stained_glass	"color": "orange"					Block + Item	?	?
Magenta Stained Glass	stained_glass	"color": "magenta"					Block + Item	?	?
Light Blue Stained Glass	stained_glass	"color": "light_blue"					Block + Item	?	?
Yellow Stained Glass	stained_glass	"color": "yellow"					Block + Item	?	?
Lime Stained Glass	stained_glass	"color": "lime"					Block + Item	?	?
Pink Stained Glass	stained_glass	"color": "pink"					Block + Item	?	?
Gray Stained Glass	stained_glass	"color": "gray"					Block + Item	?	?
Light Gray Stained Glass	stained_glass	"color": "silver"					Block + Item	?	?
Cyan Stained Glass	stained_glass	"color": "cyan"					Block + Item	?	?
Purple Stained Glass	stained_glass	"color": "purple"					Block + Item	?	?
Blue Stained Glass	stained_glass	"color": "blue"					Block + Item	?	?
Brown Stained Glass	stained_glass	"color": "brown"					Block + Item	?	?
Green Stained Glass	stained_glass	"color": "green"					Block + Item	?	?
Red Stained Glass	stained_glass	"color": "red"					Block + Item	?	?
Black Stained Glass	stained_glass	"color": "black"					Block + Item	?	?
Podzol	podzol	FALSE					Block + Item	?	?
Observer	observer	"facing_direction": 0 (facing down)	"powered_bit": false				Block + Item	?	?
Prismarine Stairs	prismarine_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false				Block + Item	?	?
Dark Prismarine Stairs	dark_prismarine_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false				Block + Item	?	?
Prismarine Brick Stairs	prismarine_bricks_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false				Block + Item	?	?
Stripped Spruce Log	stripped_spruce_log	"pillar_axis": "y"					Block + Item	?	?
Stripped Birch Log	stripped_birch_log	"pillar_axis": "y"					Block + Item	?	?
Stripped Jungle Log	stripped_jungle_log	"pillar_axis": "y"					Block + Item	?	?
Stripped Acacia Log	stripped_acacia_log	"pillar_axis": "y"					Block + Item	?	?
Stripped Dark Oak Log	stripped_dark_oak_log	"pillar_axis": "y"					Block + Item	?	?
Stripped Oak Log	stripped_oak_log	"pillar_axis": "y"					Block + Item	?	?
Blue Ice	blue_ice	FALSE					Block + Item	?	?
Seagrass	seagrass	"sea_grass_type": "default"					Block + Item	?	?
Tube Coral	coral	"coral_color": "blue"	"dead_bit": false				Block + Item	?	?
Brain Coral	coral	"coral_color": "pink"	"dead_bit": false				Block + Item	?	?
Bubble Coral	coral	"coral_color": "purple"	"dead_bit": false				Block + Item	?	?
Fire Coral	coral	"coral_color": "red"	"dead_bit": false				Block + Item	?	?
Horn Coral	coral	"coral_color": "yellow"	"dead_bit": false				Block + Item	?	?
Tube Coral Block	coral_block	"coral_color": "blue"	"dead_bit": false				Block + Item	?	?
Brain Coral Block	coral_block	"coral_color": "pink"	"dead_bit": false				Block + Item	?	?
Bubble Coral Block	coral_block	"coral_color": "purple"	"dead_bit": false				Block + Item	?	?
Fire Coral Block	coral_block	"coral_color": "red"	"dead_bit": false				Block + Item	?	?
Horn Coral Block	coral_block	"coral_color": "yellow"	"dead_bit": false				Block + Item	?	?
Tube Coral Fan	coral_fan	"coral_color": "blue"	"coral_fan_direction": 0 (facing east-west)				Block + Item	?	?
Brain Coral Fan	coral_fan	"coral_color": "pink"	"coral_fan_direction": 0 (facing east-west)				Block + Item	?	?
Bubble Coral Fan	coral_fan	"coral_color": "purple"	"coral_fan_direction": 0 (facing east-west)				Block + Item	?	?

Obtainables

Name	Identifier	Block State						Appearance ingame	Farmable category	Farm Method
Fire Coral Fan	coral_fan	"coral_color": "red"	"coral_fan_direction": 0 (facing east-west)					Block + Item	?	?
Horn Coral Fan	coral_fan	"coral_color": "yellow"	"coral_fan_direction": 0 (facing east-west)					Block + Item	?	?
Tube Dead Coral Fan	coral_fan_dead	"coral_color": "blue"	"coral_fan_direction": 0 (facing east-west)					Block + Item	?	?
Brain Dead Coral Fan	coral_fan_dead	"coral_color": "pink"	"coral_fan_direction": 0 (facing east-west)					Block + Item	?	?
Bubble Dead Coral Fan	coral_fan_dead	"coral_color": "purple"	"coral_fan_direction": 0 (facing east-west)					Block + Item	?	?
Fire Dead Coral Fan	coral_fan_dead	"coral_color": "red"	"coral_fan_direction": 0 (facing east-west)					Block + Item	?	?
Horn Dead Coral Fan	coral_fan_dead	"coral_color": "yellow"	"coral_fan_direction": 0 (facing east-west)					Block + Item	?	?
Kelp	item.kelp	"kelp_age": 0 (first stage)						Block + Item	?	?
Dried Kelp Block	dried_kelp_block	FALSE						Block + Item	?	?
Acacia Button	acacia_button	"facing_direction": 0 (facing down)	"button_pressed_bit": false					Block + Item	?	?
Birch Button	birch_button	"facing_direction": 0 (facing down)	"button_pressed_bit": false					Block + Item	?	?
Dark Oak Button	dark_oak_button	"facing_direction": 0 (facing down)	"button_pressed_bit": false					Block + Item	?	?
Jungle Button	jungle_button	"facing_direction": 0 (facing down)	"button_pressed_bit": false					Block + Item	?	?
Spruce Button	spruce_button	"facing_direction": 0 (facing down)	"button_pressed_bit": false					Block + Item	?	?
Acacia Trapdoor	acacia_trapdoor	"direction": 0 (facing west)	"upside_down_bit": false	"open_bit": false				Block + Item	?	?
Birch Trapdoor	birch_trapdoor	"direction": 0 (facing west)	"upside_down_bit": false	"open_bit": false				Block + Item	?	?
Dark Oak Trapdoor	dark_oak_trapdoor	"direction": 0 (facing west)	"upside_down_bit": false	"open_bit": false				Block + Item	?	?
Jungle Trapdoor	jungle_trapdoor	"direction": 0 (facing west)	"upside_down_bit": false	"open_bit": false				Block + Item	?	?
Spruce Trapdoor	spruce_trapdoor	"direction": 0 (facing west)	"upside_down_bit": false	"open_bit": false				Block + Item	?	?
Acacia Pressure Plate	acacia_pressure_plate	"redstone_signal": 0						Block + Item	?	?
Birch Pressure Plate	birch_pressure_plate	"redstone_signal": 0						Block + Item	?	?
Dark Oak Pressure Plate	dark_oak_pressure_plate	"redstone_signal": 0						Block + Item	?	?
Jungle Pressure Plate	jungle_pressure_plate	"redstone_signal": 0						Block + Item	?	?
Spruce Pressure Plate	spruce_pressure_plate	"redstone_signal": 0						Block + Item	?	?
Carved Pumpkin	carved_pumpkin	"direction": 0 (facing south)						Block + Item	?	?
Sea Pickle	sea_pickle	"cluster_count": 0	"dead_bit": false					Block + Item	?	?
Conduit	conduit	FALSE						Block + Item	?	?
Sea Turtle Egg	turtle_egg	"turtle_egg_count": "one_egg"	"cracked_state": "no_cracks"					Block + Item	?	?
(Lower) End Stone Brick Slab	stone_slab3	"stone_slab_type": "end_stone_brick"	"top_slot_bit": false					Block + Item	?	?
(Lower) Smooth Red Sandstone Slab	stone_slab3	"stone_slab_type": "smooth_red_sandst	"top_slot_bit": false					Block + Item	?	?
(Lower) Polished Andesite Slab	stone_slab3	"stone_slab_type": "polished_andesite"	"top_slot_bit": false					Block + Item	?	?
(Lower) Andesite Slab	stone_slab3	"stone_slab_type": "andesite"	"top_slot_bit": false					Block + Item	?	?
(Lower) Diorite Slab	stone_slab3	"stone_slab_type": "diorite"	"top_slot_bit": false					Block + Item	?	?
(Lower) Polished Diorite Slab	stone_slab3	"stone_slab_type": "polished_diorite"	"top_slot_bit": false					Block + Item	?	?
(Lower) Granite Slab	stone_slab3	"stone_slab_type": "granite"	"top_slot_bit": false					Block + Item	?	?
(Lower) Polished Granite Slab	stone_slab3	"stone_slab_type": "polished_granite"	"top_slot_bit": false					Block + Item	?	?
Bamboo	bamboo	"age_bit": false	"bamboo_leaf_size": "no_leaves"	"bamboo_stalk_thickness": "thin"				Block + Item	?	?
Scaffolding	scaffolding	"stability": 0	"stability_check": false					Block + Item	?	?
(Lower) Mossy Stone Brick Slab	stone_slab4	"stone_slab_type": "mossy_stone_brick"	"top_slot_bit": false					Block + Item	?	?
(Lower) Smooth Quartz Slab	stone_slab4	"stone_slab_type": "smooth_quartz"	"top_slot_bit": false					Block + Item	?	?
(Lower) Stone Slab	stone_slab4	"stone_slab_type": "stone"	"top_slot_bit": false					Block + Item	?	?
(Lower) Cut Sandstone Slab	stone_slab4	"stone_slab_type": "cut_sandstone"	"top_slot_bit": false					Block + Item	?	?
(Lower) Cut Red Sandstone Slab	stone_slab4	"stone_slab_type": "cut_red_sandstone"	"top_slot_bit": false					Block + Item	?	?
Granite Stairs	granite_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					Block + Item	?	?
Diorite Stairs	diorite_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					Block + Item	?	?
Andesite Stairs	andesite_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					Block + Item	?	?
Polished Granite Stairs	polished_granite_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					Block + Item	?	?
Polished Diorite Stairs	polished_diorite_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					Block + Item	?	?
Polished Andesite Stairs	polished_andesite_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					Block + Item	?	?
Mossy Stone Brick Stairs	mossy_stone_brick_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					Block + Item	?	?
Smooth Red Sandstone Stairs	smooth_red_sandstone_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					Block + Item	?	?
Smooth Sandstone Stairs	smooth_sandstone_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					Block + Item	?	?
End Stone Brick Stairs	end_brick_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					Block + Item	?	?
Mossy Cobblestone Stairs	mossy_cobblestone_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					Block + Item	?	?
Stone Stairs	normal_stone_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					Block + Item	?	?
Red Nether Brick Stairs	red_nether_brick_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					Block + Item	?	?
Smooth Quartz Stairs	smooth_quartz_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					Block + Item	?	?
Lectern	lectern	"direction": 0 (facing south)	"powered_bit": false					Block + Item	?	?
Grindstone	grindstone	"direction": 0 (facing south)	"attachtment": "standing"					Block + Item	?	?
Blast Furnace	blast_furnace	"facing_direction": 5 (facing east)						Block + Item	?	?
Stonecutter	stonecutter_block	"facing_direction": 5 (facing east)						Block + Item	?	?
Smoker	smoker	"facing_direction": 5 (facing east)						Block + Item	?	?
Cartography Table	cartography_table	FALSE						Block + Item	?	?
Fletching Table	fletching_table	FALSE						Block + Item	?	?
Smithing Table	smithing_table	FALSE						Block + Item	?	?
Barrel	barrel	"facing_direction": 1 (facing up)	"open_bit": 0					Block + Item	?	?
Loom	loom	"direction": 0 (facing south)						Block + Item	?	?
Bell	bell	"direction": 0 (facing south)	"attachtment": "standing"	"toggle_bit": false				Block + Item	?	?
Lantern	lantern	"hanging": false						Block + Item	?	?
Wood	wood	"wood_type": "oak"	"stripped_bit": false	"pillar_axis": "y"				Block + Item	?	?
Wood	wood	"wood_type": "spruce"	"stripped_bit": false	"pillar_axis": "y"				Block + Item	?	?
Wood	wood	"wood_type": "birch"	"stripped_bit": false	"pillar_axis": "y"				Block + Item	?	?
Wood	wood	"wood_type": "jungle"	"stripped_bit": false	"pillar_axis": "y"				Block + Item	?	?
Wood	wood	"wood_type": "acacia"	"stripped_bit": false	"pillar_axis": "y"				Block + Item	?	?
Composter	composter	"composter_fill_level": 0						Block + Item	?	?
Wither Rose	wither_rose	FALSE						Block + Item	?	?
Bee Nest	bee_nest	"direction": 0 (facing south)	"honey_level": 0					Block + Item	?	?
Beehive	beehive	"direction": 0 (facing south)	"honey_level": 0					Block + Item	?	?
Honey Block	honey_block	FALSE						Block + Item	?	?
Honeycomb Block	honeycomb_block	FALSE						Block + Item	?	?
Lodestone	lodestone	FALSE						Block + Item	?	?
Crimson Roots	crimson_roots	FALSE						Block + Item	?	?
Warped Roots	warped_roots	FALSE						Block + Item	?	?
Crimson Stem	crimson_stem	"pillar_axis": "y"						Block + Item	?	?
Warped Stem	warped_stem	"pillar_axis": "y"						Block + Item	?	?
Warped Wart Block	warped_wart_block	FALSE						Block + Item	?	?
Crimson Fungus	crimson_fungus	FALSE						Block + Item	?	?
Warped Fungus	warped_fungus	FALSE						Block + Item	?	?
Shroomlight	shroomlight	FALSE						Block + Item	?	?
Weeping Vines	weeping_vines	"age": 0 (each time it grows, the block state grows)						Block + Item	?	?
Crimson Nylium	crimson_nylium	FALSE						Block + Item	?	?
Warped Nylium	warped_nylium	FALSE						Block + Item	?	?
Basalt	basalt	"pillar_axis": "y"						Block + Item	?	?
Polished Basalt	polished_basalt	"pillar_axis": "y"						Block + Item	?	?
Soul Soil	soul_soil	FALSE						Block + Item	?	?
Nether Sprouts	item.nether_sprouts	FALSE						Block + Item	?	?
Target	target	FALSE						Block + Item	?	?
Stripped Crimson Stem	stripped_crimson_stem	"pillar_axis": "y"						Block + Item	?	?
Stripped Warped Stem	stripped_warped_stem	"pillar_axis": "y"						Block + Item	?	?
Crimson Planks	crimson_planks	FALSE						Block + Item	?	?
Warped Planks	warped_planks	FALSE						Block + Item	?	?
Crimson Trapdoor	crimson_trapdoor	"direction": 0 (facing west)	"upside_down_bit": false	"open_bit": false				Block + Item	?	?
Warped Trapdoor	warped_trapdoor	"direction": 0 (facing west)	"upside_down_bit": false	"open_bit": false				Block + Item	?	?
Crimson Stairs	crimson_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					Block + Item	?	?
Warped Stairs	warped_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					Block + Item	?	?
Crimson Fence	crimson_fence	FALSE						Block + Item	?	?
Warped Fence	warped_fence	FALSE						Block + Item	?	?
Crimson Fence Gate	crimson_fence_gate	"direction": 0	"open_bit": false	"in_wall_bit": false				Block + Item	?	?
Warped Fence Gate	warped_fence_gate	"direction": 0	"open_bit": false	"in_wall_bit": false				Block + Item	?	?
Crimson Button	crimson_button	"facing_direction": 0 (facing down)	"button_pressed_bit": false					Block + Item	?	?
Warped Button	warped_button	"facing_direction": 0 (facing down)	"button_pressed_bit": false					Block + Item	?	?
Crimson Pressure Plate	crimson_pressure_plate	"redstone_signal": 0						Block + Item	?	?
Warped Pressure Plate	warped_pressure_plate	"redstone_signal": 0						Block + Item	?	?
(Lower) Crimson Slab	crimson_slab	"top_slot_bit": false						Block + Item	?	?
(Lower) Warped Slab	warped_slab	"top_slot_bit": false						Block + Item	?	?
Soul Torch	soul_torch	"torch_facing_direction": "top"						Block + Item	?	?
Soul Lantern	soul_lantern	"hanging": "false"						Block + Item	?	?
Block of Netherite	netherite_block	FALSE						Block + Item	?	?
Ancient Debris	ancient_debris	FALSE						Block + Item	?	?
Respawn Anchor	respawn_anchor	"respawn_anchor_charge": 0						Block + Item	?	?
Blackstone	blackstone	FALSE						Block + Item	?	?
Polished Blackstone Bricks	polished_blackstone_bricks	FALSE						Block + Item	?	?
Polished Blackstone Brick Stairs	polished_blackstone_brick_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					Block + Item	?	?
Blackstone Stairs	blackstone_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					Block + Item	?	?
Blackstone Wall	blackstone_wall	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false		Block + Item	?	?
Polished Blackstone Brick Wall	polished_blackstone_brick_wall	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false		Block + Item	?	?
Chiseled Polished Blackstone	chiseled_polished_blackstone	FALSE						Block + Item	?	?
Cracked Polished Blackstone Bricks	cracked_polished_blackstone_bricks	FALSE						Block + Item	?	?
Gilded Blackstone	gilded_blackstone	FALSE						Block + Item	?	?
(Lower) Blackstone Slab	blackstone_slab	"top_slot_bit": false						Block + Item	?	?
(Lower) Polished Blackstone Brick Slab	polished_blackstone_brick_slab	"top_slot_bit": false						Block + Item	?	?
Twisting Vines	twisting_vines	"growing_plant_age": 0 (first stage)						Block + Item	?	?
Nether Gold Ore	nether_gold_ore	FALSE						Block + Item	?	?
Crying Obsidian	crying_obsidian	FALSE						Block + Item	?	?
Polished Blackstone	polished_blackstone	FALSE						Block + Item	?	?
Polished Blackstone Stairs	polished_blackstone_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					Block + Item	?	?
(Lower) Polished Blackstone Slab	polished_blackstone_slab	"top_slot_bit": false						Block + Item	?	?
Polished Blackstone Pressure Plate	polished_blackstone_pressure_plate	"redstone_signal": 0						Block + Item	?	?
Polished Blackstone Button	polished_blackstone_button	"facing_direction": 0 (facing down)	"button_pressed_bit": false					Block + Item	?	?
Polished Blackstone Wall	polished_blackstone_wall	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false		Block + Item	?	?
Warped Hyphae	warped_hyphae	"pillar_axis": "y"						Block + Item	?	?
Crimson Hyphae	crimson_hyphae	"pillar_axis": "y"						Block + Item	?	?
Stripped Crimson Hyphae	stripped_crimson_hyphae	"pillar_axis": "y"						Block + Item	?	?
Stripped Warped Hyphae	stripped_warped_hyphae	"pillar_axis": "y"						Block + Item	?	?
Chiseled Nether Bricks	chiseled_nether_bricks	FALSE						Block + Item	?	?
Cracked Nether Bricks	cracked_nether_bricks	FALSE						Block + Item	?	?
Quartz Bricks	quartz_bricks	FALSE						Block + Item	?	?
Sculk Sensor	sculk_sensor	"powered_bit": "false"						Block + Item	?	?
Pointed Dripstone	pointed_dripstone	"dripstone_thickness": "tip"	"hanging": "false"					Block + Item	?	?

Obtainables

Name	Identifier	Block State						Appearance ingame	Farmable category	Farm Method
Copper Ore	copper_ore	FALSE						Block + Item	?	?
Lightning Rod	lightning_rod	"facing_direction": 0 (facing down)						Block + Item	?	?
Dripstone Block	dripstone_block	"stone_type": "stone" (unused)						Block + Item	?	?
Rooted Dirt	dirt_with_roots	FALSE						Block + Item	?	?
Hanging Roots	hanging_roots	FALSE						Block + Item	?	?
Moss Block	moss_block	FALSE						Block + Item	?	?
Spore Blossom	spore_blossom	FALSE						Block + Item	?	?
Cave Vines	cave_vines	"growing_plant_age": 0 (first stage)						Block + Item	?	?
Big Dripleaf	big_dripleaf	"direction": 0 (facing north)	"big_dripleaf_tilt": "none"	"big_dripleaf_head": 0				Block + Item	?	?
Azalea Leaves	azalea_leaves	"persistent_bit": "false"	"update_bit": "false"					Block + Item	?	?
Flowered Azalea Leaves	azalea_leaves_flowered	"persistent_bit": "false"	"update_bit": "false"					Block + Item	?	?
Calcite	calcite	FALSE						Block + Item	?	?
Amethyst Block	amethyst_block	FALSE						Block + Item	?	?
Budding Amethyst	budding_amethyst	FALSE						Block + Item	?	?
Amethyst Cluster	amethyst_cluster	"facing_direction": 0 (facing down)						Block + Item	?	?
Large Amethyst Bud	large_amethyst_bud	"facing_direction": 0 (facing down)						Block + Item	?	?
Medium Amethyst Bud	medium_amethyst_bud	"facing_direction": 0 (facing down)						Block + Item	?	?
Small Amethyst Bud	small_amethyst_bud	"facing_direction": 0 (facing down)						Block + Item	?	?
Tuff	tuff	FALSE						Block + Item	?	?
Tinted Glass	tinted_glass	FALSE						Block + Item	?	?
Moss Carpet	moss_carpet	FALSE						Block + Item	?	?
Small Dripleaf	small_dripleaf_block	"direction": 0 (facing south)	"upper_block_bit": "false"					Block + Item	?	?
Azalea	azalea	FALSE						Block + Item	?	?
Flowering Azalea	flowering_azalea	FALSE						Block + Item	?	?
Block of Copper	copper_block	FALSE						Block + Item	?	?
Exposed Copper	exposed_copper	FALSE						Block + Item	?	?
Weathered Copper	weathered_copper	FALSE						Block + Item	?	?
Oxidized Copper	oxidized_copper	FALSE						Block + Item	?	?
Waxed Block of Copper	waxed_copper	FALSE						Block + Item	?	?
Waxed Exposed Copper	waxed_exposed_copper	FALSE						Block + Item	?	?
Waxed Weathered Copper	waxed_weathered_copper	FALSE						Block + Item	?	?
Cut Copper	cut_copper	FALSE						Block + Item	?	?
Exposed Cut Copper	exposed_cut_copper	FALSE						Block + Item	?	?
Weathered Cut Copper	weathered_cut_copper	FALSE						Block + Item	?	?
Oxidized Cut Copper	oxidized_cut_copper	FALSE						Block + Item	?	?
Waxed Cut Copper	waxed_cut_copper	FALSE						Block + Item	?	?
Waxed Exposed Cut Copper	waxed_exposed_cut_copper	FALSE						Block + Item	?	?
Waxed Weathered Cut Copper	waxed_weathered_cut_copper	FALSE						Block + Item	?	?
Cut Copper Stairs	cut_copper_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					Block + Item	?	?
Exposed Cut Copper Stairs	exposed_cut_copper_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					Block + Item	?	?
Weathered Cut Copper Stairs	weathered_cut_copper_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					Block + Item	?	?
Oxidized Cut Copper Stairs	oxidized_cut_copper_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					Block + Item	?	?
Waxed Cut Copper Stairs	waxed_cut_copper_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					Block + Item	?	?
Waxed Exposed Cut Copper Stairs	waxed_exposed_cut_copper_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					Block + Item	?	?
Waxed Weathered Cut Copper Stairs	waxed_weathered_cut_copper_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					Block + Item	?	?
(Lower)Cut Copper Slab	cut_copper_slab	"top_slot_bit": false						Block + Item	?	?
(Lower) Exposed Cut Copper Slab	exposed_cut_copper_slab	"top_slot_bit": false						Block + Item	?	?
(Lower) Weathered Cut Copper Slab	weathered_cut_copper_slab	"top_slot_bit": false						Block + Item	?	?
(Lower) Oxidized Cut Copper Slab	oxidized_cut_copper_slab	"top_slot_bit": false						Block + Item	?	?
(Lower) Waxed Cut Copper Slab	waxed_cut_copper_slab	"top_slot_bit": false						Block + Item	?	?
(Lower) Waxed Exposed Cut Copper Slab	waxed_exposed_cut_copper_slab	"top_slot_bit": false						Block + Item	?	?
(Lower) Waxed Weathered Cut Copper Slab	waxed_weathered_cut_copper_slab	"top_slot_bit": false						Block + Item	?	?
Smooth Basalt	smooth_basalt	"pillar_axis": "y"						Block + Item	?	?
Deepslate	deepslate	"pillar_axis": "y"						Block + Item	?	?
Cobbled Deepslate	cobbled_deepslate	FALSE						Block + Item	?	?
(Lower) Cobbled Deepslate Slab	cobbled_deepslate_slab	"top_slot_bit": false						Block + Item	?	?
Cobbled Deepslate Stairs	cobbled_deepslate_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					Block + Item	?	?
Cobbled Deepslate Wall	cobbled_deepslate_wall	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false		Block + Item	?	?
Polished Deepslate	polished_deepslate	FALSE						Block + Item	?	?
(Lower) Polished Deepslate Slab	polished_deepslate_slab	"top_slot_bit": false						Block + Item	?	?
Polished Deepslate Stairs	polished_deepslate_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					Block + Item	?	?
Polished Deepslate Wall	polished_deepslate_wall	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false		Block + Item	?	?
Deepslate Tiles	deepslate_tiles	FALSE						Block + Item	?	?
(Lower) Deepslate Tile Slab	deepslate_tile_slab	"top_slot_bit": false						Block + Item	?	?
Deepslate Tile Stairs	deepslate_tile_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					Block + Item	?	?
Deepslate Tile Wall	deepslate_tile_wall	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false		Block + Item	?	?
Deepslate Bricks	deepslate_bricks	FALSE						Block + Item	?	?
(Lower) Deepslate Brick Slab	deepslate_brick_slab	"top_slot_bit": false						Block + Item	?	?
Deepslate Brick Stairs	deepslate_brick_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					Block + Item	?	?
Deepslate Brick Wall	deepslate_brick_wall	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false		Block + Item	?	?
Chiseled Deepslate	chiseled_deepslate	FALSE						Block + Item	?	?
Deepslate Lapis Lazuli Ore	deepslate_lapis_ore	FALSE						Block + Item	?	?
Deepslate Iron Ore	deepslate_iron_ore	FALSE						Block + Item	?	?
Deepslate Gold Ore	deepslate_gold_ore	FALSE						Block + Item	?	?
Deepslate Redstone Ore	deepslate_redstone_ore	FALSE						Block + Item	?	?
Lit Deepslate Redstone Ore	lit_deepslate_redstone_ore	FALSE						Block + Item	?	?
Deepslate Diamond Ore	deepslate_diamond_ore	FALSE						Block + Item	?	?
Deepslate Coal Ore	deepslate_coal_ore	FALSE						Block + Item	?	?
Deepslate Emerald Ore	deepslate_emerald_ore	FALSE						Block + Item	?	?
Deepslate Copper Ore	deepslate_copper_ore	FALSE						Block + Item	?	?
Cracked Deepslate Tiles	cracked_deepslate_tiles	FALSE						Block + Item	?	?
Cracked Deepslate Bricks	cracked_deepslate_bricks	FALSE						Block + Item	?	?
Glow Lichen	glow_lichen	"multi_face_direction_bits": 0						Block + Item	?	?
Candle	candle	"candles": 0	"lit": false					Block + Item	?	?
White Candle	white_candle	"candles": 0	"lit": false					Block + Item	?	?
Orange Candle	orange_candle	"candles": 0	"lit": false					Block + Item	?	?
Magenta Candle	magenta_candle	"candles": 0	"lit": false					Block + Item	?	?
Light Blue Candle	light_blue_candle	"candles": 0	"lit": false					Block + Item	?	?
Yellow Candle	yellow_candle	"candles": 0	"lit": false					Block + Item	?	?
Lime Candle	lime_candle	"candles": 0	"lit": false					Block + Item	?	?
Pink Candle	pink_candle	"candles": 0	"lit": false					Block + Item	?	?
Gray Candle	gray_candle	"candles": 0	"lit": false					Block + Item	?	?
Light Gray Candle	light_gray_candle	"candles": 0	"lit": false					Block + Item	?	?
Cyan Candle	cyan_candle	"candles": 0	"lit": false					Block + Item	?	?
Purple Candle	purple_candle	"candles": 0	"lit": false					Block + Item	?	?
Blue Candle	blue_candle	"candles": 0	"lit": false					Block + Item	?	?
Brown Candle	brown_candle	"candles": 0	"lit": false					Block + Item	?	?
Green Candle	green_candle	"candles": 0	"lit": false					Block + Item	?	?
Red Candle	red_candle	"candles": 0	"lit": false					Block + Item	?	?
Black Candle	black_candle	"candles": 0	"lit": false					Block + Item	?	?
Waxed Oxidized Copper	waxed_oxidized_copper	FALSE						Block + Item	?	?
Waxed Oxidized Cut Copper	waxed_oxidized_cut_copper	FALSE						Block + Item	?	?
Waxed Oxidized Cut Copper Stairs	waxed_oxidized_cut_copper_stairs	"weirdo_direction": 0 (facing east)	"upside_down_bit": false					Block + Item	?	?
(Lower) Waxed Oxidized Cut Copper Slab	waxed_oxidized_cut_copper_slab	"top_slot_bit": false						Block + Item	?	?
Waxed Oxidized Double Cut Copper Slab	waxed_oxidized_double_cut_copper_slab	"top_slot_bit": false						Block + Item	?	?
Block of Raw Iron	raw_iron_block	FALSE						Block + Item	?	?
Block of Raw Copper	raw_copper_block	FALSE						Block + Item	?	?
Block of Raw Gold	raw_gold_block	FALSE						Block + Item	?	?
Sculk	sculk	FALSE						Block + Item	?	?
Sculk Vein	sculk_vein	"multi_face_direction_bits": 0						Block + Item	?	?
Sculk Catalyst	sculk_catalyst	"bloom": 0						Block + Item	?	?
Pearlescent Froglight	pearlescent_froglight	"pillar_axis": "y"						Block + Item	?	?
Verdant Froglight	verdant_froglight	"pillar_axis": "y"						Block + Item	?	?
Ochre Froglight	ochre_froglight	"pillar_axis": "y"						Block + Item	?	?
Apple	apple							Item Only	?	?
Golden Apple	golden_apple							Item Only	?	?
Enchanted Apple	enchanted_golden_apple							Item Only	?	?
Mushroom Stew	mushroom_stew							Item Only	?	?
Bread	bread							Item Only	?	?
Raw Porkchop	porkchop							Item Only	?	?
Cooked Porkchop	cooked_porkchop							Item Only	?	?
Raw Cod	cod							Item Only	?	?
Raw Salmon	salmon							Item Only	?	?
Tropical Fish	tropical_fish							Item Only	?	?
Pufferfish	pufferfish							Item Only	?	?
Cooked Cod	cooked_cod							Item Only	?	?
Cooked Salmon	cooked_salmon							Item Only	?	?
Dried Kelp	dried_kelp							Item Only	?	?
Cookie	cookie							Item Only	?	?
Melon	melon_slice							Item Only	?	?
Raw Beef	beef							Item Only	?	?
Cooked Beef	cooked_beef							Item Only	?	?
Raw Chicken	chicken							Item Only	?	?
Cooked Chicken	cooked_chicken							Item Only	?	?
Rotten Flesh	rotten_flesh							Item Only	?	?
Spider Eye	spider_eye							Item Only	?	?
Carrot	carrot							Item Only	?	?
Potato	potato							Item Only	?	?
Baked Potato	baked_potato							Item Only	?	?
Poisonous Potato	poisonous_potato							Item Only	?	?
Golden Carrot	golden_carrot							Item Only	?	?
Pumpkin Pie	pumpkin_pie							Item Only	?	?
Beetroot	beetroot							Item Only	?	?
Beetroot Soup	beetroot_soup							Item Only	?	?
Sweet Berries	sweet_berries							Item Only	?	?
Raw Rabbit	rabbit							Item Only	?	?
Cooked Rabbit	cooked_rabbit							Item Only	?	?
Rabbit Stew	rabbit_stew							Item Only	?	?
Seeds	wheat_seeds							Item Only	?	?

Obtainables

Name	Identifier	Block State						Appearance ingame	Farmable category	Farm Method
Pumpkin Seeds	pumpkin_seeds							Item Only	?	?
Melon Seeds	melon_seeds							Item Only	?	?
Nether Wart	nether_wart							Item Only	?	?
Beetroot Seeds	beetroot_seeds							Item Only	?	?
Iron Shovel	iron_shovel							Item Only	?	?
Iron Pickaxe	iron_pickaxe							Item Only	?	?
Iron Axe	iron_axe							Item Only	?	?
Flint and Steel	flint_and_steel							Item Only	?	?
Bow	bow							Item Only	?	?
Arrow	arrow							Item Only	?	?
Arrow of Splashing (Tipped Arrow)	arrow							Item Only	?	?
Tipped Arrow Mundane	arrow							Item Only	?	?
Tipped Arrow Long Mundane	arrow							Item Only	?	?
Tipped Arrow Thick	arrow							Item Only	?	?
Tipped Arrow Awkward	arrow							Item Only	?	?
Arrow of Night Vision (0:22)	arrow							Item Only	?	?
Arrow of Night Vision (1:00)	arrow							Item Only	?	?
Arrow of Invisibility (0:22)	arrow							Item Only	?	?
Arrow of Invisibility (1:00)	arrow							Item Only	?	?
Arrow of Leaping (0:22)	arrow							Item Only	?	?
Arrow of Leaping (1:00)	arrow							Item Only	?	?
Arrow of Leaping II (0:11)	arrow							Item Only	?	?
Arrow of Fire Resistance (0:22)	arrow							Item Only	?	?
Arrow of Fire Resistance (1:00)	arrow							Item Only	?	?
Arrow of Swiftness (0:22)	arrow							Item Only	?	?
Arrow of Swiftness (1:00)	arrow							Item Only	?	?
Arrow of Swiftness II (0:11)	arrow							Item Only	?	?
Arrow of Slowness (0:11)	arrow							Item Only	?	?
Arrow of Slowness (0:30)	arrow							Item Only	?	?
Arrow of Water Breathing (0:22)	arrow							Item Only	?	?
Arrow of Water Breathing (1:02)	arrow							Item Only	?	?
Arrow of Healing	arrow							Item Only	?	?
Arrow of Healing II	arrow							Item Only	?	?
Arrow of Harming	arrow							Item Only	?	?
Arrow of Harming II	arrow							Item Only	?	?
Arrow of Poison (0:05)	arrow							Item Only	?	?
Arrow of Poison (0:15)	arrow							Item Only	?	?
Arrow of Poison II (0:02)	arrow							Item Only	?	?
Arrow of Regeneration (0:05)	arrow							Item Only	?	?
Arrow of Regeneration (0:15)	arrow							Item Only	?	?
Arrow of Regeneration (0:02)	arrow							Item Only	?	?
Arrow of Strength (0:22)	arrow							Item Only	?	?
Arrow of Strength (1:00)	arrow							Item Only	?	?
Arrow of Strength II (0:11)	arrow							Item Only	?	?
Arrow of Weakness (0:11)	arrow							Item Only	?	?
Arrow of Weakness (0:30)	arrow							Item Only	?	?
Arrow of Decay II (0:05)	arrow							Item Only	?	?
Arrow of the Turtle Master (0:02)	arrow							Item Only	?	?
Arrow of the Turtle Master (0:15)	arrow							Item Only	?	?
Arrow of the Turtle Master II (0:02)	arrow							Item Only	?	?
Arrow of Slow Falling (0:11)	arrow							Item Only	?	?
Arrow of Slow Falling (0:30)	arrow							Item Only	?	?
Coal	coal							Item Only	?	?
Charcoal	charcoal							Item Only	?	?
Diamond	diamond							Item Only	?	?
Iron Ingot	iron_ingot							Item Only	?	?
Gold Ingot	gold_ingot							Item Only	?	?
Iron Sword	iron_sword							Item Only	?	?
Wooden Sword	wooden_sword							Item Only	?	?
Wooden Shovel	wooden_shovel							Item Only	?	?
Wooden Pickaxe	wooden_pickaxe							Item Only	?	?
Wooden Axe	wooden_axe							Item Only	?	?
Stone Sword	stone_sword							Item Only	?	?
Stone Shovel	stone_shovel							Item Only	?	?
Stone Pickaxe	stone_pickaxe							Item Only	?	?
Stone Axe	stone_axe							Item Only	?	?
Diamond Sword	diamond_sword							Item Only	?	?
Diamond Shovel	diamond_shovel							Item Only	?	?
Diamond Pickaxe	diamond_pickaxe							Item Only	?	?
Diamond Axe	diamond_axe							Item Only	?	?
Stick	stick							Item Only	?	?
Bowl	bowl							Item Only	?	?
Golden Sword	golden_sword							Item Only	?	?
Golden Shovel	golden_shovel							Item Only	?	?
Golden Pickaxe	golden_pickaxe							Item Only	?	?
Golden Axe	golden_axe							Item Only	?	?
String	string							Item Only	?	?
Feather	feather							Item Only	?	?
Gunpowder	gunpowder							Item Only	?	?
Wooden Hoe	wooden_hoe							Item Only	?	?
Stone Hoe	stone_hoe							Item Only	?	?
Iron Hoe	iron_hoe							Item Only	?	?
Diamond Hoe	diamond_hoe							Item Only	?	?
Golden Hoe	golden_hoe							Item Only	?	?
Wheat	wheat							Item Only	?	?
Leather Cap	leather_helmet							Item Only	?	?
Leather Tunic	leather_chestplate							Item Only	?	?
Leather Pants	leather_leggings							Item Only	?	?
Leather Boots	leather_boots							Item Only	?	?
Chain Helmet	chainmail_helmet							Item Only	?	?
Chain Chestplate	chainmail_chestplate							Item Only	?	?
Chain Leggings	chainmail_leggings							Item Only	?	?
Chain Boots	chainmail_boots							Item Only	?	?
Iron Helmet	iron_helmet							Item Only	?	?
Iron Chestplate	iron_chestplate							Item Only	?	?
Iron Leggings	iron_leggings							Item Only	?	?
Iron Boots	iron_boots							Item Only	?	?
Diamond Helmet	diamond_helmet							Item Only	?	?
Diamond Chestplate	diamond_chestplate							Item Only	?	?
Diamond Leggings	diamond_leggings							Item Only	?	?
Diamond Boots	diamond_boots							Item Only	?	?
Golden Helmet	golden_helmet							Item Only	?	?
Golden Chestplate	golden_chestplate							Item Only	?	?
Golden Leggings	golden_leggings							Item Only	?	?
Golden Boots	golden_boots							Item Only	?	?
Shield	shield							Item Only	?	?
Flint	flint							Item Only	?	?
Painting	painting							Item Only	?	?
Oak Sign	oak_sign							Item Only	?	?
Oak Door	wooden_door							Item Only	?	?
Bucket	bucket							Item Only	?	?
Milk	milk_bucket							Item Only	?	?
Water Bucket	water_bucket							Item Only	?	?
Lava Bucket	lava_bucket							Item Only	?	?
Bucket of Cod	cod_bucket							Item Only	?	?
Bucket of Salmon	salmon_bucket							Item Only	?	?
Bucket of Tropical Fish	tropical_fish_bucket							Item Only	?	?
Bucket of Pufferfish	pufferfish_bucket							Item Only	?	?
Powder Snow Bucket	powder_snow_bucket							Item Only	?	?
Bucket of Axolotl	axolotl_bucket							Item Only	?	?
Minecart	minecart							Item Only	?	?
Saddle	saddle							Item Only	?	?
Iron Door	iron_door							Item Only	?	?
Redstone Dust	redstone							Item Only	?	?
Snowball	snowball							Item Only	?	?
Oak Boat	oak_boat							Item Only	?	?
Birch Boat	birch_boat							Item Only	?	?
Jungle Boat	jungle_boat							Item Only	?	?
Spruce Boat	spruce_boat							Item Only	?	?
Acacia Boat	acacia_boat							Item Only	?	?
Dark Oak Boat	dark_oak_boat							Item Only	?	?
Leather	leather							Item Only	?	?
Kelp	kelp							Item Only	?	?
Brick	brick							Item Only	?	?
Clay	clay_ball							Item Only	?	?
Sugar Canes	sugar_cane							Item Only	?	?
Paper	paper							Item Only	?	?
Book	book							Item Only	?	?
Slimeball	slime_ball							Item Only	?	?
Minecart with Chest	chest_minecart							Item Only	?	?
Egg	egg							Item Only	?	?
Compass	compass							Item Only	?	?
Fishing Rod	fishing_rod							Item Only	?	?
Clock	clock							Item Only	?	?
Glowstone Dust	glowstone_dust							Item Only	?	?
Black Dye	black_dye							Item Only	?	?
Red Dye	red_dye							Item Only	?	?
Green Dye	green_dye							Item Only	?	?
Brown Dye	brown_dye							Item Only	?	?

Obtainables

Name	Identifier	Block State						Appearance ingame	Farmable category	Farm Method
Blue Dye	blue_dye							Item Only	?	?
Purple Dye	purple_dye							Item Only	?	?
Cyan Dye	cyan_dye							Item Only	?	?
Light Gray Dye	light_gray_dye							Item Only	?	?
Gray Dye	gray_dye							Item Only	?	?
Pink Dye	pink_dye							Item Only	?	?
Lime Dye	lime_dye							Item Only	?	?
Yellow Dye	yellow_dye							Item Only	?	?
Light Blue Dye	light_blue_dye							Item Only	?	?
Magenta Dye	magenta_dye							Item Only	?	?
Orange Dye	orange_dye							Item Only	?	?
White Dye	white_dye							Item Only	?	?
Bone Meal	bone_meal							Item Only	?	?
Cocoa Beans	cocoa_beans							Item Only	?	?
Ink Sac	ink_sac							Item Only	?	?
Lapis Lazuli	lapis_lazuli							Item Only	?	?
Bone	bone							Item Only	?	?
Sugar	sugar							Item Only	?	?
Cake	cake							Item Only	?	?
White Bed	bed							Item Only	?	?
Orange Bed	bed							Item Only	?	?
Magenta Bed	bed							Item Only	?	?
Light Blue Bed	bed							Item Only	?	?
Yellow Bed	bed							Item Only	?	?
Lime Bed	bed							Item Only	?	?
Pink Bed	bed							Item Only	?	?
Gray Bed	bed							Item Only	?	?
Light Gray Bed	bed							Item Only	?	?
Cyan Bed	bed							Item Only	?	?
Purple Bed	bed							Item Only	?	?
Blue Bed	bed							Item Only	?	?
Brown Bed	bed							Item Only	?	?
Green Bed	bed							Item Only	?	?
Red Bed	bed							Item Only	?	?
Black Bed	bed							Item Only	?	?
Redstone Repeater	repeater							Item Only	?	?
Filled Map	filled_map							Item Only	?	?
Shears	shears							Item Only	?	?
Ender Pearl	ender_pearl							Item Only	?	?
Blaze Rod	blaze_rod							Item Only	?	?
Ghast Tear	ghast_tear							Item Only	?	?
Gold Nugget	gold_nugget							Item Only	?	?
Water Bottle	potion							Item Only	?	?
Mundane Potion	potion							Item Only	?	?
Long Mundane Potion	potion							Item Only	?	?
Thick Potion	potion							Item Only	?	?
Awkward Potion	potion							Item Only	?	?
Potion of Night Vision (3:00)	potion							Item Only	?	?
Potion of Night Vision (8:00)	potion							Item Only	?	?
Potion of Invisibility (3:00)	potion							Item Only	?	?
Potion of Invisibility (8:00)	potion							Item Only	?	?
Potion of Leaping (3:00)	potion							Item Only	?	?
Potion of Leaping (8:00)	potion							Item Only	?	?
Potion of Leaping II (1:30)	potion							Item Only	?	?
Potion of Fire Resistance (3:00)	potion							Item Only	?	?
Potion of Fire Resistance (8:00)	potion							Item Only	?	?
Potion of Swiftness (3:00)	potion							Item Only	?	?
Potion of Swiftness (8:00)	potion							Item Only	?	?
Potion of Swiftness II (1:30)	potion							Item Only	?	?
Potion of Slowness (1:30)	potion							Item Only	?	?
Potion of Slowness (4:00)	potion							Item Only	?	?
Potion of Water Breathing (3:00)	potion							Item Only	?	?
Potion of Water Breathing (8:00)	potion							Item Only	?	?
Potion of Healing	potion							Item Only	?	?
Potion of Healing II	potion							Item Only	?	?
Potion of Harming	potion							Item Only	?	?
Potion of Harming II	potion							Item Only	?	?
Potion of Poison (0:45)	potion							Item Only	?	?
Potion of Poison (2:00)	potion							Item Only	?	?
Potion of Poison II (0:22)	potion							Item Only	?	?
Potion of Regeneration (0:45)	potion							Item Only	?	?
Potion of Regeneration (2:00)	potion							Item Only	?	?
Potion of Regeneration II (0:22)	potion							Item Only	?	?
Potion of Strength (3:00)	potion							Item Only	?	?
Potion of Strength (8:00)	potion							Item Only	?	?
Potion of Strength (1:30)	potion							Item Only	?	?
Potion of Weakness (1:30)	potion							Item Only	?	?
Potion of Weakness (4:00)	potion							Item Only	?	?
Potion of the Turtle Master (0:20)	potion							Item Only	?	?
Potion of the Turtle Master (0:40)	potion							Item Only	?	?
Potion of the Turtle Master II (0:20)	potion							Item Only	?	?
Potion of Slow Falling (1:30)	potion							Item Only	?	?
Potion of Slow Falling (4:00)	potion							Item Only	?	?
Glass Bottle	glass_bottle							Item Only	?	?
Fermented Spider Eye	fermented_spider_eye							Item Only	?	?
Blaze Powder	blaze_powder							Item Only	?	?
Magma Cream	magma_cream							Item Only	?	?
Brewing Stand	brewing_stand							Item Only	?	?
Cauldron	cauldron							Item Only	?	?
Eye of Ender	ender_eye							Item Only	?	?
Glistering Melon	glistering_melon_slice							Item Only	?	?
Glow Ink Sac	glow_ink_sac							Item Only	?	?
Copper Ingot	copper_ingot							Item Only	?	?
Raw Iron	raw_iron							Item Only	?	?
Raw Gold	raw_gold							Item Only	?	?
Raw Copper	raw_copper							Item Only	?	?
Bottle o' Enchanting	experience_bottle							Item Only	?	?
Fire Charge	fire_charge							Item Only	?	?
Book & Quill	writable_book							Item Only	?	?
Written Book	written_book							Item Only	?	?
Emerald	emerald							Item Only	?	?
Item Frame	frame							Item Only	?	?
Flower Pot	flower_pot							Item Only	?	?
Empty Map	empty_map							Item Only	?	?
Skeleton Skull	skull							Item Only	?	?
Wither Skeleton Skull	skull							Item Only	?	?
Zombie Head	skull							Item Only	?	?
Player Head	skull							Item Only	?	?
Creeper Head	skull							Item Only	?	?
Dragon Head	skull							Item Only	?	?
Carrot on a Stick	carrot_on_a_stick							Item Only	?	?
Nether Star	nether_star							Item Only	?	?
Firework Rocket	firework_rocket							Item Only	?	?
Firework Star	firework_star							Item Only	?	?
Enchanted Book	enchanted_book							Item Only	?	?
Redstone Comparator	comparator							Item Only	?	?
Nether Brick	netherbrick							Item Only	?	?
Nether Quartz	quartz							Item Only	?	?
Minecart with TNT	tnt_minecart							Item Only	?	?
Minecart with Hopper	hopper_minecart							Item Only	?	?
Hopper	hopper							Item Only	?	?
Rabbit's Foot	rabbit_foot							Item Only	?	?
Rabbit Hide	rabbit_hide							Item Only	?	?
Leather Horse Armor	leather_horse_armor							Item Only	?	?
Iron Horse Armor	iron_horse_armor							Item Only	?	?
Gold Horse Armor	golden_horse_armor							Item Only	?	?
Diamond Horse Armor	diamond_horse_armor							Item Only	?	?
Music Disc (13)	music_disc_13							Item Only	?	?
Music Disc (cat)	music_disc_cat							Item Only	?	?
Music Disc (blocks)	music_disc_blocks							Item Only	?	?
Music Disc (chirp)	music_disc_chirp							Item Only	?	?
Music Disc (far)	music_disc_far							Item Only	?	?
Music Disc (mall)	music_disc_mall							Item Only	?	?
Music Disc (mellohi)	music_disc_mellohi							Item Only	?	?
Music Disc (stal)	music_disc_stal							Item Only	?	?
Music Disc (strad)	music_disc_strad							Item Only	?	?
Music Disc (ward)	music_disc_ward							Item Only	?	?
Music Disc (11)	music_disc_11							Item Only	?	?
Music Disc (wait)	music_disc_wait							Item Only	?	?
Trident	trident							Item Only	?	?
Lead	lead							Item Only	?	?
Name Tag	name_tag							Item Only	?	?
Prismarine Crystals	prismarine_crystals							Item Only	?	?
Raw Mutton	mutton							Item Only	?	?
Cooked Mutton	cooked_mutton							Item Only	?	?
Armor Stand	armor_stand							Item Only	?	?
Spruce Door	spruce_door							Item Only	?	?
Birch Door	birch_door							Item Only	?	?
Jungle Door	jungle_door							Item Only	?	?

Obtainables

Name	Identifier	Block State						Appearance ingame	Farmable category	Farm Method
Acacia Door	acacia_door							Item Only	?	?
Dark Oak Door	dark_oak_door							Item Only	?	?
Chorus Fruit	chorus_fruit							Item Only	?	?
Popped Chorus Fruit	popped_chorus_fruit							Item Only	?	?
Dragon's Breath	dragon_breath							Item Only	?	?
Splash Water Bottle	splash_potion							Item Only	?	?
Splash Mundane Potion	splash_potion							Item Only	?	?
Splash Long Mundane Potion	splash_potion							Item Only	?	?
Splash Thick Potion	splash_potion							Item Only	?	?
Splash Awkward Potion	splash_potion							Item Only	?	?
Splash Potion of Night Vision (2:15)	splash_potion							Item Only	?	?
Splash Potion of Night Vision (6:00)	splash_potion							Item Only	?	?
Splash Potion of Invisiblity (2:15)	splash_potion							Item Only	?	?
Splash Potion of Invisiblity (6:00)	splash_potion							Item Only	?	?
Splash Potion of Leaping (2:15)	splash_potion							Item Only	?	?
Splash Potion of Leaping (6:00)	splash_potion							Item Only	?	?
Splash Potion of Leaping II (1:07)	splash_potion							Item Only	?	?
Splash Potion of Fire Resistance (2:15)	splash_potion							Item Only	?	?
Splash Potion of Fire Resistance (6:00)	splash_potion							Item Only	?	?
Splash Potion of Swiftness (2:15)	splash_potion							Item Only	?	?
Splash Potion of Swiftness (6:00)	splash_potion							Item Only	?	?
Splash Potion of Swiftness II (1:07)	splash_potion							Item Only	?	?
Splash Potion of Slowness (1:07)	splash_potion							Item Only	?	?
Splash Potion of Slowness (3:00)	splash_potion							Item Only	?	?
Splash Potion of Water Breathing (2:15)	splash_potion							Item Only	?	?
Splash Potion of Water Breathing (6:00)	splash_potion							Item Only	?	?
Splash Potion of Healing	splash_potion							Item Only	?	?
Splash Potion of Healing II	splash_potion							Item Only	?	?
Splash Potion of Harming	splash_potion							Item Only	?	?
Splash Potion of Harming II	splash_potion							Item Only	?	?
Splash Potion of Poison (0:33)	splash_potion							Item Only	?	?
Splash Potion of Poison (1:30)	splash_potion							Item Only	?	?
Splash Potion of Poison II (0:16)	splash_potion							Item Only	?	?
Splash Potion of Regeneration (0:33)	splash_potion							Item Only	?	?
Splash Potion of Regeneration (1:30)	splash_potion							Item Only	?	?
Splash Potion of Regeneration II (0:16)	splash_potion							Item Only	?	?
Splash Potion of Strength (2:15)	splash_potion							Item Only	?	?
Splash Potion of Strength (6:00)	splash_potion							Item Only	?	?
Splash Potion of Strength (1:07)	splash_potion							Item Only	?	?
Splash Potion of Weakness (1:07)	splash_potion							Item Only	?	?
Splash Potion of Weakness (3:00)	splash_potion							Item Only	?	?
Splash Potion of the Turtle Master (0:15)	splash_potion							Item Only	?	?
Splash Potion of the Turtle Master (0:30)	splash_potion							Item Only	?	?
Splash Potion of the Turtle Master II (0:15)	splash_potion							Item Only	?	?
Splash Potion of Slow Falling (1:07)	splash_potion							Item Only	?	?
Splash Potion of Slow Falling (3:00)	splash_potion							Item Only	?	?
Lingering Water Bottle	lingering_potion							Item Only	?	?
Lingering Mundane Potion	lingering_potion							Item Only	?	?
Lingering Long Mundane Potion	lingering_potion							Item Only	?	?
Lingering Thick Potion	lingering_potion							Item Only	?	?
Lingering Awkward Potion	lingering_potion							Item Only	?	?
Lingering Potion of Night Vision (0:45)	lingering_potion							Item Only	?	?
Lingering Potion of Night Vision (2:00)	lingering_potion							Item Only	?	?
Lingering Potion of Invisibility (0:45)	lingering_potion							Item Only	?	?
Lingering Potion of Invisibility (2:00)	lingering_potion							Item Only	?	?
Lingering Potion of Leaping (0:45)	lingering_potion							Item Only	?	?
Lingering Potion of Leaping (2:00)	lingering_potion							Item Only	?	?
Lingering Potion of Leaping II (0:22)	lingering_potion							Item Only	?	?
Lingering Potion of Fire Resistance (0:45)	lingering_potion							Item Only	?	?
Lingering Potion of Fire Resistance (2:00)	lingering_potion							Item Only	?	?
Lingering Potion of Swiftness (0:45)	lingering_potion							Item Only	?	?
Lingering Potion of Swiftness (2:00)	lingering_potion							Item Only	?	?
Lingering Potion of Swiftness II (0:22)	lingering_potion							Item Only	?	?
Lingering Potion of Slowness (0:22)	lingering_potion							Item Only	?	?
Lingering Potion of Slowness (1:00)	lingering_potion							Item Only	?	?
Lingering Potion of Water Breathing (0:45)	lingering_potion							Item Only	?	?
Lingering Potion of Water Breathing (2:00)	lingering_potion							Item Only	?	?
Lingering Potion of Healing	lingering_potion							Item Only	?	?
Lingering Potion of Healing II	lingering_potion							Item Only	?	?
Lingering Potion of Harming	lingering_potion							Item Only	?	?
Lingering Potion of Harming II	lingering_potion							Item Only	?	?
Lingering Potion of Poison (0:11)	lingering_potion							Item Only	?	?
Lingering Potion of Poison (0:30)	lingering_potion							Item Only	?	?
Lingering Potion of Poison II (0:05)	lingering_potion							Item Only	?	?
Lingering Potion of Regeneration (0:11)	lingering_potion							Item Only	?	?
Lingering Potion of Regeneration (0:30)	lingering_potion							Item Only	?	?
Lingering Potion of Regeneration II (0:05)	lingering_potion							Item Only	?	?
Lingering Potion of Strength (0:45)	lingering_potion							Item Only	?	?
Lingering Potion of Strength (2:00)	lingering_potion							Item Only	?	?
Lingering Potion of Strength (0:22)	lingering_potion							Item Only	?	?
Lingering Potion of Weakness (0:22)	lingering_potion							Item Only	?	?
Lingering Potion of Weakness (1:00)	lingering_potion							Item Only	?	?
Lingering Potion of the Turtle Master (0:05)	lingering_potion							Item Only	?	?
Lingering Potion of the Turtle Master (0:10)	lingering_potion							Item Only	?	?
Lingering Potion of the Turtle Master II (0:05)	lingering_potion							Item Only	?	?
Lingering Potion of Slow Falling (0:22)	lingering_potion							Item Only	?	?
Lingering Potion of Slow Falling (1:00)	lingering_potion							Item Only	?	?
Elytra	elytra							Item Only	?	?
Prismarine Shard	prismarine_shard							Item Only	?	?
Shulker Shell	shulker_shell							Item Only	?	?
Black Banner	banner							Item Only	?	?
Red Banner	banner							Item Only	?	?
Green Banner	banner							Item Only	?	?
Brown Banner	banner							Item Only	?	?
Blue Banner	banner							Item Only	?	?
Purple Banner	banner							Item Only	?	?
Cyan Banner	banner							Item Only	?	?
Light Gray Banner	banner							Item Only	?	?
Gray Banner	banner							Item Only	?	?
Pink Banner	banner							Item Only	?	?
Lime Banner	banner							Item Only	?	?
Yellow Banner	banner							Item Only	?	?
Light Blue Banner	banner							Item Only	?	?
Magenta Banner	banner							Item Only	?	?
Orange Banner	banner							Item Only	?	?
White Banner	banner							Item Only	?	?
Totem of Undying	totem_of_undying							Item Only	?	?
Iron Nugget	iron_nugget							Item Only	?	?
Nautilus Shell	nautilus_shell							Item Only	?	?
Heart of the Sea	heart_of_the_sea							Item Only	?	?
Scute	scute							Item Only	?	?
Turtle Shell	turtle_helmet							Item Only	?	?
Phantom Membrane	phantom_membrane							Item Only	?	?
Crossbow	crossbow							Item Only	?	?
Spruce Sign	spruce_sign							Item Only	?	?
Birch Sign	birch_sign							Item Only	?	?
Jungle Sign	jungle_sign							Item Only	?	?
Acacia Sign	acacia_sign							Item Only	?	?
Dark Oak Sign	dark_oak_sign							Item Only	?	?
Flower Banner Pattern	flower_banner_pattern							Item Only	?	?
Creeper Banner Pattern	creeper_banner_pattern							Item Only	?	?
Skull Banner Pattern	skull_banner_pattern							Item Only	?	?
Mojang Banner Pattern	mojang_banner_pattern							Item Only	?	?
Field Masoned Banner Pattern	field_masoned_banner_pattern							Item Only	?	?
Bordure Indented Banner Pattern	bordure_indented_banner_pattern							Item Only	?	?
Piglin Banner Pattern	piglin_banner_pattern							Item Only	?	?
Globe Banner Pattern	globe_banner_pattern							Item Only	?	?
Campfire	campfire							Item Only	?	?
Suspicious Stew (Night Vision)	suspicious_stew							Item Only	?	?
Suspicious Stew (Jump Boost)	suspicious_stew							Item Only	?	?
Suspicious Stew (Weakness)	suspicious_stew							Item Only	?	?
Suspicious Stew (Blindness)	suspicious_stew							Item Only	?	?
Suspicious Stew (Poison)	suspicious_stew							Item Only	?	?
Suspicious Stew (Saturation (Dandelion))	suspicious_stew							Item Only	?	?
Suspicious Stew (Saturation (Blue Orchid))	suspicious_stew							Item Only	?	?
Suspicious Stew (Fire Resistance)	suspicious_stew							Item Only	?	?
Suspicious Stew (Regeneration)	suspicious_stew							Item Only	?	?
Suspicious Stew (Wither)	suspicious_stew							Item Only	?	?
Honeycomb	honeycomb							Item Only	?	?
Honey Bottle	honey_bottle							Item Only	?	?
Lodestone Compass	lodestone_compass							Item Only	?	?
Netherite Ingot	netherite_ingot							Item Only	?	?
Netherite Sword	netherite_sword							Item Only	?	?
Netherite Shovel	netherite_shovel							Item Only	?	?
Netherite Pickaxe	netherite_pickaxe							Item Only	?	?
Netherite Axe	netherite_axe							Item Only	?	?
Netherite Hoe	netherite_hoe							Item Only	?	?
Netherite Helmet	netherite_helmet							Item Only	?	?
Netherite Chestplate	netherite_chestplate							Item Only	?	?

Obtainables

Name	Identifier	Block State						Appearance ingame	Farmable category	Farm Method
Netherite Leggings	netherite_leggings							Item Only	?	?
Netherite Boots	netherite_boots							Item Only	?	?
Netherite Scrap	netherite_scrap							Item Only	?	?
Crimson Sign	crimson_sign							Item Only	?	?
Warped Sign	warped_sign							Item Only	?	?
Crimson Door	crimson_door							Item Only	?	?
Warped Door	warped_door							Item Only	?	?
Warped Fungus on a Stick	warped_fungus_on_a_stick							Item Only	?	?
Chain	chain							Item Only	?	?
Music Disc (Pigstep)	music_disc_pigstep							Item Only	?	?
Nether Sprouts	nether_sprouts							Item Only	?	?
Soul Campfire	soul_campfire							Item Only	?	?
Glow Item Frame	glow_frame							Item Only	?	?
Goat Horn	goat_horn							Item Only	?	?
Amethyst Shard	amethyst_shard							Item Only	?	?
Spyglass	spyglass							Item Only	?	?
Music Disc (Otherside)	music_disc_otherside							Item Only	?	?
Bucket of Tadpole	tadpole_bucket							Item Only	?	?
End Crystal	end_crystal							Item Only	?	?
Glow Berries	glow_berries							Item Only	?	?

Unobtainables

Name	Identifier	Block State						Appearance Ingame	Unobtainable Category	Unobtainable Method
Oak Sapling	sapling	"sapling_type": "oak"	"age_bit": true					Block + Item	?	?
Spruce Sapling	sapling	"sapling_type": "spruce"	"age_bit": true					Block + Item	?	?
Birch Sapling	sapling	"sapling_type": "birch"	"age_bit": true					Block + Item	?	?
Jungle Sapling	sapling	"sapling_type": "jungle"	"age_bit": true					Block + Item	?	?
Acacia Sapling	sapling	"sapling_type": "acacia"	"age_bit": true					Block + Item	?	?
Dark Oak Sapling	sapling	"sapling_type": "dark_oak"	"age_bit": true					Block + Item	?	?
Bedrock	bedrock	"infiniburn_bit": false						Block + Item	?	?
Flowing Water	flowing_water	"liquid_depth": 0						Block + Item	?	?
Stationary Water	water	"liquid_depth": 0						Block + Item	?	?
Flowing Lava	flowing_lava	"liquid_depth": 0						Block + Item	?	?
Stationary Lava	lava	"liquid_depth": 0						Block + Item	?	?
Bed	item.bed	FALSE						Block DIF Item	?	?
Fern	tallgrass	tall_grass_type: "snow"						Block + Item	?	?
Piston Arm Collision	pistonarmcollision	FALSE						Block + Item	?	?
??? [EDU]	element_0	FALSE						Block + Item	B	?
(Lower) Petrified Oak Slab	stone_block_slab	"stone_slab_type": "wood"	"top_slot_bit": false					Block + Item	?	?
TNT	tnt	"explode_bit": true	"allow_underwater_bit": false					Block + Item	?	?
Underwater TNT [EDU]	tnt	"explode_bit": false	"allow_underwater_bit": true					Block + Item	B	?
Underwater TNT [EDU]	tnt	"explode_bit": true	"allow_underwater_bit": true					Block + Item	?	?
Fire	fire	"age": 0 (starting at 0, degrading to a lower number until it stops)						Block + Item	?	?
Monster Spawner	mob_spawner	FALSE						Block + Item	?	?
Redstone Dust	redstone_wire	"redstone_signal": 0						Block DIF Item	?	?
Wheat Crops	item.wheat	"age": 0 (newly grown plant)						Block DIF Item	?	?
Farmland	farmland	"moisturized_amount": 0						Block + Item	?	?
Oak Standing Sign	standing_sign	"ground_sign_direction": 0 (facing south)						Block DIF Item	?	?
(Lower) Oak Door	item.wooden_door	"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			Block DIF Item	?	?
Oak Wall Sign	wall_sign	"facing_direction": 5 (facing east)						Block DIF Item	?	?
(Lower) Iron Door	item.iron_door	"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			Block DIF Item	?	?
Lit Redstone Ore	lit_redstone_ore	FALSE						Block + Item	?	?
Unlit Redstone Torch	unlit_redstone_torch	"torch_facing_direction": "top"						Block + Item	?	?
Top Snow	snow_layer	"height": 0	"covered_bit": false					Block + Item	?	?
Top Snow	snow_layer	"height": 1	"covered_bit": false					Block + Item	?	?
Top Snow	snow_layer	"height": 2	"covered_bit": false					Block + Item	?	?
Top Snow	snow_layer	"height": 3	"covered_bit": false					Block + Item	?	?
Top Snow	snow_layer	"height": 4	"covered_bit": false					Block + Item	?	?
Top Snow	snow_layer	"height": 5	"covered_bit": false					Block + Item	?	?
Top Snow	snow_layer	"height": 6	"covered_bit": false					Block + Item	?	?
Top Snow	snow_layer	"height": 7	"covered_bit": false					Block + Item	?	?
Sugar cane	item.reeds	"age": 0						Block DIF Item	?	?
Nether Portal	portal	"portal_axis": "x" (east-west)						Block + Item	?	?
Cake	item.cake	"bite_counter": 0						Block DIF Item	?	?
(Unpowered) Redstone Repeater	unpowered_repeater	"direction": 0 (facing north)	"repeater_delay": 0					Block DIF Item	?	?
Powered Redstone Repeater	powered_repeater	"direction": 0 (facing north)	"repeater_delay": 0					Block DIF Item	?	?
Invisible Bedrock	invisibleBedrock	FALSE						Block + Item	?	?
Infested Stone	monster_egg	"monster_egg_stone_type": "stone"						Block + Item	?	?
Infested Cobblestone	monster_egg	"monster_egg_stone_type": "cobblestone"						Block + Item	?	?
Infested Stone Brick	monster_egg	"monster_egg_stone_type": "stone_brick"						Block + Item	?	?
Infested Mossy Stone Brick	monster_egg	"monster_egg_stone_type": "mossy_stone_brick"						Block + Item	?	?
Infested Cracked Stone Brick	monster_egg	"monster_egg_stone_type": "cracked_stone_brick"						Block + Item	?	?
Infested Chiseled Stone Brick	monster_egg	"monster_egg_stone_type": "chiseled_stone_brick"						Block + Item	?	?
Pumpkin Stem	pumpkin_stem	"facing_direction": 0 (unused)	"age": 0 (newly grown plant)					Block + Item	?	?
Melon Stem	melon_stem	"facing_direction": 0 (unused)	"age": 0 (newly grown plant)					Block + Item	?	?
Nether Wart	nether_wart	"age": 0 (newly grown plant)						Block DIF Item	?	?
Brewing Stand	item.brewing_stand	"brewing_slot_a_bit": false	"brewing_slot_b_bit": false	"brewing_slot_c_bit": false				Block DIF Item	?	?
Cauldron	item.cauldron	"fill_level": 0 (empty)	"cauldron_liquid": "water"					Block DIF Item	?	?
End Portal	end_portal	FALSE						Block + Item	?	?
End Portal Frame	end_portal_frame	"direction": 0 (facing south)	"end_portal_eye_bit": false					Block + Item	?	?
Lit Redstone Lamp	lit_redstone_lamp	FALSE						Block + Item	?	?
Cocoa	cocoa	"direction": 0 (facing south)	"age": 0 (newly grown plant)					Block + Item	?	?
Tripwire	tripwire	"powered_bit": false	"suspended_bit": false	"attached_bit": false	"disarmed_bit": false			Block DIF Item	?	?
Impulse Command Block	command_block	"facing_direction": 0 (facing down)	"conditional_bit": false					Block + Item	?	?
Flower Pot	item.flower_pot	"update_bit": false (no flower)						Block DIF Item	?	?
Carrot	carrots	"age": 0 (newly grown plant)						Block DIF Item	?	?
Potato	potatoes	"age": 0 (newly grown plant)						Block DIF Item	?	?
Skeleton Skull	item.skull	FALSE						Block DIF Item	?	?
Wither Skeleton Skull	item.skull	FALSE						Block DIF Item	?	?
Zombie Head	item.skull	FALSE						Block DIF Item	?	?
Head	item.skull	FALSE						Block DIF Item	?	?
Creeper Head	item.skull	FALSE						Block DIF Item	?	?
Dragon Head	item.skull	FALSE						Block DIF Item	?	?
Broken Anvil	anvil	"direction": 0 (west)	"damage": "broken"					Block + Item	?	?
(Unpowered) Redstone Comparator	unpowered_comparator	"direction": 0 (facing north)	"output_subtract_bit": false	"output_lit_bit": false				Block DIF Item	?	?
Powered Redstone Comparator	powered_comparator	"direction": 0 (facing north)	"output_subtract_bit": false	"output_lit_bit": false				Block + Item	?	?
Hopper	item.hopper	"facing_direction": 0 (facing down)	"toggle_bit": "false"					Block DIF Item	?	?
Double Oak Slab	double_wooden_slab	"wood_type": "oak"	"top_slot_bit": "false"					Block + Item	?	?
Double Spruce Slab	double_wooden_slab	"wood_type": "spruce"	"top_slot_bit": "false"					Block + Item	?	?
Double Birch Slab	double_wooden_slab	"wood_type": "birch"	"top_slot_bit": "false"					Block + Item	?	?
Double Jungle Slab	double_wooden_slab	"wood_type": "jungle"	"top_slot_bit": "false"					Block + Item	?	?
Double Acacia Slab	double_wooden_slab	"wood_type": "acacia"	"top_slot_bit": "false"					Block + Item	?	?
Double Dark Oak Slab	double_wooden_slab	"wood_type": "dark_oak"	"top_slot_bit": "false"					Block + Item	?	?
White Banner	standing_banner	"ground_sign_direction": 0 (facing south)						Block DIF Item	?	?
Orange Banner	standing_banner	"ground_sign_direction": 0 (facing south)						Block DIF Item	?	?
Magenta Banner	standing_banner	"ground_sign_direction": 0 (facing south)						Block DIF Item	?	?
Light Blue Banner	standing_banner	"ground_sign_direction": 0 (facing south)						Block DIF Item	?	?
Yellow Banner	standing_banner	"ground_sign_direction": 0 (facing south)						Block DIF Item	?	?
Lime Banner	standing_banner	"ground_sign_direction": 0 (facing south)						Block DIF Item	?	?
Pink Banner	standing_banner	"ground_sign_direction": 0 (facing south)						Block DIF Item	?	?
Gray Banner	standing_banner	"ground_sign_direction": 0 (facing south)						Block DIF Item	?	?
Light Gray Banner	standing_banner	"ground_sign_direction": 0 (facing south)						Block DIF Item	?	?
Cyan Banner	standing_banner	"ground_sign_direction": 0 (facing south)						Block DIF Item	?	?
Purple Banner	standing_banner	"ground_sign_direction": 0 (facing south)						Block DIF Item	?	?
Blue Banner	standing_banner	"ground_sign_direction": 0 (facing south)						Block DIF Item	?	?
Brown Banner	standing_banner	"ground_sign_direction": 0 (facing south)						Block DIF Item	?	?
Green Banner	standing_banner	"ground_sign_direction": 0 (facing south)						Block DIF Item	?	?
Red Banner	standing_banner	"ground_sign_direction": 0 (facing south)						Block DIF Item	?	?
Black Banner	standing_banner	"ground_sign_direction": 0 (facing south)						Block DIF Item	?	?
White Wall Banner	wall_banner	"facing_direction": 0 (unused)						Block DIF Item	?	?
Orange Wall Banner	wall_banner	"facing_direction": 0 (unused)						Block DIF Item	?	?
Magenta Wall Banner	wall_banner	"facing_direction": 0 (unused)						Block DIF Item	?	?
Light Blue Wall Banner	wall_banner	"facing_direction": 0 (unused)						Block DIF Item	?	?
Yellow Wall Banner	wall_banner	"facing_direction": 0 (unused)						Block DIF Item	?	?
Lime Wall Banner	wall_banner	"facing_direction": 0 (unused)						Block DIF Item	?	?
Pink Wall Banner	wall_banner	"facing_direction": 0 (unused)						Block DIF Item	?	?
Gray Wall Banner	wall_banner	"facing_direction": 0 (unused)						Block DIF Item	?	?
Light Gray Wall Banner	wall_banner	"facing_direction": 0 (unused)						Block DIF Item	?	?
Cyan Wall Banner	wall_banner	"facing_direction": 0 (unused)						Block DIF Item	?	?
Purple Wall Banner	wall_banner	"facing_direction": 0 (unused)						Block DIF Item	?	?
Blue Wall Banner	wall_banner	"facing_direction": 0 (unused)						Block DIF Item	?	?
Brown Wall Banner	wall_banner	"facing_direction": 0 (unused)						Block DIF Item	?	?
Green Wall Banner	wall_banner	"facing_direction": 0 (unused)						Block DIF Item	?	?
Red Wall Banner	wall_banner	"facing_direction": 0 (unused)						Block DIF Item	?	?
Black Wall Banner	wall_banner	"facing_direction": 0 (unused)						Block DIF Item	?	?
Inverted Daylight Detector	daylight_detector_inverted	"redstone_signal": 0						Block + Item	?	?
Repeating Command Block	repeating_command_block	"facing_direction": 0 (facing down)	"conditional_bit": false					Block + Item	?	?
Chain Command Block	chain_command_block	"facing_direction": 0 (facing down)	"conditional_bit": false					Block + Item	?	?
Hardened Glass Pane [EDU]	hard_glass_pane	FALSE						Block + Item	B	?
Hardened White Stained Glass Pane [EDU]	hard_stained_glass_pane	"color": "white"						Block + Item	B	?
Hardened Orange Stained Glass Pane [EDU]	hard_stained_glass_pane	"color": "orange"						Block + Item	B	?
Hardened Magenta Stained Glass Pane [EDU]	hard_stained_glass_pane	"color": "magenta"						Block + Item	B	?
Hardened Light Blue Stained Glass Pane [EDU]	hard_stained_glass_pane	"color": "light_blue"						Block + Item	B	?
Hardened Yellow Stained Glass Pane [EDU]	hard_stained_glass_pane	"color": "yellow"						Block + Item	B	?
Hardened Lime Stained Glass Pane [EDU]	hard_stained_glass_pane	"color": "lime"						Block + Item	B	?
Hardened Pink Stained Glass Pane [EDU]	hard_stained_glass_pane	"color": "pink"						Block + Item	B	?
Hardened Gray Stained Glass Pane [EDU]	hard_stained_glass_pane	"color": "gray"						Block + Item	B	?
Hardened Light Gray Stained Glass Pane [EDU]	hard_stained_glass_pane	"color": "silver"						Block + Item	B	?
Hardened Cyan Stained Glass Pane [EDU]	hard_stained_glass_pane	"color": "cyan"						Block + Item	B	?
Hardened Purple Stained Glass Pane [EDU]	hard_stained_glass_pane	"color": "purple"						Block + Item	B	?
Hardened Blue Stained Glass Pane [EDU]	hard_stained_glass_pane	"color": "blue"						Block + Item	B	?
Hardened Brown Stained Glass Pane [EDU]	hard_stained_glass_pane	"color": "brown"						Block + Item	B	?
Hardened Green Stained Glass Pane [EDU]	hard_stained_glass_pane	"color": "green"						Block + Item	B	?
Hardened Red Stained Glass Pane [EDU]	hard_stained_glass_pane	"color": "red"						Block + Item	B	?
Hardened Black Stained Glass Pane [EDU]	hard_stained_glass_pane	"color": "black"						Block + Item	B	?
Heat Block [EDU]	chemical_heat	FALSE						Block + Item	B	?
(Lower) Spruce Door	item.spruce_door	"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			Block DIF Item	?	?
(Lower) Birch Door	item.birch_door	"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			Block DIF Item	?	?
(Lower) Jungle Door	item.jungle_door	"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			Block DIF Item	?	?
(Lower) Acacia Door	item.acacia_door	"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			Block DIF Item	?	?
(Lower) Dark Oak Door	item.dark_oak_door	"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			Block DIF Item	?	?
Item Frame	item.frame	"facing_direction": 0 (facing down)	"item_frame_map_bit": false	"item_frame_photo_bit": false (EDU only)				Block DIF Item	?	?
Red Torch [EDU]	colored_torch_rg	"color_bit": 0 (red)	"torch_facing_direction": "unknown" (unused)					Block + Item	B	?
Green Torch [EDU]	colored_torch_rg	"color_bit": 1 (green)	"torch_facing_direction": "unknown" (unused)					Block + Item	B	?
Blue Torch [EDU]	colored_torch_bp	"color_bit": 0 (blue)	"torch_facing_direction": "unknown" (unused)					Block + Item	B	?
Purple Torch [EDU]	colored_torch_bp	"color_bit": 1 (purple)	"torch_facing_direction": "unknown" (unused)					Block + Item	B	?
Frosted Ice	frosted_ice	"age": 0 (freshly generated)						Block + Item	?	?
End Gateway	end_gateway	FALSE						Block + Item	?	?
Allow [EDU]	allow	FALSE						Block + Item	B	?
Deny [EDU]	deny	FALSE						Block + Item	B	?
Border	border_block	"wall_connection_type_east": "none"	"wall_connection_type_north": "none"	"wall_connection_type_south": "none"	"wall_connection_type_west": "none"	"wall_post_bit": false		Block + Item	?	?
Structure Void	structure_void	"structure_void_type": "void"						Block + Item	?	?
Structure Air	structure_void	"structure_void_type": "air"						Block + Item	?	?
Chalkboard [EDU]	chalkboard	?						Block + Item	?	?
Compound Creator [EDU]	chemistry_table	"chemistry_table_type": "compound_creator"	"direction": 0 (facing north)					Block + Item	B	?
Element Constructor [EDU]	chemistry_table	"chemistry_table_type": "element_constructor"	"direction": 1 (facing east)					Block + Item	B	?
Lab Table [EDU]	chemistry_table	"chemistry_table_type": "lab_table"	"direction": 2 (facing south)					Block + Item	B	?
Material Reducer [EDU]	chemistry_table	"chemistry_table_type": "material_reducer"	"direction": 3 (facing west)					Block + Item	B	?

Unobtainables

Name	Identifier	Block State						Appearance Ingame	Unobtainable Category	Unobtainable Method
Underwater Torch	underwater_torch	"torch_facing_direction": "top"						Block + Item	?	?
Chorus Plant	chorus_plant	FALSE						Block + Item	?	?
Camera	item.camera	FALSE						Block DIF Item	?	?
Beetroot	beetroot	"age": 0 (newly grown plant)						Block DIF Item	?	?
Stonecutter	stonecutter	FALSE						Block + Item	?	?
Glowing Obsidian	glowingobsidian	FALSE						Block + Item	?	?
Nether Reactor Core	netherreactor	FALSE						Block + Item	?	?
Info Update	info_update	FALSE						Block + Item	?	?
Info Update 2	info_update2	FALSE						Block + Item	?	?
Moving Block	movingBlock	FALSE						Block + Item	?	?
Observer	observer	"facing_direction": 0 (facing down)	"powered_bit": true					Block + Item	?	?
Structure Block	structure_block	"mode": "data"						Block + Item	?	?
Structure Block	structure_block	"mode": "save"						Block + Item	?	?
Structure Block	structure_block	"mode": "load"						Block + Item	?	?
Structure Block	structure_block	"mode": "corner"						Block + Item	?	?
Structure Block	structure_block	"mode": "invalid"						Block + Item	?	?
Structure Block	structure_block	"mode": "export"						Block + Item	?	?
Hardened Glass [EDU]	hard_glass	FALSE						Block + Item	B	?
Hardened White Stained Glass [EDU]	hard_stained_glass	"color": "white"						Block + Item	B	?
Hardened Orange Stained Glass [EDU]	hard_stained_glass	"color": "orange"						Block + Item	B	?
Hardened Magenta Stained Glass [EDU]	hard_stained_glass	"color": "magenta"						Block + Item	B	?
Hardened Light Blue Stained Glass [EDU]	hard_stained_glass	"color": "light_blue"						Block + Item	B	?
Hardened Yellow Stained Glass [EDU]	hard_stained_glass	"color": "yellow"						Block + Item	B	?
Hardened Lime Stained Glass [EDU]	hard_stained_glass	"color": "lime"						Block + Item	B	?
Hardened Pink Stained Glass [EDU]	hard_stained_glass	"color": "pink"						Block + Item	B	?
Hardened Gray Stained Glass [EDU]	hard_stained_glass	"color": "gray"						Block + Item	B	?
Hardened Light Gray Stained Glass [EDU]	hard_stained_glass	"color": "silver"						Block + Item	B	?
Hardened Cyan Stained Glass [EDU]	hard_stained_glass	"color": "cyan"						Block + Item	B	?
Hardened Purple Stained Glass [EDU]	hard_stained_glass	"color": "purple"						Block + Item	B	?
Hardened Blue Stained Glass [EDU]	hard_stained_glass	"color": "blue"						Block + Item	B	?
Hardened Brown Stained Glass [EDU]	hard_stained_glass	"color": "brown"						Block + Item	B	?
Hardened Green Stained Glass [EDU]	hard_stained_glass	"color": "green"						Block + Item	B	?
Hardened Red Stained Glass [EDU]	hard_stained_glass	"color": "red"						Block + Item	B	?
Hardened Black Stained Glass [EDU]	hard_stained_glass	"color": "black"						Block + Item	B	?
Reserved6	reserved6	FALSE						Block + Item	?	?
Hydrogen [EDU]	element_1	FALSE						Block + Item	B	?
Helium [EDU]	element_2	FALSE						Block + Item	B	?
Lithium [EDU]	element_3	FALSE						Block + Item	B	?
Beryllium [EDU]	element_4	FALSE						Block + Item	B	?
Boron [EDU]	element_5	FALSE						Block + Item	B	?
Carbon [EDU]	element_6	FALSE						Block + Item	B	?
Nitrogen [EDU]	element_7	FALSE						Block + Item	B	?
Oxygen [EDU]	element_8	FALSE						Block + Item	B	?
Fluorine [EDU]	element_9	FALSE						Block + Item	B	?
Neon [EDU]	element_10	FALSE						Block + Item	B	?
Sodium [EDU]	element_11	FALSE						Block + Item	B	?
Magnesium [EDU]	element_12	FALSE						Block + Item	B	?
Aluminum [EDU]	element_13	FALSE						Block + Item	B	?
Silicon [EDU]	element_14	FALSE						Block + Item	B	?
Phosphorus [EDU]	element_15	FALSE						Block + Item	B	?
Sulfur [EDU]	element_16	FALSE						Block + Item	B	?
Chlorine [EDU]	element_17	FALSE						Block + Item	B	?
Argon [EDU]	element_18	FALSE						Block + Item	B	?
Potassium [EDU]	element_19	FALSE						Block + Item	B	?
Calcium [EDU]	element_20	FALSE						Block + Item	B	?
Scandium [EDU]	element_21	FALSE						Block + Item	B	?
Titanium [EDU]	element_22	FALSE						Block + Item	B	?
Vanadium [EDU]	element_23	FALSE						Block + Item	B	?
Chromium [EDU]	element_24	FALSE						Block + Item	B	?
Manganese [EDU]	element_25	FALSE						Block + Item	B	?
Iron [EDU]	element_26	FALSE						Block + Item	B	?
Cobalt [EDU]	element_27	FALSE						Block + Item	B	?
Nickel [EDU]	element_28	FALSE						Block + Item	B	?
Copper [EDU]	element_29	FALSE						Block + Item	B	?
Zinc [EDU]	element_30	FALSE						Block + Item	B	?
Gallium [EDU]	element_31	FALSE						Block + Item	B	?
Germanium [EDU]	element_32	FALSE						Block + Item	B	?
Arsenic [EDU]	element_33	FALSE						Block + Item	B	?
Selenium [EDU]	element_34	FALSE						Block + Item	B	?
Bromine [EDU]	element_35	FALSE						Block + Item	B	?
Krypton [EDU]	element_36	FALSE						Block + Item	B	?
Rubidium [EDU]	element_37	FALSE						Block + Item	B	?
Strontium [EDU]	element_38	FALSE						Block + Item	B	?
Yttrium [EDU]	element_39	FALSE						Block + Item	B	?
Zirconium [EDU]	element_40	FALSE						Block + Item	B	?
Niobium [EDU]	element_41	FALSE						Block + Item	B	?
Molybdenum [EDU]	element_42	FALSE						Block + Item	B	?
Technetium [EDU]	element_43	FALSE						Block + Item	B	?
Ruthenium [EDU]	element_44	FALSE						Block + Item	B	?
Rhodium [EDU]	element_45	FALSE						Block + Item	B	?
Palladium [EDU]	element_46	FALSE						Block + Item	B	?
Silver [EDU]	element_47	FALSE						Block + Item	B	?
Cadmium [EDU]	element_48	FALSE						Block + Item	B	?
Indium [EDU]	element_49	FALSE						Block + Item	B	?
Tin [EDU]	element_50	FALSE						Block + Item	B	?
Antimony [EDU]	element_51	FALSE						Block + Item	B	?
Tellurium [EDU]	element_52	FALSE						Block + Item	B	?
Iodine [EDU]	element_53	FALSE						Block + Item	B	?
Xenon [EDU]	element_54	FALSE						Block + Item	B	?
Cesium [EDU]	element_55	FALSE						Block + Item	B	?
Barium [EDU]	element_56	FALSE						Block + Item	B	?
Lanthanum [EDU]	element_57	FALSE						Block + Item	B	?
Cerium [EDU]	element_58	FALSE						Block + Item	B	?
Praseodymium [EDU]	element_59	FALSE						Block + Item	B	?
Neodymium [EDU]	element_60	FALSE						Block + Item	B	?
Promethium [EDU]	element_61	FALSE						Block + Item	B	?
Samarium [EDU]	element_62	FALSE						Block + Item	B	?
Europium [EDU]	element_63	FALSE						Block + Item	B	?
Gadolinium [EDU]	element_64	FALSE						Block + Item	B	?
Terbium [EDU]	element_65	FALSE						Block + Item	B	?
Dysprosium [EDU]	element_66	FALSE						Block + Item	B	?
Holmium [EDU]	element_67	FALSE						Block + Item	B	?
Erbium [EDU]	element_68	FALSE						Block + Item	B	?
Thulium [EDU]	element_69	FALSE						Block + Item	B	?
Ytterbium [EDU]	element_70	FALSE						Block + Item	B	?
Lutetium [EDU]	element_71	FALSE						Block + Item	B	?
Hafnium [EDU]	element_72	FALSE						Block + Item	B	?
Tantalum [EDU]	element_73	FALSE						Block + Item	B	?
Tungsten [EDU]	element_74	FALSE						Block + Item	B	?
Rhenium [EDU]	element_75	FALSE						Block + Item	B	?
Osmium [EDU]	element_76	FALSE						Block + Item	B	?
Iridium [EDU]	element_77	FALSE						Block + Item	B	?
Platinum [EDU]	element_78	FALSE						Block + Item	B	?
Gold [EDU]	element_79	FALSE						Block + Item	B	?
Mercury [EDU]	element_80	FALSE						Block + Item	B	?
Thallium [EDU]	element_81	FALSE						Block + Item	B	?
Lead [EDU]	element_82	FALSE						Block + Item	B	?
Bismuth [EDU]	element_83	FALSE						Block + Item	B	?
Polonium [EDU]	element_84	FALSE						Block + Item	B	?
Astatine [EDU]	element_85	FALSE						Block + Item	B	?
Radon [EDU]	element_86	FALSE						Block + Item	B	?
Francium [EDU]	element_87	FALSE						Block + Item	B	?
Radium [EDU]	element_88	FALSE						Block + Item	B	?
Actinium [EDU]	element_89	FALSE						Block + Item	B	?
Thorium [EDU]	element_90	FALSE						Block + Item	B	?
Protactinium [EDU]	element_91	FALSE						Block + Item	B	?
Uranium [EDU]	element_92	FALSE						Block + Item	B	?
Neptunium [EDU]	element_93	FALSE						Block + Item	B	?
Plutonium [EDU]	element_94	FALSE						Block + Item	B	?
Americium [EDU]	element_95	FALSE						Block + Item	B	?
Curium [EDU]	element_96	FALSE						Block + Item	B	?
Berkelium [EDU]	element_97	FALSE						Block + Item	B	?
Californium [EDU]	element_98	FALSE						Block + Item	B	?
Einsteinium [EDU]	element_99	FALSE						Block + Item	B	?
Fermium [EDU]	element_100	FALSE						Block + Item	B	?
Mendelevium [EDU]	element_101	FALSE						Block + Item	B	?
Nobelium [EDU]	element_102	FALSE						Block + Item	B	?
Lawrencium [EDU]	element_103	FALSE						Block + Item	B	?
Rutherfordium [EDU]	element_104	FALSE						Block + Item	B	?
Dubnium [EDU]	element_105	FALSE						Block + Item	B	?
Seaborgium [EDU]	element_106	FALSE						Block + Item	B	?
Bohrium [EDU]	element_107	FALSE						Block + Item	B	?
Hassium [EDU]	element_108	FALSE						Block + Item	B	?
Meitnerium [EDU]	element_109	FALSE						Block + Item	B	?
Darmstadtium [EDU]	element_110	FALSE						Block + Item	B	?
Roentgenium [EDU]	element_111	FALSE						Block + Item	B	?
Copernicium [EDU]	element_112	FALSE						Block + Item	B	?
Nihonium [EDU]	element_113	FALSE						Block + Item	B	?
Flerovium [EDU]	element_114	FALSE						Block + Item	B	?
Moscovium [EDU]	element_115	FALSE						Block + Item	B	?
Livermorium [EDU]	element_116	FALSE						Block + Item	B	?
Tennessine [EDU]	element_117	FALSE						Block + Item	B	?
Oganesson [EDU]	element_118	FALSE						Block + Item	B	?
Tube Coral Wall Fan	coral_fan_hang	"coral_hang_type_bit": false (tube)	"coral_direction": 0 (facing west)	"dead_bit": false				Block DIF Item	?	?
Brain Coral Wall Fan	coral_fan_hang	"coral_hang_type_bit": true (brain)	"coral_direction": 0 (facing west)	"dead_bit": false				Block DIF Item	?	?

Unobtainables

Name	Identifier	Block State						Appearance ingame	Unobtainable Category	Unobtainable Method
Bubble Coral Wall Fan	coral_fan_hang2	"coral_hang_type_bit": false (bubble)	"coral_direction": 0 (facing west)	"dead_bit": false				Block DIF Item	?	?
Fire Coral Wall Fan	coral_fan_hang2	"coral_hang_type_bit": true (fire)	"coral_direction": 0 (facing west)	"dead_bit": false				Block DIF Item	?	?
Horn Coral Wall Fan	coral_fan_hang3	"coral_hang_type_bit": false (horn)	"coral_direction": 0 (facing west)	"dead_bit": false				Block DIF Item	?	?
Bubble Column	bubble_column	"drag_down": false						Block + Item	?	?
Bubble Column	bubble_column	"drag_down": true						Block + Item	?	?
Barrier	barrier	FALSE						Block + Item	?	?
(Upper) End Stone Brick Slab	stone_slab3	"stone_slab_type": "end_stone_brick"	"top_slot_bit": true					Block + Item	?	?
(Upper) Smooth Red Sandstone Slab	stone_slab3	"stone_slab_type": "smooth_red_sandstone"	"top_slot_bit": true					Block + Item	?	?
(Upper) Polished Andesite Slab	stone_slab3	"stone_slab_type": "polished_andesite"	"top_slot_bit": true					Block + Item	?	?
(Upper) Andesite Slab	stone_slab3	"stone_slab_type": "andesite"	"top_slot_bit": true					Block + Item	?	?
(Upper) Diorite Slab	stone_slab3	"stone_slab_type": "diorite"	"top_slot_bit": true					Block + Item	?	?
(Upper) Polished Diorite Slab	stone_slab3	"stone_slab_type": "polished_diorite"	"top_slot_bit": true					Block + Item	?	?
(Upper) Granite Slab	stone_slab3	"stone_slab_type": "granite"	"top_slot_bit": true					Block + Item	?	?
(Upper) Polished Granite Slab	stone_slab3	"stone_slab_type": "polished_granite"	"top_slot_bit": true					Block + Item	?	?
Bamboo Sapling	bamboo_sapling	"age_bit": false	"sapling_type": "oak" (unused)					Block DIF Item	?	?
(Upper) Mossy Stone Brick Slab	stone_slab4	"stone_slab_type": "mossy_stone_brick"	"top_slot_bit": true					Block + Item	?	?
(Upper) Smooth Quartz Slab	stone_slab4	"stone_slab_type": "smooth_quartz"	"top_slot_bit": true					Block + Item	?	?
(Upper) Stone Slab	stone_slab4	"stone_slab_type": "stone"	"top_slot_bit": true					Block + Item	?	?
(Upper) Cut Sandstone Slab	stone_slab4	"stone_slab_type": "cut_sandstone"	"top_slot_bit": true					Block + Item	?	?
(Upper) Cut Red Sandstone Slab	stone_slab4	"stone_slab_type": "cut_red_sandstone"	"top_slot_bit": true					Block + Item	?	?
End Stone Brick Double Slab	double_stone_slab3	"stone_slab_type": "end_stone_brick"	"top_slot_bit": false					Block + Item	?	?
Smooth Red Sandstone Double Slab	double_stone_slab3	"stone_slab_type": "smooth_red_sandstone"	"top_slot_bit": false					Block + Item	?	?
Polished Andesite Double Slab	double_stone_slab3	"stone_slab_type": "polished_andesite"	"top_slot_bit": false					Block + Item	?	?
Andesite Double Slab	double_stone_slab3	"stone_slab_type": "andesite"	"top_slot_bit": false					Block + Item	?	?
Diorite Double Slab	double_stone_slab3	"stone_slab_type": "diorite"	"top_slot_bit": false					Block + Item	?	?
Polished Diorite Double Slab	double_stone_slab3	"stone_slab_type": "polished_diorite"	"top_slot_bit": false					Block + Item	?	?
Granite Double Slab	double_stone_slab3	"stone_slab_type": "granite"	"top_slot_bit": false					Block + Item	?	?
Polished Granite Double Slab	double_stone_slab3	"stone_slab_type": "polished_granite"	"top_slot_bit": false					Block + Item	?	?
Mossy Stone Brick Double Slab	double_stone_slab4	"stone_slab_type": "mossy_stone_brick"	"top_slot_bit": false					Block + Item	?	?
Smooth Quartz Double Slab	double_stone_slab4	"stone_slab_type": "smooth_quartz"	"top_slot_bit": false					Block + Item	?	?
Stone Double Slab	double_stone_slab4	"stone_slab_type": "stone"	"top_slot_bit": false					Block + Item	?	?
Cut Sandstone Double Slab	double_stone_slab4	"stone_slab_type": "cut_sandstone"	"top_slot_bit": false					Block + Item	?	?
Spruce Sign	spruce_standing_sign	"ground_sign_direction": 0 (facing south)						Block DIF Item	?	?
Spruce Wall Sign	spruce_wall_sign	"facing_direction": 5 (facing east)						Block DIF Item	?	?
Birch Sign	birch_standing_sign	"ground_sign_direction": 0 (facing south)						Block DIF Item	?	?
Birch Wall Sign	birch_wall_sign	"facing_direction": 5 (facing east)						Block DIF Item	?	?
Jungle Sign	jungle_standing_sign	"ground_sign_direction": 0 (facing south)						Block DIF Item	?	?
Jungle Wall Sign	jungle_wall_sign	"facing_direction": 5 (facing east)						Block DIF Item	?	?
Acacia Sign	acacia_standing_sign	"ground_sign_direction": 0 (facing south)						Block DIF Item	?	?
Acacia Wall Sign	acacia_wall_sign	"facing_direction": 5 (facing east)						Block DIF Item	?	?
Dark Oak Sign	darkoak_standing_sign	"ground_sign_direction": 0 (facing south)						Block DIF Item	?	?
Dark Oak Wall Sign	darkoak_wall_sign	"facing_direction": 5 (facing east)						Block DIF Item	?	?
Lit Smoker	lit_smoker	"facing_direction": 5 (facing east)						Block + Item	?	?
Barrel	barrel	"facing_direction": 1 (facing up)	"open_bit": 1					Block + Item	?	?
Sweet Berry Bush	sweet_berry_bush	"growth": 0 (young plant)						Block DIF Item	?	?
Campfire	campfire	"direction": 0 (facing north)	"extinguished": "false"					Block DIF Item	?	?
Lava Cauldron	lava_cauldron	"fill_level": 0 (empty)	"cauldron_liquid": "water"					Block + Item	?	?
Jigsaw Block	jigsaw	"facing_direction": 0	"rotation": 0					Block + Item	?	?
Lit Blast Furnace	lit_blast_furnace	"facing_direction": 5 (facing east)						Block + Item	?	?
Light Block	light_block	"block_light_level": 0						Block + Item	?	?
Light Block	light_block	"block_light_level": 1						Block + Item	?	?
Light Block	light_block	"block_light_level": 2						Block + Item	?	?
Light Block	light_block	"block_light_level": 3						Block + Item	?	?
Light Block	light_block	"block_light_level": 4						Block + Item	?	?
Light Block	light_block	"block_light_level": 5						Block + Item	?	?
Light Block	light_block	"block_light_level": 6						Block + Item	?	?
Light Block	light_block	"block_light_level": 7						Block + Item	?	?
Light Block	light_block	"block_light_level": 8						Block + Item	?	?
Light Block	light_block	"block_light_level": 9						Block + Item	?	?
Light Block	light_block	"block_light_level": 10						Block + Item	?	?
Light Block	light_block	"block_light_level": 11						Block + Item	?	?
Light Block	light_block	"block_light_level": 12						Block + Item	?	?
Light Block	light_block	"block_light_level": 13						Block + Item	?	?
Light Block	light_block	"block_light_level": 14						Block + Item	?	?
Light Block	light_block	"block_light_level": 15						Block + Item	?	?
Sticky Piston Arm Collision	stickypistonarmcollision	FALSE						Block + Item	?	?
Soul Fire	soul_fire	"age": 0 (starting at 0, degrading to a lower number until it stops)						Block + Item	?	?
(Lower) Crimson Door	item.crimson_door	"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			Block DIF Item	?	?
(Lower) Warped Door	item.warped_door	"direction": 0 (facing east)	"door_hinge_bit": false	"open_bit": false	"upper_block_bit": false			Block DIF Item	?	?
Crimson Sign	crimson_standing_sign	"ground_sign_direction": 0 (facing south)						Block DIF Item	?	?
Warped Sign	warped_standing_sign	"ground_sign_direction": 0 (facing south)						Block DIF Item	?	?
Crimson Wall Sign	crimson_wall_sign	"facing_direction": 5 (facing east)						Block DIF Item	?	?
Warped Wall Sign	warped_wall_sign	"facing_direction": 5 (facing east)						Block DIF Item	?	?
Crimson Double Slab	crimson_double_slab	"top_slot_bit": false						Block + Item	?	?
Warped Double Slab	warped_double_slab	"top_slot_bit": false						Block + Item	?	?
Respawn Anchor	respawn_anchor	"respawn_anchor_charge": 1						Block + Item	?	?
Respawn Anchor	respawn_anchor	"respawn_anchor_charge": 2						Block + Item	?	?
Respawn Anchor	respawn_anchor	"respawn_anchor_charge": 3						Block + Item	?	?
Respawn Anchor	respawn_anchor	"respawn_anchor_charge": 4						Block + Item	?	?
Blackstone Double Slab	blackstone_double_slab	"top_slot_bit": false						Block + Item	?	?
Polished Blackstone Brick Double Slab	polished_blackstone_brick_double_slab	"top_slot_bit": false						Block + Item	?	?
Chain	item.chain	"pillar_axis": "y"						Block DIF Item	?	?
Soul Campfire	item.soul_campfire	"direction": 0 (facing north)	"extinguished": "false"					Block DIF Item	?	?
Polished Blackstone Double Slab	polished_blackstone_double_slab	"top_slot_bit": false						Block + Item	?	?
Unknown	unknown	FALSE						Block + Item	?	?
Powder Snow	powder_snow	FALSE						Block + Item	?	?
Glow Item Frame	item.glow_frame	"facing_direction": 0 (facing down)	"item_frame_map_bit": false	"item_frame_photo_bit": false (EDU only)				Block + Item	?	?
Double Cut Copper Slab	double_cut_copper_slab	"top_slot_bit": false						Block + Item	?	?
Exposed Double Cut Copper Slab	exposed_double_cut_copper_slab	"top_slot_bit": false						Block + Item	?	?
Weathered Double Cut Copper Slab	weathered_double_cut_copper_slab	"top_slot_bit": false						Block + Item	?	?
Oxidized Double Cut Copper Slab	oxidized_double_cut_copper_slab	"top_slot_bit": false						Block + Item	?	?
Waxed Exposed Double Cut Copper Slab	waxed_exposed_double_cut_copper_slab	"top_slot_bit": false						Block + Item	?	?
Waxed Weathered Double Cut Copper Slab	waxed_weathered_double_cut_copper_slab	"top_slot_bit": false						Block + Item	?	?
Cave Vines Body With Berries	cave_vines_body_with_berries	"growing_plant_age": 0 (first stage)						Block + Item	?	?
Cave Vines Head With Berries	cave_vines_head_with_berries	"growing_plant_age": 0 (first stage)						Block + Item	?	?
Cobbled Deepslate Double Slab	cobbled_deepslate_double_slab	"top_slot_bit": false						Block + Item	?	?
Polished Deepslate Double Slab	polished_deepslate_double_slab	"top_slot_bit": false						Block + Item	?	?
Deepslate Tile Double Slab	deepslate_tile_double_slab	"top_slot_bit": false						Block + Item	?	?
Deepslate Brick Double Slab	deepslate_brick_double_slab	"top_slot_bit": false						Block + Item	?	?
Cake with Candle	candle_cake	"lit": false						Block + Item	?	?
Cake with White Candle	white_candle_cake	"lit": false						Block + Item	?	?
Cake with Orange Candle	orange_candle_cake	"lit": false						Block + Item	?	?
Cake with Magenta Candle	magenta_candle_cake	"lit": false						Block + Item	?	?
Cake with Light Blue Candle	light_blue_candle_cake	"lit": false						Block + Item	?	?
Cake with Yellow Candle	yellow_candle_cake	"lit": false						Block + Item	?	?
Cake with Lime Candle	lime_candle_cake	"lit": false						Block + Item	?	?
Cake with Pink Candle	pink_candle_cake	"lit": false						Block + Item	?	?
Cake with Gray Candle	gray_candle_cake	"lit": false						Block + Item	?	?
Cake with Light Gray Candle	light_gray_candle_cake	"lit": false						Block + Item	?	?
Cake with Cyan Candle	cyan_candle_cake	"lit": false						Block + Item	?	?
Cake with Purple Candle	purple_candle_cake	"lit": false						Block + Item	?	?
Cake with Blue Candle	blue_candle_cake	"lit": false						Block + Item	?	?
Cake with Brown Candle	brown_candle_cake	"lit": false						Block + Item	?	?
Cake with Green Candle	green_candle_cake	"lit": false						Block + Item	?	?
Cake with Red Candle	red_candle_cake	"lit": false						Block + Item	?	?
Cake with Black Candle	black_candle_cake	"lit": false						Block + Item	?	?
Infested Deepslate	infested_deepslate	"pillar_axis": "y"						Block + Item	?	?
Sculk Shrieker	sculk_shrieker	"active": "false"	"can_summon": "false"					Block + Item	?	?
Client Request Placeholder Block	client_request_placeholder_block	FALSE						Block + Item	?	?
Mysterious Frame	mysterious_frame	FALSE						Nonexist	?	?
Mysterious Frame Slot	mysterious_frame_slot	FALSE						Nonexist	?	?
Frog Spawn	frog_spawn	FALSE						Block + Item	?	?
Arrow of Slowness IV (0:02)	arrow							Item Only	?	?
Potion of Decay II (0:40)	potion							Item Only	?	?
Potion of Slowness IV (0:20)	potion							Item Only	?	?
Spawn Chicken	chicken_spawn_egg							Item Only	?	?
Spawn Cow	cow_spawn_egg							Item Only	?	?
Spawn Pig	pig_spawn_egg							Item Only	?	?
Spawn Sheep	sheep_spawn_egg							Item Only	?	?
Spawn Wolf	wolf_spawn_egg							Item Only	?	?
Spawn Mooshroom	mooshroom_spawn_egg							Item Only	?	?
Spawn Creeper	creeper_spawn_egg							Item Only	?	?
Spawn Enderman	enderman_spawn_egg							Item Only	?	?
Spawn Silverfish	silverfish_spawn_egg							Item Only	?	?
Spawn Skeleton	skeleton_spawn_egg							Item Only	?	?
Spawn Slime	slime_spawn_egg							Item Only	?	?
Spawn Spider	spider_spawn_egg							Item Only	?	?
Spawn Zombie	zombie_spawn_egg							Item Only	?	?
Spawn Zombified Piglin	zombie_pigman_spawn_egg							Item Only	?	?
Spawn Villager	villager_spawn_egg							Item Only	?	?
Spawn Squid	squid_spawn_egg							Item Only	?	?
Spawn Ocelot	ocelot_spawn_egg							Item Only	?	?
Spawn Witch	witch_spawn_egg							Item Only	?	?
Spawn Bat	bat_spawn_egg							Item Only	?	?
Spawn Ghast	ghast_spawn_egg							Item Only	?	?
Spawn Magma Cube	magma_cube_spawn_egg							Item Only	?	?
Spawn Blaze	blaze_spawn_egg							Item Only	?	?
Spawn Cave Spider	cave_spider_spawn_egg							Item Only	?	?
Spawn Horse	horse_spawn_egg							Item Only	?	?
Spawn Rabbit	rabbit_spawn_egg							Item Only	?	?
Spawn Endermite	endermite_spawn_egg							Item Only	?	?
Spawn Guardian	guardian_spawn_egg							Item Only	?	?
Spawn Stray	stray_spawn_egg							Item Only	?	?
Spawn Husk	husk_spawn_egg							Item Only	?	?
Spawn Wither Skeleton	wither_skeleton_spawn_egg							Item Only	?	?

Unobtainables

Name	Identifier	Block State						Appearance Ingame	Unobtainable Category	Unobtainable Method
Spawn Donkey	donkey_spawn_egg							Item Only	?	?
Spawn Mule	mule_spawn_egg							Item Only	?	?
Spawn Skeleton Horse	skeleton_horse_spawn_egg							Item Only	?	?
Spawn Zombie Horse	zombie_horse_spawn_egg							Item Only	?	?
Spawn Shulker	shulker_spawn_egg							Item Only	?	?
Spawn NPC	npc_spawn_egg							Item Only	?	?
Spawn Elder Guardian	elder_guardian_spawn_egg							Item Only	?	?
Spawn Polar Bear	polar_bear_spawn_egg							Item Only	?	?
Spawn Llama	llama_spawn_egg							Item Only	?	?
Spawn Vindicator	vindicator_spawn_egg							Item Only	?	?
Spawn Evoker	evoker_spawn_egg							Item Only	?	?
Spawn Vex	vex_spawn_egg							Item Only	?	?
Spawn Zombie Villager	zombie_villager_spawn_egg							Item Only	?	?
Spawn Parrot	parrot_spawn_egg							Item Only	?	?
Spawn Tropical Fish	tropical_fish_spawn_egg							Item Only	?	?
Spawn Cod	cod_spawn_egg							Item Only	?	?
Spawn Pufferfish	pufferfish_spawn_egg							Item Only	?	?
Spawn Salmon	salmon_spawn_egg							Item Only	?	?
Spawn Drowned	drowned_spawn_egg							Item Only	?	?
Spawn Dolphin	dolphin_spawn_egg							Item Only	?	?
Spawn Sea Turtle	turtle_spawn_egg							Item Only	?	?
Spawn Phantom	phantom_spawn_egg							Item Only	?	?
Spawn Agent	agent_spawn_egg							Item Only	?	?
Spawn Cat	cat_spawn_egg							Item Only	?	?
Spawn Panda	panda_spawn_egg							Item Only	?	?
Spawn Fox	fox_spawn_egg							Item Only	?	?
Spawn Pillager	pillager_spawn_egg							Item Only	?	?
Spawn Wandering Trader	wandering_trader_spawn_egg							Item Only	?	?
Spawn Ravager	ravager_spawn_egg							Item Only	?	?
Spawn Bee	bee_spawn_egg							Item Only	?	?
Spawn Strider	strider_spawn_egg							Item Only	?	?
Spawn Hoglin	hoglin_spawn_egg							Item Only	?	?
Spawn Piglin	piglin_spawn_egg							Item Only	?	?
Spawn Zoglin	zoglin_spawn_egg							Item Only	?	?
Spawn Piglin Brute	piglin_brute_spawn_egg							Item Only	?	?
Spawn Axolotl	axolotl_spawn_egg							Item Only	?	?
Spawn Goat	goat_spawn_egg							Item Only	?	?
Spawn Glow Squid	glow_squid_spawn_egg							Item Only	?	?
Splash Potion of Decay II (0:30)	splash_potion							Item Only	?	?
Splash Potion of Slowness IV (0:15)	splash_potion							Item Only	?	?
Lingering Potion of Decay II (0:10)	lingering_potion							Item Only	?	?
Lingering Potion of Slowness IV (0:05)	lingering_potion							Item Only	?	?
Minecart with Command Block	command_block_minecart							Item Only	?	?
Camera	camera							Item Only	?	?
Salt (Compound) [EDU]	compound							Item Only	?	?
Sodium Oxide (Compound) [EDU]	compound							Item Only	?	?
Lye (Compound) [EDU]	compound							Item Only	?	?
Magnesium Nitrate (Compound) [EDU]	compound							Item Only	?	?
Iron Sulphide (Compound) [EDU]	compound							Item Only	?	?
Lithium Hydride (Compound) [EDU]	compound							Item Only	?	?
Sodium Hydride (Compound) [EDU]	compound							Item Only	?	?
Calcium Bromide (Compound) [EDU]	compound							Item Only	?	?
Magnesium Oxide (Compound) [EDU]	compound							Item Only	?	?
Sodium Acetate (Compound) [EDU]	compound							Item Only	?	?
Luminol (Compound) [EDU]	compound							Item Only	?	?
Charcoal (Compound) [EDU]	compound							Item Only	?	?
Sugar (Compound) [EDU]	compound							Item Only	?	?
Aluminium (Compound) [EDU]	compound							Item Only	?	?
Boron Trioxide (Compound) [EDU]	compound							Item Only	?	?
Soap (Compound) [EDU]	compound							Item Only	?	?
Polyethylene (Compound) [EDU]	compound							Item Only	?	?
Garbage (Compound) [EDU]	compound							Item Only	?	?
Magnesium Salts (Compound) [EDU]	compound							Item Only	?	?
Sulphate (Compound) [EDU]	compound							Item Only	?	?
Barium Sulphate (Compound) [EDU]	compound							Item Only	?	?
Potassium Chloride (Compound) [EDU]	compound							Item Only	?	?
Mercuric Chloride (Compound) [EDU]	compound							Item Only	?	?
Cerium Chloride (Compound) [EDU]	compound							Item Only	?	?
Tungsten Chloride (Compound) [EDU]	compound							Item Only	?	?
Calcium Chloride (Compound) [EDU]	compound							Item Only	?	?
Water (Compound) [EDU]	compound							Item Only	?	?
Glue (Compound) [EDU]	compound							Item Only	?	?
Hypochlorite (Compound) [EDU]	compound							Item Only	?	?
Crude Oil (Compound) [EDU]	compound							Item Only	?	?
Latex (Compound) [EDU]	compound							Item Only	?	?
Potassium Iodide (Compound) [EDU]	compound							Item Only	?	?
Sodium Fluoride (Compound) [EDU]	compound							Item Only	?	?
Benzene (Compound) [EDU]	compound							Item Only	?	?
Ink (Compound) [EDU]	compound							Item Only	?	?
Hydrogen Peroxide (Compound) [EDU]	compound							Item Only	?	?
Ammonia (Compound) [EDU]	compound							Item Only	?	?
Sodium Hypochlorite (Compound) [EDU]	compound							Item Only	?	?
Ice Bomb [EDU]	ice_bomb							Item Only	?	?
Bleach [EDU]	bleach							Item Only	?	?
Super Fertilizer [EDU]	rapid_fertilizer							Item Only	?	?
White Balloon [EDU]	balloon							Item Only	?	?
Orange Balloon [EDU]	balloon							Item Only	?	?
Magenta Balloon [EDU]	balloon							Item Only	?	?
Light Blue Balloon [EDU]	balloon							Item Only	?	?
Yellow Balloon [EDU]	balloon							Item Only	?	?
Lime Balloon [EDU]	balloon							Item Only	?	?
Pink Balloon [EDU]	balloon							Item Only	?	?
Gray Balloon [EDU]	balloon							Item Only	?	?
Light Gray Balloon [EDU]	balloon							Item Only	?	?
Cyan Balloon [EDU]	balloon							Item Only	?	?
Purple Balloon [EDU]	balloon							Item Only	?	?
Blue Balloon [EDU]	balloon							Item Only	?	?
Brown Balloon [EDU]	balloon							Item Only	?	?
Green Balloon [EDU]	balloon							Item Only	?	?
Red Balloon [EDU]	balloon							Item Only	?	?
Black Balloon [EDU]	balloon							Item Only	?	?
Eye Drops [EDU]	medicine							Item Only	?	?
Tonic [EDU]	medicine							Item Only	?	?
Antidote [EDU]	medicine							Item Only	?	?
Elixir [EDU]	medicine							Item Only	?	?
Red Sparkler [EDU]	sparkler							Item Only	?	?
Green Sparkler [EDU]	sparkler							Item Only	?	?
Blue Sparkler [EDU]	sparkler							Item Only	?	?
Purple Sparkler [EDU]	sparkler							Item Only	?	?
Orange Sparkler [EDU]	sparkler							Item Only	?	?
Black Glow Stick [EDU]	glow_stick							Item Only	?	?
Red Glow Stick [EDU]	glow_stick							Item Only	?	?
Green Glow Stick [EDU]	glow_stick							Item Only	?	?
Brown Glow Stick [EDU]	glow_stick							Item Only	?	?
Blue Glow Stick [EDU]	glow_stick							Item Only	?	?
Purple Glow Stick [EDU]	glow_stick							Item Only	?	?
Cyan Glow Stick [EDU]	glow_stick							Item Only	?	?
Light Gray Glow Stick [EDU]	glow_stick							Item Only	?	?
Gray Glow Stick [EDU]	glow_stick							Item Only	?	?
Pink Glow Stick [EDU]	glow_stick							Item Only	?	?
Lime Glow Stick [EDU]	glow_stick							Item Only	?	?
Yellow Glow Stick [EDU]	glow_stick							Item Only	?	?
Light Blue Glow Stick [EDU]	glow_stick							Item Only	?	?
Magenta Glow Stick [EDU]	glow_stick							Item Only	?	?
Orange Glow Stick [EDU]	glow_stick							Item Only	?	?
White Glow Stick [EDU]	glow_stick							Item Only	?	?
Spawn Frog	frog_spawn_egg							Item Only	?	?
Spawn Tadpole	tadpole_spawn_egg							Item Only	?	?
Spawn Allay	allay_spawn_egg							Item Only	?	?
item.firefly_spawn_egg.name	firefly_spawn_egg							Nonexist	?	?
Entity	boat							Item Only	?	?
Dye	dye							Item Only	?	?
Banner Pattern	banner_pattern							Item Only	?	?
Spawn Egg	spawn_egg							Item Only	?	?

Statistics

Amount of block states	8365	
Amount of items	669	
Amount of blocks items	1048	
Amount of obtainables	1710	
Amount of unobtainables	1091	
Amount of unstackables	276	
Amount of 16-stackables	29	
Amount of 64-stackables	364	
Amount of auto farmable blocks/items	0	Note: not finished yet
Amount of non-auto farmable blocks/items	0	Note: not finished yet
Amount of non-farmable blocks/items	0	Note: not finished yet
Amount of unobtainables with current bugs	0	Note: not finished yet
Amount of unobtainables with fixed bugs	0	Note: not finished yet
Amount of unobtainables with cheats	0	Note: not finished yet
Amount of (un)obtainables from Education Edition	165	Note: not finished yet