**PC** - 0.30c, 1.7, 1.8, 15w40b, 1.9, 1.9.1-pre2, 1.9.2, 1.9.4, 16w20a, 1.10-pre1, 1.10, 1.10.1, 1.10.2, 16w35a, 1.11, 1.11.2, 17w15a, 17w18b, 1.12-pre4, 1.12, 1.12.1, **1.12.2**, 17w50a, 1.13, 1.13.1, 1.13.2-pre1, 1.13.2-pre2, 1.13.2, 1.14, 1.14.1, 1.14.3, 1.14.4, 1.15, 1.15.1, 1.15.2, 20w13b, 20w14a, 1.16-rc1, 1.16, 1.16.1, 1.16.2, 1.16.3, 1.16.4, 21w07a, 1.17, 1.17.1, 1.18, 1.18.1, 1.18.2, 1.19, 1.19.2, 1.19.3, 1.19.4, 1.20, 1.20.1, 1.20.2, 1.20.3, 1.20.4 **Bedrock** - 0.14, 0.15, 1.0, 1.16.201, 1.16.210, 1.16.220, 1.17.0, 1.17.10, 1.17.30, 1.17.40, 1.18.0, 1.18.11, 1.18.30, 1.19.1, 1.19.10, 1.19.20, 1.19.21, 1.19.30, 1.19.40, 1.19.50, 1.19.60, 1.19.62, 1.19.63, 1.19.70, 1.19.80, 1.20.0, 1.20.10, 1.20.15, 1.20.30, 1.20.40, 1.20.50, 1.20.61, 1.20.71

Biomes	Instruments	Items	Materials	Blocks	Recipes	Entities	Protocol	
Windows	Effects							
instruments								
array instrument								
			S	earch:			Show / hide columns	
id			name					
0			harp					
1			doubleBass					
2			snareDrum					
3			sticks					
4			bassDrum					
5			xylophone	xylophone				
6			bell					
7			guitar					
8			chime					
9			flute					

Showing 1 to 10 of 10 entries