KubeJS Document

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Constants

Name	Type	Value
AIR_BLOCK	BlockAir	minecraft:air
AIR_ITEM	ItemAir	minecraft:air
AQUA	TextColor	Enum Constant
BLACK	TextColor	Enum Constant
BLUE	TextColor	Enum Constant
DARK_AQUA	TextColor	Enum Constant
DARK_BLUE	TextColor	Enum Constant
DARK_GRAY	TextColor	Enum Constant
DARK_GREEN	TextColor	Enum Constant
DARK_PURPLE	TextColor	Enum Constant
DARK_RED	TextColor	Enum Constant
GOLD	TextColor	Enum Constant
GRAY	TextColor	Enum Constant
GREEN	TextColor	Enum Constant
HOUR	long	3600000
LIGHT_PURPLE	TextColor	Enum Constant
MAIN_HAND	EnumHand	Enum Constant
MINUTE	long	60000
OFF_HAND	EnumHand	Enum Constant

Name	Type	Value
RARITY_COMMON	EnumRarity	Enum Constant
RARITY_EPIC	EnumRarity	Enum Constant
RARITY_RARE	EnumRarity	Enum Constant
RARITY_UNCOMMON	EnumRarity	Enum Constant
RED	TextColor	Enum Constant
SECOND	long	1000
SLOT_CHEST	EntityEquipmentSlot	Enum Constant
SLOT_FEET	EntityEquipmentSlot	Enum Constant
SLOT_HEAD	EntityEquipmentSlot	Enum Constant
SLOT_LEGS	EntityEquipmentSlot	Enum Constant
SLOT_MAINHAND	EntityEquipmentSlot	Enum Constant
SLOT_OFFHAND	EntityEquipmentSlot	Enum Constant
TOOL_TYPE_AXE	String	"axe"
TOOL_TYPE_PICKAXE	String	"pickaxe"
TOOL_TYPE_SHOVEL	String	"shovel"
WHITE	TextColor	Enum Constant
YELLOW	TextColor	Enum Constant

Events

ID	Type	Can cancel	Client	Server
block.break	BlockBreakEvent	Yes	No	Yes
block.drops	BlockDropsEvent	No	No	Yes
block.left_click	BlockLeftClickEvent	Yes	Yes	Yes
block.place	BlockPlaceEvent	Yes	No	Yes
block.registry	BlockRegistryEvent	No	Yes	Yes
block.right_click	BlockRightClickEvent	Yes	Yes	Yes
client.debug_info	DebugInfoEvent	No	Yes	No
client.logged_in	ClientLoggedInEvent	No	Yes	No
client.tick	ClientTickEvent	No	Yes	No
command.registry	CommandRegistryEvent	No	No	Yes
command.run	CommandEvent	Yes	No	Yes
entity.attack	LivingEntityAttackEvent	Yes	Yes	Yes
entity.check_spawn	CheckLivingEntitySpawnEvent	Yes	Yes	Yes
entity.death	LivingEntityDeathEvent	Yes	Yes	Yes
entity.drops	LivingEntityDropsEvent	Yes	Yes	Yes
entity.spawned	EntitySpawnedEvent	Yes	Yes	Yes
ftbquests.completed	QuestObjectCompletedEvent	No	Yes	Yes
ftbquests.custom_reward	CustomRewardEvent	Yes	Yes	Yes
ftbquests.custom_task	CustomTaskEvent	Yes	Yes	Yes
ftbquests.started	TaskStartedEvent	No	Yes	Yes
gamestage.added	GameStageEvent	No	Yes	Yes
gamestage.removed	GameStageEvent	No	Yes	Yes

ID	Type	Can cancel	Client	Server
item.crafted	ItemCraftedEvent	No	No	Yes
item.entity_interact	ItemEntityInteractEvent	Yes	Yes	Yes
item.left_click	ItemLeftClickEvent	No	Yes	No
item.pickup	ItemPickupEvent	Yes	Yes	Yes
item.registry	ItemRegistryEvent	No	Yes	Yes
item.right_click	ItemRightClickEvent	Yes	Yes	Yes
item.right_click_empty	ItemRightClickEmptyEvent	No	Yes	No
item.smelted	ItemSmeltedEvent	No	No	Yes
item.toss	ItemTossEvent	Yes	Yes	Yes
loaded	Event	No	Yes	Yes
player.advancement	PlayerAdvancementEvent	No	No	Yes
player.chat	PlayerChatEvent	Yes	No	Yes
player.chest.closed	ChestEvent	No	Yes	Yes
player.chest.opened	ChestEvent	No	Yes	Yes
player.data_from_client	NetworkEvent	Yes	No	Yes
player.data_from_server	NetworkEvent	Yes	Yes	No
player.inventory.changed	InventoryChangedEvent	No	Yes	Yes
player.inventory.closed	InventoryEvent	No	Yes	Yes
player.inventory.opened	InventoryEvent	No	Yes	Yes
player.logged_in	SimplePlayerEvent	No	No	Yes
player.logged_out	SimplePlayerEvent	No	No	Yes
player.tick	SimplePlayerEvent	No	No	Yes
postinit	Event	No	Yes	Yes
recipes.alloy_smelter	AlloySmelterRecipeEvent	No	Yes	Yes
recipes.compressor	CompressorRecipeEvent	No	Yes	Yes
recipes.crafting_table	CraftingTableRecipeEvent	No	Yes	Yes
recipes.furnace	FurnaceRecipeEvent	No	Yes	Yes
recipes.pulverizer	PulverizerRecipeEvent	No	Yes	Yes
recipes.remove.input	RemoveRecipesEvent	No	Yes	Yes
recipes.remove.output	RemoveRecipesEvent	No	Yes	Yes
server.load	SimpleServerEvent	No	No	Yes
server.tick	SimpleServerEvent	No	No	Yes
server.unload	SimpleServerEvent	No	No	Yes
unloaded	Event	No	Yes	Yes
world.explosion.post	ExplosionEventJS$Post	No	No	Yes
world.explosion.pre	ExplosionEventJS$Pre	Yes	No	Yes
world.load	SimpleWorldEvent	No	No	Yes
world.missing_mappings	MissingMappingEvent	No	Yes	Yes
world.tick	SimpleWorldEvent	No	No	Yes
world.unload	SimpleWorldEvent	No	No	Yes

BlockUtilities

Class

dev.latvian.kubejs.bindings.BlockWrapper

Extends

Fields	Type
facing	Map<String, EnumFacing>
material	Map<String, Material>
typeList	List<ID>

Methods	Return Type
custom(BlockPredicate b)	BlockPredicate
entity(Object o)	BlockEntityPredicate
getBlock(ID id)	Block
id(Object arg0, Map<String, Object> arg1)	BlockIDPredicate
id(Object o)	BlockIDPredicate
wait(long arg0, int arg1)	void
wait(long l)	void

ClientWrapper

Class

dev.latvian.kubejs.client.ClientWrapper

Extends

Fields	Type
currentGui	GuiScreen
minecraft	Minecraft
player	ClientPlayer
world	ClientWorld

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

Events

Class

dev.latvian.kubejs.bindings.ScriptEventsWrapper

Extends

Methods	Return Type
listen(String eventID, EventHandler handler) This method will register event listener, and callback function will be called when event is fired form mod	void
listenAll(String[] eventIDs, EventHandler handler) This method will register one event listener for multiple events	void
post(String eventID, Object data)	void
post(String eventID)	void

Methods	Return Type
postCancellable(String eventID, Object data)	boolean
postCancellable(String eventID)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

FacingWrapper

Class

dev.latvian.kubejs.bindings.FacingWrapper

Extends

Fields	Type
down	EnumFacing
east	EnumFacing
map	Map<String, EnumFacing>
north	EnumFacing
south	EnumFacing
up	EnumFacing
west	EnumFacing

Methods	Return Type
getHorizontalIndex(EnumFacing e)	int
getIndex(EnumFacing e)	int
getPitch(EnumFacing e)	float
getYaw(EnumFacing e)	float
opposite(EnumFacing e)	EnumFacing
rotateY(EnumFacing e)	EnumFacing
wait(long arg0, int arg1)	void
wait(long l)	void
x(EnumFacing e)	int
y(EnumFacing e)	int
z(EnumFacing e)	int

FluidWrapper

Class

dev.latvian.kubejs.fluid.FluidWrapper

Extends

Fields	Type
list	List<String>
typeMap	Map<String, Fluid>

Methods	Return Type

Methods	Return Type
getType(Object o)	Fluid
of(Object o)	FluidStack
wait(long arg0, int arg1)	void
wait(long l)	void

FTB Quests Integration

Class

com.feed_the_beast.ftbquests.integration.kubejs.FTBQuestsKubeJSWrapper

Extends

Fields	Type
changeProgressTypes	Map<String, ChangeProgress>
questObjectTypes	Map<String, QuestObjectType>
questShapes	Map<String, QuestShape>

Methods	Return Type
getData(World world, short team) Quest data from team UID	QuestData
getData(World world, String team) Quest data from team ID	QuestData
getData(Player player) Quest data from player	QuestData
getFile(World world) Currently loaded quest file. Can be null	QuestFile
getObject(World world, Object id) Quest object from object UID	QuestObjectBase
wait(long arg0, int arg1)	void
wait(long l)	void

Ingredient Utilities

Class

dev.latvian.kubejs.bindings.IngredientWrapper

Extends

Fields	Type
all Return ingredient that matches any item	Ingredient
none Return ingredient that doesn't match any item	Ingredient

Methods	Return Type
custom(Predicate<ItemStack> predicate) Returns a custom ingredient using function(item){return [true/false based on item];}	Ingredient
matchAny(Object[] o) Returns ingredient that matches any of other ingredients	Ingredient
mod(String modID) Returns mod ingredient, matches all items from mod ID	Ingredient
of(Object object) Returns ingredient from input	Ingredient
ore(String oreName) Returns Ore Dictionary ingredient	Ingredient
wait(long arg0, int arg1)	void
wait(long l)	void

ItemUtilities

Class

dev.latvian.kubejs.bindings.ItemWrapper

Extends

Fields	Type
empty	ItemStack
list	List<ItemStack>
typeList	List<ID>

Methods	Return Type
clearListCache()	void
fireworks(Map<String, Object> properties)	Fireworks
getItem(ID id)	Item
of(Object o)	ItemStack
wait(long arg0, int arg1)	void
wait(long l)	void

JSONUtilities

Class

dev.latvian.kubejs.bindings.JsonWrapper

Extends

Fields	Type
jsonNull	JsonNull

Methods	Return Type
array()	JsonArray
copy(JsonElement json)	JsonElement
fromString(String json)	JsonElement
object()	JsonObject
of(Object json)	JsonElement
primitiveObject(JsonElement json)	Object
read(File f)	Object
read(String s)	Object
toPrettyString(JsonElement json)	String
toString(JsonElement json)	String
wait(long arg0, int arg1)	void
wait(long l)	void
write(File arg0, Object arg1)	void
write(String arg0, Object arg1)	void

LoggerWrapper

Class

dev.latvian.kubejs.util.LoggerWrapperJS

Extends

Methods	Return Type
error(Object text, Object[] objects)	void
info(Object text, Object[] objects)	void
wait(long arg0, int arg1)	void
wait(long l)	void
warn(Object text, Object[] objects)	void

ScriptModData

Class

dev.latvian.kubejs.script.ScriptModData

Extends

Fields	Type
list	Set<String>
mcVersion	String
modVersion	String
type	String

Methods	Return Type
getInfo(String modID)	ScriptModData$ModInfo
isLoaded(String modID)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

NBTUtilities

Class

dev.latvian.kubejs.bindings.NBTWrapper

Extends

Fields	Type
emptyString	NBTString
nullCompound	NBTCompound
nullList	NBTList
nullTag	NBTNull

Methods	Return Type
newCompound()	NBTCompound
newList()	NBTList
of(Object o)	NBTBase
read(String file)	Object
read(File file)	Object
wait(long arg0, int arg1)	void
wait(long l)	void

Methods	Return Type
write(File file, NBTCompound nbt)	void
write(String file, NBTCompound nbt)	void

OreDictionaryUtilities

Class

dev.latvian.kubejs.bindings.OreDictWrapper

Extends

Fields	Type
dyes	List<String>

Methods	Return Type
add(Ingredient json, String json)	void
getNames(ItemStack item)	List<String>
remove(Ingredient json, String json)	void
wait(long arg0, int arg1)	void
wait(long l)	void

TextUtilities

Class

dev.latvian.kubejs.bindings.TextWrapper

Extends

Fields	Type
colors	Map<String, TextColor>

Methods	Return Type
aqua(Text text) Aqua text	Text
black(Text text) Black text	Text
blue(Text text) Blue text	Text
darkAqua(Text text) Dark aqua text	Text
darkBlue(Text text) Dark blue text	Text
darkGray(Text text) Dark gray text	Text
darkGreen(Text text) Dark green text	Text
darkPurple(Text text) Dark purple text	Text
darkRed(Text text) Dark red text	Text
fromJson(JsonElement j) Creates text component from JSON	Text
gold(Text text) Gold text	Text
gray(Text text) Gray text	Text
green(Text text) Green text	Text
join(Text arg0, Iterable<Text> arg1) Joins text components together	Text
lightPurple(Text text) Light purple text	Text
of(Object o) Creates text component from any object	Text

Methods	Return Type
red(Text text) Red text	Text
string(String text) Creates text component from string	Text
translate(String key, Object[] objects) Creates text component from language key and extra objects	Text
translate(String key) Creates text component from language key	Text
wait(long arg0, int arg1)	void
wait(long l)	void
white(Text text) White text	Text
yellow(Text text) Yellow text	Text

UtilsWrapper

Class

dev.latvian.kubejs.bindings.UtilsWrapper

Extends

Fields	Type
clientWorld	World
random	Random
server	Server
systemTime	long

Methods	Return Type
createLogger(String s)	LoggerWrapper
emptyList()	List<T>
emptyMap()	Map<K, V>
getField(String arg0, String arg1)	Field
getField(String arg0, String arg1, String arg2)	Field
getField(Class arg0, String arg1)	Field
getField(Class arg0, String arg1, String arg2)	Field
getPotion(Object o)	Potion
getSound(Object o)	SoundEvent
getStat(Object o)	StatBase
getToolType(String s)	String
getWorld(World w)	World
id(Object o)	ID
id(String arg0, String arg1)	ID
newCountingMap()	CountingMap
newList()	List
newMap()	Map
newSet()	Set
overlay(String arg0, Object[] arg1)	Overlay
parseDouble(Object arg0, double arg1)	double
parseInt(Object arg0, int arg1)	int
queueIO(Runnable r)	void

Methods	Return Type
randomOf(Random arg0, Collection<Object> arg1)	Object
regex(String s)	Pattern
regex(String arg0, int arg1)	Pattern
wait(long arg0, int arg1)	void
wait(long l)	void

UUIDUtilities

Class

dev.latvian.kubejs.bindings.UUIDWrapper

Extends

Methods	Return Type
fromString(String string)	UUID
toString(UUID id)	String
wait(long arg0, int arg1)	void
wait(long l)	void

BlockAir

Class

net.minecraft.block.BlockAir

Extends

Block

Fields	Type
delegate	RegistryDelegate<T>
field_149763_I	float
field_149765_K	float
field_149772_a	CreativeTabs
field_149781_w	float
field_149782_v	float
field_176227_L	BlockStateContainer
registryName	ResourceLocation
registryType	Class<T>

Methods	Return Type
addDestroyEffects(World arg0, BlockPos arg1, ParticleManager arg2)	boolean
addHitEffects(BlockState arg0, World arg1, RayTraceResult arg2, ParticleManager arg3)	boolean
addLandingEffects(BlockState arg0, WorldServer arg1, BlockPos arg2, BlockState arg3, EntityLivingBase arg4, int arg5)	boolean
addRunningEffects(BlockState arg0, World arg1, BlockPos arg2, Entity arg3)	boolean
beginLeavesDecay(BlockState arg0, World arg1, BlockPos arg2)	void
canBeConnectedTo(BlockAccess arg0, BlockPos arg1, EnumFacing arg2)	boolean
canBeReplacedByLeaves(BlockState arg0, BlockAccess arg1, BlockPos arg2)	boolean

Methods	Return Type
canConnectRedstone(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3)	boolean
canCreatureSpawn(BlockState arg0, BlockAccess arg1, BlockPos arg2, EntityLiving$SpawnPlacementType arg3)	boolean
canEntityDestroy(BlockState arg0, BlockAccess arg1, BlockPos arg2, Entity arg3)	boolean
canHarvestBlock(BlockAccess arg0, BlockPos arg1, EntityPlayer arg2)	boolean
canPlaceTorchOnTop(BlockState arg0, BlockAccess arg1, BlockPos arg2)	boolean
canRenderInLayer(BlockState arg0, BlockRenderLayer arg1)	boolean
canSilkHarvest(World arg0, BlockPos arg1, BlockState arg2, EntityPlayer arg3)	boolean
canSustainLeaves(BlockState arg0, BlockAccess arg1, BlockPos arg2)	boolean
canSustainPlant(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3, Plantable arg4)	boolean
createTileEntity(World arg0, BlockState arg1)	TileEntity
doesSideBlockChestOpening(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3)	boolean
doesSideBlockRendering(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3)	boolean
func_149637_q(BlockState b)	boolean
func_149638_a(Entity e)	float
func_149645_b(BlockState b)	EnumBlockRenderType
func_149647_a(CreativeTabs c)	Block
func_149652_G()	boolean
func_149653_t()	boolean
func_149656_h(BlockState b)	EnumPushReaction
func_149659_a(Explosion e)	boolean
func_149662_c(BlockState b)	boolean
func_149663_c(String s)	Block
func_149666_a(CreativeTabs arg0, NonNullList<ItemStack> arg1)	void
func_149667_c(Block b)	boolean
func_149675_a(boolean b)	Block
func_149679_a(int arg0, Random arg1)	int
func_149686_d(BlockState b)	boolean
func_149688_o(BlockState b)	Material
func_149698_L()	boolean
func_149703_v()	boolean
func_149708_J()	CreativeTabs
func_149710_n(BlockState b)	boolean
func_149711_c(float f)	Block
func_149713_g(int i)	Block
func_149715_a(float f)	Block
func_149716_u()	boolean
func_149717_k(BlockState b)	int
func_149721_r(BlockState b)	boolean
func_149722_s()	Block
func_149730_j(BlockState b)	boolean
func_149732_F()	String
func_149738_a(World w)	int

Methods	Return Type
func_149739_a()	String
func_149740_M(BlockState b)	boolean
func_149744_f(BlockState b)	boolean
func_149745_a(Random r)	int
func_149750_m(BlockState b)	int
func_149751_l(BlockState b)	boolean
func_149752_b(float f)	Block
func_176194_O()	BlockStateContainer
func_176195_g(BlockState arg0, World arg1, BlockPos arg2)	float
func_176196_c(World arg0, BlockPos arg1)	boolean
func_176197_a(World arg0, BlockPos arg1, Entity arg2, Vec3d arg3)	Vec3d
func_176198_a(World arg0, BlockPos arg1, EnumFacing arg2)	boolean
func_176199_a(World arg0, BlockPos arg1, Entity arg2)	void
func_176200_f(BlockAccess arg0, BlockPos arg1)	boolean
func_176201_c(BlockState b)	int
func_176203_a(int i)	BlockState
func_176205_b(BlockAccess arg0, BlockPos arg1)	boolean
func_176206_d(World arg0, BlockPos arg1, BlockState arg2)	void
func_176208_a(World arg0, BlockPos arg1, BlockState arg2, EntityPlayer arg3)	void
func_176209_a(BlockState arg0, boolean arg1)	boolean
func_176211_b(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3)	int
func_176213_c(World arg0, BlockPos arg1, BlockState arg2)	void
func_176214_u(BlockState b)	boolean
func_176216_a(World arg0, Entity arg1)	void
func_176218_Q()	Block$EnumOffsetType
func_176221_a(BlockState arg0, BlockAccess arg1, BlockPos arg2)	BlockState
func_176223_P()	BlockState
func_176224_k(World arg0, BlockPos arg1)	void
func_176225_a(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3)	boolean
func_176226_b(World arg0, BlockPos arg1, BlockState arg2, int arg3)	void
func_180633_a(World arg0, BlockPos arg1, BlockState arg2, EntityLivingBase arg3, ItemStack arg4)	void
func_180634_a(World arg0, BlockPos arg1, BlockState arg2, Entity arg3)	void
func_180636_a(BlockState arg0, World arg1, BlockPos arg2, Vec3d arg3, Vec3d arg4)	RayTraceResult
func_180637_b(World arg0, BlockPos arg1, int arg2)	void
func_180639_a(World arg0, BlockPos arg1, BlockState arg2, EntityPlayer arg3, EnumHand arg4, EnumFacing arg5, float arg6, float arg7, float arg8)	boolean
func_180640_a(BlockState arg0, World arg1, BlockPos arg2)	AxisAlignedBB
func_180641_l(BlockState arg0, World arg1, BlockPos arg2)	int
func_180642_a(World arg0, BlockPos arg1, EnumFacing arg2, float arg3, float arg4, float arg5, int arg6, EntityLivingBase arg7)	BlockState
func_180645_a(World arg0, BlockPos arg1, BlockState arg2, Random arg3)	void
func_180646_a(BlockState arg0, BlockAccess arg1, BlockPos arg2)	AxisAlignedBB
func_180647_a(BlockState arg0, EntityPlayer arg1, World arg2, BlockPos arg3)	float
func_180649_a(World arg0, BlockPos arg1, EntityPlayer arg2)	void

Methods	Return Type
func_180650_b(World arg0, BlockPos arg1, BlockState arg2, Random arg3)	void
func_180651_a(BlockState b)	int
func_180652_a(World arg0, BlockPos arg1, Explosion arg2)	void
func_180653_a(World arg0, BlockPos arg1, BlockState arg2, float arg3, int arg4)	void
func_180655_c(BlockState arg0, World arg1, BlockPos arg2, Random arg3)	void
func_180656_a(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3)	int
func_180657_a(World arg0, EntityPlayer arg1, BlockPos arg2, BlockState arg3, TileEntity arg4, ItemStack arg5)	void
func_180658_a(World arg0, BlockPos arg1, Entity arg2, float arg3)	void
func_180659_g(BlockState arg0, BlockAccess arg1, BlockPos arg2)	MapColor
func_180660_a(BlockState arg0, Random arg1, int arg2)	Item
func_180663_b(World arg0, BlockPos arg1, BlockState arg2)	void
func_180664_k()	BlockRenderLayer
func_181623_g()	boolean
func_185467_w()	SoundType
func_185471_a(BlockState arg0, Mirror arg1)	BlockState
func_185473_a(World arg0, BlockPos arg1, BlockState arg2)	ItemStack
func_185477_a(BlockState arg0, World arg1, BlockPos arg2, AxisAlignedBB arg3, List<AxisAlignedBB> arg4, Entity arg5, boolean arg6)	void
func_185481_k(BlockState b)	boolean
func_185484_c(BlockState arg0, BlockAccess arg1, BlockPos arg2)	int
func_185485_f(BlockState b)	float
func_185496_a(BlockState arg0, BlockAccess arg1, BlockPos arg2)	AxisAlignedBB
func_185499_a(BlockState arg0, Rotation arg1)	BlockState
func_189539_a(BlockState arg0, World arg1, BlockPos arg2, int arg3, int arg4)	boolean
func_189540_a(BlockState arg0, World arg1, BlockPos arg2, Block arg3, BlockPos arg4)	void
func_189872_a(BlockState arg0, Entity arg1)	boolean
func_190946_v(BlockState b)	boolean
func_190948_a(ItemStack arg0, World arg1, List<String> arg2, TooltipFlag arg3)	void
func_190949_e(BlockState arg0, BlockAccess arg1, BlockPos arg2)	Vec3d
func_193383_a(BlockAccess arg0, BlockState arg1, BlockPos arg2, EnumFacing arg3)	BlockFaceShape
getAiPathNodeType(BlockState arg0, BlockAccess arg1, BlockPos arg2, EntityLiving arg3)	PathNodeType
getAiPathNodeType(BlockState arg0, BlockAccess arg1, BlockPos arg2)	PathNodeType
getBeaconColorMultiplier(BlockState arg0, World arg1, BlockPos arg2, BlockPos arg3)	float[]
getBedDirection(BlockState arg0, BlockAccess arg1, BlockPos arg2)	EnumFacing
getBedSpawnPosition(BlockState arg0, BlockAccess arg1, BlockPos arg2, EntityPlayer arg3)	BlockPos
getBlockLiquidHeight(World arg0, BlockPos arg1, BlockState arg2, Material arg3)	float
getDrops(BlockAccess arg0, BlockPos arg1, BlockState arg2, int arg3)	List<ItemStack>
getDrops(NonNullList<ItemStack> arg0, BlockAccess arg1, BlockPos arg2, BlockState arg3, int arg4)	void
getEnchantPowerBonus(World arg0, BlockPos arg1)	float
getExpDrop(BlockState arg0, BlockAccess arg1, BlockPos arg2, int arg3)	int
getExplosionResistance(World arg0, BlockPos arg1, Entity arg2, Explosion arg3)	float
getExtendedState(BlockState arg0, BlockAccess arg1, BlockPos arg2)	BlockState
getFireSpreadSpeed(BlockAccess arg0, BlockPos arg1, EnumFacing arg2)	int

Methods	Return Type
getFlammability(BlockAccess arg0, BlockPos arg1, EnumFacing arg2)	int
getFogColor(World arg0, BlockPos arg1, BlockState arg2, Entity arg3, Vec3d arg4, float arg5)	Vec3d
getHarvestLevel(BlockState b)	int
getHarvestTool(BlockState b)	String
getLightOpacity(BlockState arg0, BlockAccess arg1, BlockPos arg2)	int
getLightValue(BlockState arg0, BlockAccess arg1, BlockPos arg2)	int
getPickBlock(BlockState arg0, RayTraceResult arg1, World arg2, BlockPos arg3, EntityPlayer arg4)	ItemStack
getSlipperiness(BlockState arg0, BlockAccess arg1, BlockPos arg2, Entity arg3)	float
getSoundType(BlockState arg0, World arg1, BlockPos arg2, Entity arg3)	SoundType
getStateAtViewpoint(BlockState arg0, BlockAccess arg1, BlockPos arg2, Vec3d arg3)	BlockState
getStateForPlacement(World arg0, BlockPos arg1, EnumFacing arg2, float arg3, float arg4, float arg5, int arg6, EntityLivingBase arg7, EnumHand arg8)	BlockState
getValidRotations(World arg0, BlockPos arg1)	EnumFacing[]
getWeakChanges(BlockAccess arg0, BlockPos arg1)	boolean
hasTileEntity(BlockState b)	boolean
isAABBInsideLiquid(World arg0, BlockPos arg1, AxisAlignedBB arg2)	Boolean
isAABBInsideMaterial(World arg0, BlockPos arg1, AxisAlignedBB arg2, Material arg3)	Boolean
isAir(BlockState arg0, BlockAccess arg1, BlockPos arg2)	boolean
isBeaconBase(BlockAccess arg0, BlockPos arg1, BlockPos arg2)	boolean
isBed(BlockState arg0, BlockAccess arg1, BlockPos arg2, Entity arg3)	boolean
isBedFoot(BlockAccess arg0, BlockPos arg1)	boolean
isBurning(BlockAccess arg0, BlockPos arg1)	boolean
isEntityInsideMaterial(BlockAccess arg0, BlockPos arg1, BlockState arg2, Entity arg3, double arg4, Material arg5, boolean arg6)	Boolean
isFertile(World arg0, BlockPos arg1)	boolean
isFireSource(World arg0, BlockPos arg1, EnumFacing arg2)	boolean
isFlammable(BlockAccess arg0, BlockPos arg1, EnumFacing arg2)	boolean
isFoliage(BlockAccess arg0, BlockPos arg1)	boolean
isLadder(BlockState arg0, BlockAccess arg1, BlockPos arg2, EntityLivingBase arg3)	boolean
isLeaves(BlockState arg0, BlockAccess arg1, BlockPos arg2)	boolean
isNormalCube(BlockState arg0, BlockAccess arg1, BlockPos arg2)	boolean
isReplaceableOreGen(BlockState arg0, BlockAccess arg1, BlockPos arg2, Predicate<BlockState> arg3)	boolean
isSideSolid(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3)	boolean
isStickyBlock(BlockState b)	boolean
isToolEffective(String arg0, BlockState arg1)	boolean
isWood(BlockAccess arg0, BlockPos arg1)	boolean
observedNeighborChange(BlockState arg0, World arg1, BlockPos arg2, Block arg3, BlockPos arg4)	void
onBlockExploded(World arg0, BlockPos arg1, Explosion arg2)	void
onNeighborChange(BlockAccess arg0, BlockPos arg1, BlockPos arg2)	void
onPlantGrow(BlockState arg0, World arg1, BlockPos arg2, BlockPos arg3)	void
quantityDropped(BlockState arg0, int arg1, Random arg2)	int
recolorBlock(World arg0, BlockPos arg1, EnumFacing arg2, EnumDyeColor arg3)	boolean
removedByPlayer(BlockState arg0, World arg1, BlockPos arg2, EntityPlayer arg3, boolean arg4)	boolean
rotateBlock(World arg0, BlockPos arg1, EnumFacing arg2)	boolean

Methods	Return Type
setBedOccupied(BlockAccess arg0, BlockPos arg1, EntityPlayer arg2, boolean arg3)	void
setDefaultSlipperiness(float f)	void
setHarvestLevel(String arg0, int arg1, BlockState arg2)	void
setHarvestLevel(String arg0, int arg1)	void
shouldCheckWeakPower(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

ItemAir

Class

net.minecraft.item.ItemAir

Extends

Item

Fields	Type
creativeTabs	CreativeTabs[]
delegate	RegistryDelegate<T>
registryName	ResourceLocation
registryType	Class<T>
repairable	boolean
tileEntityItemStackRenderer	TileEntityItemStackRenderer

Methods	Return Type
canApplyAtEnchantingTable(ItemStack arg0, Enchantment arg1)	boolean
canContinueUsing(ItemStack arg0, ItemStack arg1)	boolean
canDestroyBlockInCreative(World arg0, BlockPos arg1, ItemStack arg2, EntityPlayer arg3)	boolean
canDisableShield(ItemStack arg0, ItemStack arg1, EntityLivingBase arg2, EntityLivingBase arg3)	boolean
canHarvestBlock(BlockState arg0, ItemStack arg1)	boolean
createEntity(World arg0, Entity arg1, ItemStack arg2)	Entity
doesSneakBypassUse(ItemStack arg0, BlockAccess arg1, BlockPos arg2, EntityPlayer arg3)	boolean
func_111205_h(EntityEquipmentSlot e)	Multimap<String, AttributeModifier>
func_111207_a(ItemStack arg0, EntityPlayer arg1, EntityLivingBase arg2, EnumHand arg3)	boolean
func_150893_a(ItemStack arg0, BlockState arg1)	float
func_150895_a(CreativeTabs arg0, NonNullList<ItemStack> arg1)	void
func_150897_b(BlockState b)	boolean
func_179215_a(NBTTagCompound n)	boolean
func_179218_a(ItemStack arg0, World arg1, BlockState arg2, BlockPos arg3, EntityLivingBase arg4)	boolean
func_180614_a(EntityPlayer arg0, World arg1, BlockPos arg2, EnumHand arg3, EnumFacing arg4, float arg5, float arg6, float arg7)	EnumActionResult
func_185040_i()	boolean
func_185043_a(ResourceLocation arg0, ItemPropertyGetter arg1)	void
func_185045_a(ResourceLocation r)	ItemPropertyGetter

Methods	Return Type
func_190903_i()	ItemStack
func_194125_a(CreativeTabs c)	boolean
func_77612_l()	int
func_77613_e(ItemStack i)	EnumRarity
func_77614_k()	boolean
func_77615_a(ItemStack arg0, World arg1, EntityLivingBase arg2, int arg3)	void
func_77616_k(ItemStack i)	boolean
func_77619_b()	int
func_77622_d(ItemStack arg0, World arg1, EntityPlayer arg2)	void
func_77624_a(ItemStack arg0, World arg1, List<String> arg2, TooltipFlag arg3)	void
func_77625_d(int i)	Item
func_77626_a(ItemStack i)	int
func_77627_a(boolean b)	Item
func_77629_n_()	boolean
func_77634_r()	boolean
func_77636_d(ItemStack i)	boolean
func_77637_a(CreativeTabs c)	Item
func_77639_j()	int
func_77640_w()	CreativeTabs
func_77642_a(Item i)	Item
func_77643_m_()	boolean
func_77644_a(ItemStack arg0, EntityLivingBase arg1, EntityLivingBase arg2)	boolean
func_77645_m()	boolean
func_77647_b(int i)	int
func_77651_p()	boolean
func_77653_i(ItemStack i)	String
func_77654_b(ItemStack arg0, World arg1, EntityLivingBase arg2)	ItemStack
func_77655_b(String s)	Item
func_77656_e(int i)	Item
func_77657_g(ItemStack i)	String
func_77658_a()	String
func_77659_a(World arg0, EntityPlayer arg1, EnumHand arg2)	ActionResult<ItemStack>
func_77661_b(ItemStack i)	EnumAction
func_77662_d()	boolean
func_77663_a(ItemStack arg0, World arg1, Entity arg2, int arg3, boolean arg4)	void
func_77664_n()	Item
func_77667_c(ItemStack i)	String
func_77668_q()	Item
func_82788_x()	boolean
func_82789_a(ItemStack arg0, ItemStack arg1)	boolean
getAnimationParameters(ItemStack arg0, World arg1, EntityLivingBase arg2)	ImmutableMap<String, TimeValue>
getArmorModel(EntityLivingBase arg0, ItemStack arg1, EntityEquipmentSlot arg2, ModelBiped arg3)	ModelBiped

Methods	Return Type
getArmorTexture(ItemStack arg0, Entity arg1, EntityEquipmentSlot arg2, String arg3)	String
getAttributeModifiers(EntityEquipmentSlot arg0, ItemStack arg1)	Multimap<String, AttributeModifier>
getContainerItem(ItemStack i)	ItemStack
getCreatorModId(ItemStack i)	String
getDamage(ItemStack i)	int
getDurabilityForDisplay(ItemStack i)	double
getEntityLifespan(ItemStack arg0, World arg1)	int
getEquipmentSlot(ItemStack i)	EntityEquipmentSlot
getFontRenderer(ItemStack i)	FontRenderer
getForgeRarity(ItemStack i)	Rarity
getHarvestLevel(ItemStack arg0, String arg1, EntityPlayer arg2, BlockState arg3)	int
getHighlightTip(ItemStack arg0, String arg1)	String
getHorseArmorTexture(EntityLiving arg0, ItemStack arg1)	String
getHorseArmorType(ItemStack i)	HorseArmorType
getItemBurnTime(ItemStack i)	int
getItemEnchantability(ItemStack i)	int
getItemStackLimit(ItemStack i)	int
getMaxDamage(ItemStack i)	int
getMetadata(ItemStack i)	int
getNBTShareTag(ItemStack i)	NBTTagCompound
getRGBDurabilityForDisplay(ItemStack i)	int
getSmeltingExperience(ItemStack i)	float
getToolClasses(ItemStack i)	Set<String>
getXpRepairRatio(ItemStack i)	float
hasContainerItem(ItemStack i)	boolean
hasCustomEntity(ItemStack i)	boolean
initCapabilities(ItemStack arg0, NBTTagCompound arg1)	CapabilityProvider
isBeaconPayment(ItemStack i)	boolean
isBookEnchantable(ItemStack arg0, ItemStack arg1)	boolean
isDamaged(ItemStack i)	boolean
isShield(ItemStack arg0, EntityLivingBase arg1)	boolean
isValidArmor(ItemStack arg0, EntityEquipmentSlot arg1, Entity arg2)	boolean
onArmorTick(World arg0, EntityPlayer arg1, ItemStack arg2)	void
onBlockStartBreak(ItemStack arg0, BlockPos arg1, EntityPlayer arg2)	boolean
onDroppedByPlayer(ItemStack arg0, EntityPlayer arg1)	boolean
onEntityItemUpdate(EntityItem e)	boolean
onEntitySwing(EntityLivingBase arg0, ItemStack arg1)	boolean
onHorseArmorTick(World arg0, EntityLiving arg1, ItemStack arg2)	void
onItemUseFirst(EntityPlayer arg0, World arg1, BlockPos arg2, EnumFacing arg3, float arg4, float arg5, float arg6, EnumHand arg7)	EnumActionResult
onLeftClickEntity(ItemStack arg0, EntityPlayer arg1, Entity arg2)	boolean
onUsingTick(ItemStack arg0, EntityLivingBase arg1, int arg2)	void

Methods	Return Type
readNBTShareTag(ItemStack arg0, NBTTagCompound arg1)	void
renderHelmetOverlay(ItemStack arg0, EntityPlayer arg1, ScaledResolution arg2, float arg3)	void
setDamage(ItemStack arg0, int arg1)	void
setHarvestLevel(String arg0, int arg1)	void
setNoRepair()	Item
shouldCauseBlockBreakReset(ItemStack arg0, ItemStack arg1)	boolean
shouldCauseReequipAnimation(ItemStack arg0, ItemStack arg1, boolean arg2)	boolean
showDurabilityBar(ItemStack i)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

TextColor

Class

dev.latvian.kubejs.text.TextColor

Extends

Enum

Fields	Type
code	char
color	int
declaringClass	Class<E>
name	String
textFormatting	TextFormatting

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

EnumHand

Class

net.minecraft.util.EnumHand

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int

Methods	Return Type
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

EnumRarity

Class

net.minecraft.item.EnumRarity

Extends

Enum

Rarity

Fields	Type
color	TextFormatting
declaringClass	Class<E>
field_77934_f	String
field_77937_e	TextFormatting
name	String

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

EntityEquipmentSlot

Class

net.minecraft.inventory.EntityEquipmentSlot

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_188450_d()	String
func_188452_c()	int
func_188453_a()	EntityEquipmentSlot$Type

Methods	Return Type
func_188454_b()	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

BlockBreakEvent

Class

dev.latvian.kubejs.block.BlockBreakEventJS

Extends

PlayerEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--
|block.break|Yes|No|Yes

Fields	Type
block	Block
entity	Entity
player	Player
server	Server
world	World
xp	int

Methods	Return Type
addGameStage(String s)	void
cancel()	void
hasGameStage(String s)	boolean
removeGameStage(String s)	void
wait(long arg0, int arg1)	void
wait(long l)	void

BlockDropsEvent

Class

dev.latvian.kubejs.block.BlockDropsEventJS

Extends

PlayerEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--
|block.drops|No|No|Yes

Fields	Type
axeLevel	int
block	Block
dropChance	float

Fields	Type
drops	List<ItemStack>
entity	Entity
fortuneLevel	int
item	ItemStack
pickaxeLevel	int
player	Player
server	Server
shovelLevel	int
silkTouching	boolean
world	World

Methods	Return Type
addDrop(ItemStack item, float chance)	void
addGameStage(String s)	void
getItemHarvestLevel(String s)	int
hasGameStage(String s)	boolean
removeGameStage(String s)	void
wait(long arg0, int arg1)	void
wait(long l)	void

BlockLeftClickEvent

Class

dev.latvian.kubejs.block.BlockLeftClickEventJS

Extends

PlayerEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--
|block.left_click|Yes|Yes|Yes

Fields	Type
block	Block
entity	Entity
facing	EnumFacing
item	ItemStack
player	Player
server	Server
world	World

Methods	Return Type
addGameStage(String s)	void
cancel()	void
hasGameStage(String s)	boolean
removeGameStage(String s)	void
wait(long arg0, int arg1)	void

Methods	Return Type
wait(long l)	void

BlockPlaceEvent

Class

dev.latvian.kubejs.block.BlockPlaceEventJS

Extends

PlayerEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--|--
|block.place|Yes|No|Yes

Fields	Type
block	Block
entity	Entity
hand	EnumHand
item	ItemStack
player	Player
server	Server
world	World

Methods	Return Type
addGameStage(String s)	void
cancel()	void
hasGameStage(String s)	boolean
removeGameStage(String s)	void
wait(long arg0, int arg1)	void
wait(long l)	void

BlockRegistryEvent

Class

dev.latvian.kubejs.block.BlockRegistryEventJS

Extends

Event

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--|--
|block.registry|No|Yes|Yes

Methods	Return Type
create(String s)	BlockBuilder
register(String arg0, Block arg1)	void
wait(long arg0, int arg1)	void
wait(long l)	void

BlockRightClickEvent

Class

dev.latvian.kubejs.block.BlockRightClickEventJS

Extends

PlayerEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--|--|block.right_click|Yes|Yes|Yes

Fields	Type
block	Block
entity	Entity
facing	EnumFacing
hand	EnumHand
item	ItemStack
player	Player
server	Server
world	World

Methods	Return Type
addGameStage(String s)	void
cancel()	void
hasGameStage(String s)	boolean
removeGameStage(String s)	void
wait(long arg0, int arg1)	void
wait(long l)	void

DebugInfoEvent

Class

dev.latvian.kubejs.client.DebugInfoEventJS

Extends

Event

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--|--|client.debug_info|No|Yes|No

Fields	Type
left	List<String>
right	List<String>
showDebug	boolean

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

ClientLoggedInEvent

Class

Class

dev.latvian.kubejs.client.ClientLoggedInEventJS

Extends

PlayerEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--|--|client.logged_in|No|Yes|No

Fields	Type
entity	Entity
player	Player
server	Server
world	World

Methods	Return Type
addGameStage(String s)	void
hasGameStage(String s)	boolean
removeGameStage(String s)	void
wait(long arg0, int arg1)	void
wait(long l)	void

ClientTickEvent

Class

dev.latvian.kubejs.client.ClientTickEventJS

Extends

PlayerEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--|--|client.tick|No|Yes|No

Fields	Type
entity	Entity
player	Player
server	Server
world	World

Methods	Return Type
addGameStage(String s)	void
hasGameStage(String s)	boolean
removeGameStage(String s)	void
wait(long arg0, int arg1)	void
wait(long l)	void

CommandRegistryEvent

Class

dev.latvian.kubejs.command.CommandRegistryEventJS

Extends

ServerEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--|--|command.registry|No|No|Yes

Fields	Type
server	Server

Methods	Return Type
create(String s)	CommandBuilder
wait(long arg0, int arg1)	void
wait(long l)	void

CommandEvent

Class

dev.latvian.kubejs.server.CommandEventJS

Extends

ServerEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--|--|command.run|Yes|No|Yes

Fields	Type
command	String
parameters	String[]
sender	CommandSender
server	Server

Methods	Return Type
cancel()	void
wait(long arg0, int arg1)	void
wait(long l)	void

LivingEntityAttackEvent

Class

dev.latvian.kubejs.entity.LivingEntityAttackEventJS

Extends

LivingEntityEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--|--|entity.attack|Yes|Yes|Yes

Fields	Type
damage	float
entity	Entity

Fields	Type
server	Server
source	DamageSource
world	World

Methods	Return Type
cancel()	void
wait(long arg0, int arg1)	void
wait(long l)	void

CheckLivingEntitySpawnEvent

Class

dev.latvian.kubejs.entity.CheckLivingEntitySpawnEventJS

Extends

LivingEntityEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|-- |entity.check_spawn|Yes|Yes|Yes

Fields	Type
block	Block
entity	Entity
server	Server
world	World
x	float
y	float
z	float

Methods	Return Type
cancel()	void
wait(long arg0, int arg1)	void
wait(long l)	void

LivingEntityDeathEvent

Class

dev.latvian.kubejs.entity.LivingEntityDeathEventJS

Extends

LivingEntityEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|-- |entity.death|Yes|Yes|Yes

Fields	Type
entity	Entity
server	Server
source	DamageSource

Fields	Type
world	World

Methods	Return Type
cancel()	void
wait(long arg0, int arg1)	void
wait(long l)	void

LivingEntityDropsEvent

Class

dev.latvian.kubejs.entity.LivingEntityDropsEventJS

Extends

LivingEntityEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|-- |entity.drops|Yes|Yes|Yes

Fields	Type
drops	List<ItemEntity>
entity	Entity
lootingLevel	int
recentlyHit	boolean
server	Server
source	DamageSource
world	World

Methods	Return Type
addDrop(ItemStack item, float chance)	ItemEntity
cancel()	void
wait(long arg0, int arg1)	void
wait(long l)	void

EntitySpawnedEvent

Class

dev.latvian.kubejs.entity.EntitySpawnedEventJS

Extends

EntityEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|-- |entity.spawned|Yes|Yes|Yes

Fields	Type
entity	Entity
server	Server
world	World

Methods	Return Type
cancel()	void
wait(long arg0, int arg1)	void
wait(long l)	void

QuestObjectCompletedEvent

Class

com.feed_the_beast.ftbquests.integration.kubejs.QuestObjectCompletedEventJS

Extends

Event

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--
|ftbquests.completed|No|Yes|Yes

Fields	Type
data	QuestData
notifiedPlayers List of notified players. It isn't always the list of online members of that team, for example, this list is empty when invisible quest was completed	EntityArrayList
object	QuestObject
onlineMembers List of all online team members	EntityArrayList

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

CustomRewardEvent

Class

com.feed_the_beast.ftbquests.integration.kubejs.CustomRewardEventJS

Extends

PlayerEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--
|ftbquests.custom_reward|Yes|Yes|Yes

Fields	Type
entity	Entity
notify	boolean
player	Player
reward	CustomReward
server	Server
world	World

Methods	Return Type
addGameStage(String s)	void
cancel()	void
hasGameStage(String s)	boolean

Methods	Return Type
removeGameStage(String s)	void
wait(long arg0, int arg1)	void
wait(long l)	void

CustomTaskEvent

Class

com.feed_the_beast.ftbquests.integration.kubejs.CustomTaskEventJS

Extends

Event

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--
|ftbquests.custom_task|Yes|Yes|Yes

Fields	Type
task	CustomTask

Methods	Return Type
cancel()	void
setCheck(CustomTaskChecker c) Check callback - function (player), is called every x ticks. You can change x with setCheckTimer()	void
setCheckTimer(int i) How often in ticks the callback function should be checked	void
setEnableButton(boolean b) Enable checking on button click	void
setMaxProgress(long l) Max progress of this task	void
wait(long arg0, int arg1)	void
wait(long l)	void

TaskStartedEvent

Class

com.feed_the_beast.ftbquests.integration.kubejs.TaskStartedEventJS

Extends

Event

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--
|ftbquests.started|No|Yes|Yes

Fields	Type
taskData	TaskData

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

GameStageEvent

Class

dev.latvian.kubejs.integration.gamestages.GameStageEventJS

Extends

PlayerEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--|gamestage.removed|No|Yes|Yes

Fields	Type
entity	Entity
player	Player
server	Server
stage	String
world	World

Methods	Return Type
addGameStage(String s)	void
hasGameStage(String s)	boolean
removeGameStage(String s)	void
wait(long arg0, int arg1)	void
wait(long l)	void

ItemCraftedEvent

Class

dev.latvian.kubejs.item.ItemCraftedEventJS

Extends

PlayerEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--|item.crafted|No|No|Yes

Fields	Type
block	Block
entity	Entity
item	ItemStack
matrix	Inventory
player	Player
server	Server
world	World

Methods	Return Type
addGameStage(String s)	void
hasGameStage(String s)	boolean
removeGameStage(String s)	void
wait(long arg0, int arg1)	void
wait(long l)	void

ItemEntityInteractEvent

Class

dev.latvian.kubejs.item.ItemEntityInteractEventJS

Extends

PlayerEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--|item.entity_interact|Yes|Yes|Yes

Fields	Type
entity	Entity
hand	EnumHand
item	ItemStack
player	Player
server	Server
target	Entity
world	World

Methods	Return Type
addGameStage(String s)	void
cancel()	void
hasGameStage(String s)	boolean
removeGameStage(String s)	void
wait(long arg0, int arg1)	void
wait(long l)	void

ItemLeftClickEvent

Class

dev.latvian.kubejs.item.ItemLeftClickEventJS

Extends

PlayerEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--|item.left_click|No|Yes|No

Fields	Type
entity	Entity
item	ItemStack
player	Player
server	Server
world	World

Methods	Return Type
addGameStage(String s)	void
hasGameStage(String s)	boolean
removeGameStage(String s)	void
wait(long arg0, int arg1)	void

Methods	Return Type
wait(long l)	void

ItemPickupEvent

Class

dev.latvian.kubejs.item.ItemPickupEventJS

Extends

PlayerEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--|
|item.pickup|Yes|Yes|Yes

Fields	Type
entity	Entity
item	ItemStack
itemEntity	Entity
player	Player
server	Server
world	World

Methods	Return Type
addGameStage(String s)	void
cancel()	void
hasGameStage(String s)	boolean
removeGameStage(String s)	void
wait(long arg0, int arg1)	void
wait(long l)	void

ItemRegistryEvent

Class

dev.latvian.kubejs.item.ItemRegistryEventJS

Extends

Event

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--|
|item.registry|No|Yes|Yes

Methods	Return Type
create(String s)	ItemBuilder
createBlockItem(String s)	ItemBuilder
register(String arg0, Item arg1)	void
wait(long arg0, int arg1)	void
wait(long l)	void

ItemRightClickEvent

Class

dev.latvian.kubejs.item.ItemRightClickEventJS

Extends

PlayerEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--|--|item.right_click|Yes|Yes|Yes

Fields	Type
entity	Entity
hand	EnumHand
item	ItemStack
player	Player
server	Server
world	World

Methods	Return Type
addGameStage(String s)	void
cancel()	void
hasGameStage(String s)	boolean
removeGameStage(String s)	void
wait(long arg0, int arg1)	void
wait(long l)	void

ItemRightClickEmptyEvent

Class

dev.latvian.kubejs.item.ItemRightClickEmptyEventJS

Extends

PlayerEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--|--|item.right_click_empty|No|Yes|No

Fields	Type
entity	Entity
hand	EnumHand
item	ItemStack
player	Player
server	Server
world	World

Methods	Return Type
addGameStage(String s)	void
hasGameStage(String s)	boolean
removeGameStage(String s)	void
wait(long arg0, int arg1)	void

Methods	Return Type
wait(long l)	void

ItemSmeltedEvent

Class

dev.latvian.kubejs.item.ItemSmeltedEventJS

Extends

PlayerEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--
|item.smelted|No|No|Yes

Fields	Type
entity	Entity
item	ItemStack
player	Player
server	Server
world	World

Methods	Return Type
addGameStage(String s)	void
hasGameStage(String s)	boolean
removeGameStage(String s)	void
wait(long arg0, int arg1)	void
wait(long l)	void

ItemTossEvent

Class

dev.latvian.kubejs.item.ItemTossEventJS

Extends

PlayerEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--
|item.toss|Yes|Yes|Yes

Fields	Type
entity	Entity
item	ItemStack
itemEntity	Entity
player	Player
server	Server
world	World

Methods	Return Type
addGameStage(String s)	void
cancel()	void

Methods	Return Type
hasGameStage(String s)	boolean
removeGameStage(String s)	void
wait(long arg0, int arg1)	void
wait(long l)	void

Event

Class

dev.latvian.kubejs.event.EventJS

Extends

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--
|loaded|No|Yes|Yes

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

PlayerAdvancementEvent

Class

dev.latvian.kubejs.player.PlayerAdvancementEventJS

Extends

PlayerEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--
|player.advancement|No|No|Yes

Fields	Type
advancement	Advancement
entity	Entity
player	Player
server	Server
world	World

Methods	Return Type
addGameStage(String s)	void
hasGameStage(String s)	boolean
removeGameStage(String s)	void
wait(long arg0, int arg1)	void
wait(long l)	void

PlayerChatEvent

Class

dev.latvian.kubejs.player.PlayerChatEventJS

Extends

PlayerEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--|
|player.chat|Yes|No|Yes

Fields	Type
entity	Entity
message	String
player	Player
server	Server
username	String
world	World

Methods	Return Type
addGameStage(String s)	void
cancel()	void
hasGameStage(String s)	boolean
removeGameStage(String s)	void
wait(long arg0, int arg1)	void
wait(long l)	void

ChestEvent

Class

dev.latvian.kubejs.player.ChestEventJS

Extends

InventoryEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--|
|player.chest.closed|No|Yes|Yes

Fields	Type
block	Block
entity	Entity
inventory	Inventory
inventoryContainer	Container
player	Player
server	Server
world	World
wrappedInventory	Inventory

Methods	Return Type
addGameStage(String s)	void
hasGameStage(String s)	boolean
removeGameStage(String s)	void
wait(long arg0, int arg1)	void

Methods	Return Type
wait(long l)	void

NetworkEvent

Class

dev.latvian.kubejs.net.NetworkEventJS

Extends

PlayerEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--|--
|player.data_from_client|Yes|No|Yes

Fields	Type
channel	String
data	NBTCompound
entity	Entity
player	Player
server	Server
world	World

Methods	Return Type
addGameStage(String s)	void
cancel()	void
hasGameStage(String s)	boolean
removeGameStage(String s)	void
wait(long arg0, int arg1)	void
wait(long l)	void

InventoryChangedEvent

Class

dev.latvian.kubejs.player.InventoryChangedEventJS

Extends

PlayerEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--|--
|player.inventory.changed|No|Yes|Yes

Fields	Type
entity	Entity
item Will be non-empty when a single item has changed	ItemStack
player	Player
server	Server
slot Slot index that changed, can be -1	int
world	World

Methods	Return Type

Methods	Return Type
addGameStage(String s)	void
hasGameStage(String s)	boolean
removeGameStage(String s)	void
wait(long arg0, int arg1)	void
wait(long l)	void

InventoryEvent

Class

dev.latvian.kubejs.player.InventoryEventJS

Extends

PlayerEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--
|player.inventory.closed|No|Yes|Yes

Fields	Type
entity	Entity
inventoryContainer	Container
player	Player
server	Server
world	World

Methods	Return Type
addGameStage(String s)	void
hasGameStage(String s)	boolean
removeGameStage(String s)	void
wait(long arg0, int arg1)	void
wait(long l)	void

SimplePlayerEvent

Class

dev.latvian.kubejs.player.SimplePlayerEventJS

Extends

PlayerEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--
|player.tick|No|No|Yes

Fields	Type
entity	Entity
player	Player
server	Server
world	World

Methods	Return Type

Methods	Return Type
addGameStage(String s)	void
hasGameStage(String s)	boolean
removeGameStage(String s)	void
wait(long arg0, int arg1)	void
wait(long l)	void

AlloySmelterRecipeEvent

Class

dev.latvian.kubejs.crafting.AlloySmelterRecipeEventJS

Extends

RecipeEventBase

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|-- |recipes.alloy_smelter|No|Yes|Yes

Fields	Type
mod	String

Methods	Return Type
add(Map<String, Object> m)	void
create(Collection<Object> arg0, Object arg1)	AlloySmelterRecipeEventJS$AlloySmelterRecipe
create(Object arg0, Object arg1, Object arg2)	AlloySmelterRecipeEventJS$AlloySmelterRecipe
remove(Object o)	void
removeInput(Object o)	void
removePrimary(Object o)	void
removeSecondary(Object o)	void
wait(long arg0, int arg1)	void
wait(long l)	void

CompressorRecipeEvent

Class

dev.latvian.kubejs.crafting.CompressorRecipeEventJS

Extends

RecipeEventBase

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|-- |recipes.compressor|No|Yes|Yes

Fields	Type
mod	String

Methods	Return Type
add(Map<String, Object> m)	void
create(Object arg0, Object arg1)	CompressorRecipeEventJS$CompressorRecipe
remove(Object o)	void

Methods	Return Type
removeInput(Object o)	void
wait(long arg0, int arg1)	void
wait(long l)	void

CraftingTableRecipeEvent

Class

dev.latvian.kubejs.crafting.CraftingTableRecipeEventJS

Extends

Event

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--|--|recipes.crafting_table|No|Yes|Yes

Methods	Return Type
add(String arg0, Object arg1)	void
addShaped(Object arg0, String[] arg1, Map<String, Object> arg2)	void
addShaped(String arg0, Object arg1, String[] arg2, Map<String, Object> arg3)	void
addShapeless(Object arg0, Object[] arg1)	void
addShapeless(String arg0, Object arg1, Object[] arg2)	void
remove(Object o)	void
removeAdvanced(Predicate<Recipe> p)	void
removeGroup(Object o)	void
removeID(Object o)	void
removeMod(String s)	void
wait(long arg0, int arg1)	void
wait(long l)	void

FurnaceRecipeEvent

Class

dev.latvian.kubejs.crafting.FurnaceRecipeEventJS

Extends

RecipeEventBase

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--|--|recipes.furnace|No|Yes|Yes

Fields	Type
mod	String

Methods	Return Type
add(Map<String, Object> m)	void
create(Object arg0, Object arg1)	FurnaceRecipeEventJS$FurnaceRecipe
remove(Object o)	void
removeInput(Object o)	void

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

PulverizerRecipeEvent

Class

dev.latvian.kubejs.crafting.PulverizerRecipeEventJS

Extends

RecipeEventBase

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--
|recipes.pulverizer|No|Yes|Yes

Fields	Type
mod	String

Methods	Return Type
add(Map<String, Object> m)	void
create(Object arg0, Object arg1)	PulverizerRecipeEventJS$PulverizerRecipe
remove(Object o)	void
removeInput(Object o)	void
removePrimary(Object o)	void
removeSecondary(Object o)	void
wait(long arg0, int arg1)	void
wait(long l)	void

RemoveRecipesEvent

Class

dev.latvian.kubejs.crafting.RemoveRecipesEventJS

Extends

Event

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--
|recipes.remove.input|No|Yes|Yes

Fields	Type
mod	String
type	String

Methods	Return Type
remove(Object o)	void
wait(long arg0, int arg1)	void
wait(long l)	void

SimpleServerEvent

Class

Class

dev.latvian.kubejs.server.SimpleServerEventJS

Extends

ServerEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--|server.tick|No|No|Yes

Fields	Type
server	Server

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

ExplosionEventJS$Post

Class

dev.latvian.kubejs.world.ExplosionEventJS$Post

Extends

ExplosionEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--|world.explosion.post|No|No|Yes

Fields	Type
affectedBlocks	List<Block>
affectedEntities	EntityArrayList
block	Block
exploder	LivingEntity
position	Vec3d
server	Server
world	World
x	double
y	double
z	double

Methods	Return Type
removeAffectedBlock(Block b)	void
removeAffectedEntity(Entity e)	void
removeAllAffectedBlocks()	void
removeAllAffectedEntities()	void
removeKnockback()	void
wait(long arg0, int arg1)	void
wait(long l)	void

ExplosionEventJS$Pre

Class

dev.latvian.kubejs.world.ExplosionEventJS$Pre

Extends

ExplosionEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--|world.explosion.pre|Yes|No|Yes

Fields	Type
block	Block
exploder	LivingEntity
position	Vec3d
server	Server
world	World
x	double
y	double
z	double

Methods	Return Type
cancel()	void
wait(long arg0, int arg1)	void
wait(long l)	void

SimpleWorldEvent

Class

dev.latvian.kubejs.world.SimpleWorldEventJS

Extends

WorldEvent

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--|world.tick|No|No|Yes

Fields	Type
server	Server
world	World

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

MissingMappingEvent

Class

dev.latvian.kubejs.block.MissingMappingEventJS

Extends

Event

|Event|Can cancel|True if event can be cancelled|Client|True if event is fired on client side|Server|True if event is fired on server side |--|--|--|--
|world.missing_mappings|No|Yes|Yes

Fields	Type
registry	ID

Methods	Return Type
fail(Object o)	void
forEachMapping(Object arg0, Consumer<RegistryEvent$MissingMappings$Mapping> arg1)	void
ignore(Object o)	void
remap(Object arg0, Object arg1)	void
wait(long arg0, int arg1)	void
wait(long l)	void
warn(Object o)	void

EnumFacing

Class
net.minecraft.util.EnumFacing

Extends
Enum
StringSerializable

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_176610_l()	String
func_176730_m()	Vec3i
func_176732_a(EnumFacing$Axis e)	EnumFacing
func_176734_d()	EnumFacing
func_176735_f()	EnumFacing
func_176736_b()	int
func_176740_k()	EnumFacing$Axis
func_176742_j()	String
func_176743_c()	EnumFacing$AxisDirection
func_176745_a()	int
func_176746_e()	EnumFacing
func_185119_l()	float
func_82599_e()	int
func_82601_c()	int
func_96559_d()	int
name()	String
ordinal()	int

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

Material

Class

dev.latvian.kubejs.block.MaterialJS

Extends

Fields	Type
id	String
minecraftMaterial	Material

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

ID

Class

dev.latvian.kubejs.util.ID

Extends

Comparable

Fields	Type
namespace	String
path	String

Methods	Return Type
compareTo(Object o)	int
compareTo(ID i)	int
isNull()	boolean
mc()	ResourceLocation
wait(long arg0, int arg1)	void
wait(long l)	void

BlockPredicate

Interface

dev.latvian.kubejs.block.predicate.BlockPredicate

Extends

Methods	Return Type
check(Block block)	boolean

BlockEntityPredicate

Class

dev.latvian.kubejs.block.predicate.BlockEntityPredicate

Extends

BlockPredicate

Methods	Return Type
check(Block b)	boolean
data(BlockEntityPredicateDataCheck b)	BlockEntityPredicate
wait(long arg0, int arg1)	void
wait(long l)	void

Block

Class

net.minecraft.block.Block

Extends

IForgeRegistryEntry$Impl

Fields	Type
delegate	RegistryDelegate<T>
field_149763_I	float
field_149765_K	float
field_149772_a	CreativeTabs
field_149781_w	float
field_149782_v	float
field_176227_L	BlockStateContainer
registryName	ResourceLocation
registryType	Class<T>

Methods	Return Type
addDestroyEffects(World arg0, BlockPos arg1, ParticleManager arg2)	boolean
addHitEffects(BlockState arg0, World arg1, RayTraceResult arg2, ParticleManager arg3)	boolean
addLandingEffects(BlockState arg0, WorldServer arg1, BlockPos arg2, BlockState arg3, EntityLivingBase arg4, int arg5)	boolean
addRunningEffects(BlockState arg0, World arg1, BlockPos arg2, Entity arg3)	boolean
beginLeavesDecay(BlockState arg0, World arg1, BlockPos arg2)	void
canBeConnectedTo(BlockAccess arg0, BlockPos arg1, EnumFacing arg2)	boolean
canBeReplacedByLeaves(BlockState arg0, BlockAccess arg1, BlockPos arg2)	boolean
canConnectRedstone(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3)	boolean
canCreatureSpawn(BlockState arg0, BlockAccess arg1, BlockPos arg2, EntityLiving$SpawnPlacementType arg3)	boolean
canEntityDestroy(BlockState arg0, BlockAccess arg1, BlockPos arg2, Entity arg3)	boolean
canHarvestBlock(BlockAccess arg0, BlockPos arg1, EntityPlayer arg2)	boolean
canPlaceTorchOnTop(BlockState arg0, BlockAccess arg1, BlockPos arg2)	boolean
canRenderInLayer(BlockState arg0, BlockRenderLayer arg1)	boolean
canSilkHarvest(World arg0, BlockPos arg1, BlockState arg2, EntityPlayer arg3)	boolean
canSustainLeaves(BlockState arg0, BlockAccess arg1, BlockPos arg2)	boolean

Methods	Return Type
canSustainPlant(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3, Plantable arg4)	boolean
createTileEntity(World arg0, BlockState arg1)	TileEntity
doesSideBlockChestOpening(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3)	boolean
doesSideBlockRendering(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3)	boolean
func_149637_q(BlockState b)	boolean
func_149638_a(Entity e)	float
func_149645_b(BlockState b)	EnumBlockRenderType
func_149647_a(CreativeTabs c)	Block
func_149652_G()	boolean
func_149653_t()	boolean
func_149656_h(BlockState b)	EnumPushReaction
func_149659_a(Explosion e)	boolean
func_149662_c(BlockState b)	boolean
func_149663_c(String s)	Block
func_149666_a(CreativeTabs arg0, NonNullList<ItemStack> arg1)	void
func_149667_c(Block b)	boolean
func_149675_a(boolean b)	Block
func_149679_a(int arg0, Random arg1)	int
func_149686_d(BlockState b)	boolean
func_149688_o(BlockState b)	Material
func_149698_L()	boolean
func_149703_v()	boolean
func_149708_J()	CreativeTabs
func_149710_n(BlockState b)	boolean
func_149711_c(float f)	Block
func_149713_g(int i)	Block
func_149715_a(float f)	Block
func_149716_u()	boolean
func_149717_k(BlockState b)	int
func_149721_r(BlockState b)	boolean
func_149722_s()	Block
func_149730_j(BlockState b)	boolean
func_149732_F()	String
func_149738_a(World w)	int
func_149739_a()	String
func_149740_M(BlockState b)	boolean
func_149744_f(BlockState b)	boolean
func_149745_a(Random r)	int
func_149750_m(BlockState b)	int
func_149751_l(BlockState b)	boolean
func_149752_b(float f)	Block
func_176194_O()	BlockStateContainer

Methods	Return Type
func_176195_g(BlockState arg0, World arg1, BlockPos arg2)	float
func_176196_c(World arg0, BlockPos arg1)	boolean
func_176197_a(World arg0, BlockPos arg1, Entity arg2, Vec3d arg3)	Vec3d
func_176198_a(World arg0, BlockPos arg1, EnumFacing arg2)	boolean
func_176199_a(World arg0, BlockPos arg1, Entity arg2)	void
func_176200_f(BlockAccess arg0, BlockPos arg1)	boolean
func_176201_c(BlockState b)	int
func_176203_a(int i)	BlockState
func_176205_b(BlockAccess arg0, BlockPos arg1)	boolean
func_176206_d(World arg0, BlockPos arg1, BlockState arg2)	void
func_176208_a(World arg0, BlockPos arg1, BlockState arg2, EntityPlayer arg3)	void
func_176209_a(BlockState arg0, boolean arg1)	boolean
func_176211_b(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3)	int
func_176213_c(World arg0, BlockPos arg1, BlockState arg2)	void
func_176214_u(BlockState b)	boolean
func_176216_a(World arg0, Entity arg1)	void
func_176218_Q()	Block$EnumOffsetType
func_176221_a(BlockState arg0, BlockAccess arg1, BlockPos arg2)	BlockState
func_176223_P()	BlockState
func_176224_k(World arg0, BlockPos arg1)	void
func_176225_a(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3)	boolean
func_176226_b(World arg0, BlockPos arg1, BlockState arg2, int arg3)	void
func_180633_a(World arg0, BlockPos arg1, BlockState arg2, EntityLivingBase arg3, ItemStack arg4)	void
func_180634_a(World arg0, BlockPos arg1, BlockState arg2, Entity arg3)	void
func_180636_a(BlockState arg0, World arg1, BlockPos arg2, Vec3d arg3, Vec3d arg4)	RayTraceResult
func_180637_b(World arg0, BlockPos arg1, int arg2)	void
func_180639_a(World arg0, BlockPos arg1, BlockState arg2, EntityPlayer arg3, EnumHand arg4, EnumFacing arg5, float arg6, float arg7, float arg8)	boolean
func_180640_a(BlockState arg0, World arg1, BlockPos arg2)	AxisAlignedBB
func_180641_l(BlockState arg0, World arg1, BlockPos arg2)	int
func_180642_a(World arg0, BlockPos arg1, EnumFacing arg2, float arg3, float arg4, float arg5, int arg6, EntityLivingBase arg7)	BlockState
func_180645_a(World arg0, BlockPos arg1, BlockState arg2, Random arg3)	void
func_180646_a(BlockState arg0, BlockAccess arg1, BlockPos arg2)	AxisAlignedBB
func_180647_a(BlockState arg0, EntityPlayer arg1, World arg2, BlockPos arg3)	float
func_180649_a(World arg0, BlockPos arg1, EntityPlayer arg2)	void
func_180650_b(World arg0, BlockPos arg1, BlockState arg2, Random arg3)	void
func_180651_a(BlockState b)	int
func_180652_a(World arg0, BlockPos arg1, Explosion arg2)	void
func_180653_a(World arg0, BlockPos arg1, BlockState arg2, float arg3, int arg4)	void
func_180655_c(BlockState arg0, World arg1, BlockPos arg2, Random arg3)	void
func_180656_a(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3)	int
func_180657_a(World arg0, EntityPlayer arg1, BlockPos arg2, BlockState arg3, TileEntity arg4, ItemStack arg5)	void
func_180658_a(World arg0, BlockPos arg1, Entity arg2, float arg3)	void

Methods	Return Type
func_180659_g(BlockState arg0, BlockAccess arg1, BlockPos arg2)	MapColor
func_180660_a(BlockState arg0, Random arg1, int arg2)	Item
func_180663_b(World arg0, BlockPos arg1, BlockState arg2)	void
func_180664_k()	BlockRenderLayer
func_181623_g()	boolean
func_185467_w()	SoundType
func_185471_a(BlockState arg0, Mirror arg1)	BlockState
func_185473_a(World arg0, BlockPos arg1, BlockState arg2)	ItemStack
func_185477_a(BlockState arg0, World arg1, BlockPos arg2, AxisAlignedBB arg3, List<AxisAlignedBB> arg4, Entity arg5, boolean arg6)	void
func_185481_k(BlockState b)	boolean
func_185484_c(BlockState arg0, BlockAccess arg1, BlockPos arg2)	int
func_185485_f(BlockState b)	float
func_185496_a(BlockState arg0, BlockAccess arg1, BlockPos arg2)	AxisAlignedBB
func_185499_a(BlockState arg0, Rotation arg1)	BlockState
func_189539_a(BlockState arg0, World arg1, BlockPos arg2, int arg3, int arg4)	boolean
func_189540_a(BlockState arg0, World arg1, BlockPos arg2, Block arg3, BlockPos arg4)	void
func_189872_a(BlockState arg0, Entity arg1)	boolean
func_190946_v(BlockState b)	boolean
func_190948_a(ItemStack arg0, World arg1, List<String> arg2, TooltipFlag arg3)	void
func_190949_e(BlockState arg0, BlockAccess arg1, BlockPos arg2)	Vec3d
func_193383_a(BlockAccess arg0, BlockState arg1, BlockPos arg2, EnumFacing arg3)	BlockFaceShape
getAiPathNodeType(BlockState arg0, BlockAccess arg1, BlockPos arg2, EntityLiving arg3)	PathNodeType
getAiPathNodeType(BlockState arg0, BlockAccess arg1, BlockPos arg2)	PathNodeType
getBeaconColorMultiplier(BlockState arg0, World arg1, BlockPos arg2, BlockPos arg3)	float[]
getBedDirection(BlockState arg0, BlockAccess arg1, BlockPos arg2)	EnumFacing
getBedSpawnPosition(BlockState arg0, BlockAccess arg1, BlockPos arg2, EntityPlayer arg3)	BlockPos
getBlockLiquidHeight(World arg0, BlockPos arg1, BlockState arg2, Material arg3)	float
getDrops(BlockAccess arg0, BlockPos arg1, BlockState arg2, int arg3)	List<ItemStack>
getDrops(NonNullList<ItemStack> arg0, BlockAccess arg1, BlockPos arg2, BlockState arg3, int arg4)	void
getEnchantPowerBonus(World arg0, BlockPos arg1)	float
getExpDrop(BlockState arg0, BlockAccess arg1, BlockPos arg2, int arg3)	int
getExplosionResistance(World arg0, BlockPos arg1, Entity arg2, Explosion arg3)	float
getExtendedState(BlockState arg0, BlockAccess arg1, BlockPos arg2)	BlockState
getFireSpreadSpeed(BlockAccess arg0, BlockPos arg1, EnumFacing arg2)	int
getFlammability(BlockAccess arg0, BlockPos arg1, EnumFacing arg2)	int
getFogColor(World arg0, BlockPos arg1, BlockState arg2, Entity arg3, Vec3d arg4, float arg5)	Vec3d
getHarvestLevel(BlockState b)	int
getHarvestTool(BlockState b)	String
getLightOpacity(BlockState arg0, BlockAccess arg1, BlockPos arg2)	int
getLightValue(BlockState arg0, BlockAccess arg1, BlockPos arg2)	int
getPickBlock(BlockState arg0, RayTraceResult arg1, World arg2, BlockPos arg3, EntityPlayer arg4)	ItemStack
getSlipperiness(BlockState arg0, BlockAccess arg1, BlockPos arg2, Entity arg3)	float

Methods	Return Type
getSoundType(BlockState arg0, World arg1, BlockPos arg2, Entity arg3)	SoundType
getStateAtViewpoint(BlockState arg0, BlockAccess arg1, BlockPos arg2, Vec3d arg3)	BlockState
getStateForPlacement(World arg0, BlockPos arg1, EnumFacing arg2, float arg3, float arg4, float arg5, int arg6, EntityLivingBase arg7, EnumHand arg8)	BlockState
getValidRotations(World arg0, BlockPos arg1)	EnumFacing[]
getWeakChanges(BlockAccess arg0, BlockPos arg1)	boolean
hasTileEntity(BlockState b)	boolean
isAABBInsideLiquid(World arg0, BlockPos arg1, AxisAlignedBB arg2)	Boolean
isAABBInsideMaterial(World arg0, BlockPos arg1, AxisAlignedBB arg2, Material arg3)	Boolean
isAir(BlockState arg0, BlockAccess arg1, BlockPos arg2)	boolean
isBeaconBase(BlockAccess arg0, BlockPos arg1, BlockPos arg2)	boolean
isBed(BlockState arg0, BlockAccess arg1, BlockPos arg2, Entity arg3)	boolean
isBedFoot(BlockAccess arg0, BlockPos arg1)	boolean
isBurning(BlockAccess arg0, BlockPos arg1)	boolean
isEntityInsideMaterial(BlockAccess arg0, BlockPos arg1, BlockState arg2, Entity arg3, double arg4, Material arg5, boolean arg6)	Boolean
isFertile(World arg0, BlockPos arg1)	boolean
isFireSource(World arg0, BlockPos arg1, EnumFacing arg2)	boolean
isFlammable(BlockAccess arg0, BlockPos arg1, EnumFacing arg2)	boolean
isFoliage(BlockAccess arg0, BlockPos arg1)	boolean
isLadder(BlockState arg0, BlockAccess arg1, BlockPos arg2, EntityLivingBase arg3)	boolean
isLeaves(BlockState arg0, BlockAccess arg1, BlockPos arg2)	boolean
isNormalCube(BlockState arg0, BlockAccess arg1, BlockPos arg2)	boolean
isReplaceableOreGen(BlockState arg0, BlockAccess arg1, BlockPos arg2, Predicate<BlockState> arg3)	boolean
isSideSolid(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3)	boolean
isStickyBlock(BlockState b)	boolean
isToolEffective(String arg0, BlockState arg1)	boolean
isWood(BlockAccess arg0, BlockPos arg1)	boolean
observedNeighborChange(BlockState arg0, World arg1, BlockPos arg2, Block arg3, BlockPos arg4)	void
onBlockExploded(World arg0, BlockPos arg1, Explosion arg2)	void
onNeighborChange(BlockAccess arg0, BlockPos arg1, BlockPos arg2)	void
onPlantGrow(BlockState arg0, World arg1, BlockPos arg2, BlockPos arg3)	void
quantityDropped(BlockState arg0, int arg1, Random arg2)	int
recolorBlock(World arg0, BlockPos arg1, EnumFacing arg2, EnumDyeColor arg3)	boolean
removedByPlayer(BlockState arg0, World arg1, BlockPos arg2, EntityPlayer arg3, boolean arg4)	boolean
rotateBlock(World arg0, BlockPos arg1, EnumFacing arg2)	boolean
setBedOccupied(BlockAccess arg0, BlockPos arg1, EntityPlayer arg2, boolean arg3)	void
setDefaultSlipperiness(float f)	void
setHarvestLevel(String arg0, int arg1, BlockState arg2)	void
setHarvestLevel(String arg0, int arg1)	void
shouldCheckWeakPower(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

BlockIDPredicate

Class

dev.latvian.kubejs.block.predicate.BlockIDPredicate

Extends

BlockPredicate

Fields	Type
blockProperties	List<BlockIDPredicate$PropertyObject>
blockState	BlockState

Methods	Return Type
check(Block b)	boolean
setHardness(float f)	void
setHarvestLevel(String arg0, int arg1)	void
setLightLevel(float f)	void
setResistance(float f)	void
wait(long arg0, int arg1)	void
wait(long l)	void
with(String key, String value)	BlockIDPredicate

GuiScreen

Class

net.minecraft.client.gui.GuiScreen

Extends

Gui

GuiYesNoCallback

Fields	Type
field_146287_f	int
field_146288_g	long
field_146290_a	GuiButton
field_146291_p	boolean
field_146292_n	List<GuiButton>
field_146294_l	int
field_146295_m	int
field_146297_k	Minecraft
field_146298_h	int
field_73735_i	float

Methods	Return Type
func_146269_k()	void
func_146270_b(int i)	void
func_146274_d()	void
func_146276_q_()	void

Methods	Return Type
func_146278_c(int i)	void
func_146279_a(String arg0, int arg1, int arg2)	void
func_146280_a(Minecraft arg0, int arg1, int arg2)	void
func_146281_b()	void
func_146282_l()	void
func_146283_a(List<String> arg0, int arg1, int arg2)	void
func_175174_a(float arg0, float arg1, int arg2, int arg3, int arg4, int arg5)	void
func_175175_a(int arg0, int arg1, TextureAtlasSprite arg2, int arg3, int arg4)	void
func_175273_b(Minecraft arg0, int arg1, int arg2)	void
func_175275_f(String s)	void
func_175276_a(TextComponent t)	boolean
func_175281_b(String arg0, boolean arg1)	void
func_183500_a(int arg0, int arg1)	void
func_191927_a(ItemStack i)	List<String>
func_193975_a(boolean b)	void
func_193976_p()	boolean
func_73729_b(int arg0, int arg1, int arg2, int arg3, int arg4, int arg5)	void
func_73731_b(FontRenderer arg0, String arg1, int arg2, int arg3, int arg4)	void
func_73732_a(FontRenderer arg0, String arg1, int arg2, int arg3, int arg4)	void
func_73733_a(int arg0, int arg1, int arg2, int arg3, int arg4, int arg5)	void
func_73863_a(int arg0, int arg1, float arg2)	void
func_73866_w_()	void
func_73868_f()	boolean
func_73876_c()	void
func_73878_a(boolean arg0, int arg1)	void
wait(long arg0, int arg1)	void
wait(long l)	void

Minecraft

Class

net.minecraft.client.Minecraft

Extends

ThreadListener

SnooperInfo

Fields	Type
field_110449_ao	List<ResourcePack>
field_110450_ap	DefaultResourcePack
field_110451_am	ReloadableResourceManager
field_147125_j	Entity
field_175612_E	boolean
field_175618_aM	BlockRendererDispatcher

Fields	Type
field_181542_y	FrameTimer
field_184132_p	DebugRenderer
field_191950_u	CreativeSettings
field_71412_D	File
field_71415_G	boolean
field_71417_B	MouseHelper
field_71424_I	Profiler
field_71426_K	String
field_71428_T	Timer
field_71438_f	RenderGlobal
field_71439_g	EntityPlayerSP
field_71440_d	int
field_71441_e	WorldClient
field_71442_b	PlayerControllerMP
field_71443_c	int
field_71446_o	TextureManager
field_71452_i	ParticleManager
field_71454_w	boolean
field_71456_v	GuiIngame
field_71460_t	EntityRenderer
field_71461_s	LoadingScreenRenderer
field_71462_r	GuiScreen
field_71464_q	FontRenderer
field_71466_p	FontRenderer
field_71467_ac	int
field_71474_y	GameSettings
field_71476_x	RayTraceResult
itemColors	ItemColors
searchTreeManager	SearchTreeManager

Methods	Return Type
func_110432_I()	Session
func_110434_K()	TextureManager
func_110436_a()	void
func_110437_J()	Proxy
func_110438_M()	ResourcePackRepository
func_110442_L()	ResourceManager
func_135016_M()	LanguageManager
func_147104_D()	ServerData
func_147107_h()	boolean
func_147108_a(GuiScreen g)	void
func_147109_W()	MusicTicker$MusicType
func_147110_a()	Framebuffer

Methods	Return Type
func_147111_S()	boolean
func_147112_ai()	void
func_147113_T()	boolean
func_147114_u()	NetHandlerPlayClient
func_147116_af()	void
func_147117_R()	TextureMap
func_147118_V()	SoundHandler
func_147121_ag()	void
func_152342_ad()	SkinManager
func_152343_a(Callable<V> c)	ListenableFuture<V>
func_152344_a(Runnable r)	ListenableFuture<Object>
func_152345_ab()	boolean
func_152347_ac()	MinecraftSessionService
func_152348_aa()	void
func_152349_b()	boolean
func_175597_ag()	ItemRenderer
func_175598_ae()	RenderManager
func_175599_af()	RenderItem
func_175600_c()	String
func_175601_h()	void
func_175602_ab()	BlockRendererDispatcher
func_175603_A()	ListenableFuture<Object>
func_175606_aa()	Entity
func_175607_a(Entity e)	void
func_180510_a(TextureManager t)	void
func_181037_M()	PropertyMap
func_181535_r()	MusicTicker
func_181536_a(int arg0, int arg1, int arg2, int arg3, int arg4, int arg5, int arg6, int arg7, int arg8, int arg9)	void
func_181537_a(boolean b)	void
func_181539_aj()	FrameTimer
func_181540_al()	boolean
func_184119_a(ItemStack arg0, TileEntity arg1)	ItemStack
func_184121_ak()	float
func_184123_d()	String
func_184125_al()	BlockColors
func_184126_aj()	DataFixer
func_189648_am()	boolean
func_193032_ao()	Tutorial
func_193033_an()	GuiToast
func_193986_ar()	void
func_193987_a(SearchTreeManager$Key<T> s)	SearchTree<T>
func_193989_ak()	float

Methods	Return Type
func_70000_a(Snooper s)	void
func_70001_b(Snooper s)	void
func_70002_Q()	boolean
func_71351_a(ServerData s)	void
func_71352_k()	void
func_71353_a(WorldClient arg0, String arg1)	void
func_71354_a(int i)	void
func_71355_q()	boolean
func_71356_B()	boolean
func_71359_d()	SaveFormat
func_71364_i()	void
func_71370_a(int arg0, int arg1)	void
func_71371_a(String arg0, String arg1, WorldSettings arg2)	void
func_71372_G()	boolean
func_71377_b(CrashReport c)	void
func_71378_E()	Snooper
func_71381_h()	void
func_71385_j()	void
func_71387_A()	boolean
func_71396_d(CrashReport c)	CrashReport
func_71398_f()	void
func_71400_g()	void
func_71401_C()	IntegratedServer
func_71403_a(WorldClient w)	void
func_71404_a(CrashReport c)	void
func_71405_e()	void
func_71407_l()	void
func_90020_K()	int
func_99999_d()	void
wait(long arg0, int arg1)	void
wait(long l)	void

ClientPlayer

Class

dev.latvian.kubejs.player.ClientPlayerJS

Extends

Player

Fields	Type
absorptionAmount	float
alive	boolean
ambientCreature	boolean

Fields	Type
animal	boolean
attackingEntity	LivingEntity
block Block position of the entity	Block
boss	boolean
child	boolean
creativeMode	boolean
customName Custom display name	String
customNameAlwaysVisible Custom display name will always be visible above head	boolean
data Temporary data, mods can attach objects to this	AttachedData
displayName	Text
elytraFlying	boolean
eyeHeight	float
facing	EnumFacing
fake	boolean
fallDistance	float
foodLevel	int
frame	boolean
fullNBT Entity NBT	NBTCompound
glowing	boolean
hasCustomName Checks if custom display name is set	boolean
health	float
horizontalFacing	EnumFacing
id	UUID
idleTime	int
inventory	Inventory
invisible	boolean
item	ItemStack
lastAttackedEntity	LivingEntity
lastAttackedEntityTime	int
lastDamageSource	DamageSource
living	boolean
mainHandItem	ItemStack
maxHealth	float
minecraftEntity	Entity
minecraftLivingEntity	EntityLivingBase
minecraftPlayer	EntityPlayer
miningBlock	boolean
monster	boolean
motionX	double
motionY	double
motionZ	double
mouseItem	ItemStack

Fields	Type
movementSpeed	float
name	String
nbt	NBTCompound
noClip	boolean
noGravity	boolean
offHandItem	ItemStack
onGround	boolean
onLadder	boolean
openInventory	Container
passengers	EntityArrayList
pitch	float
player	boolean
potionEffects	EntityPotionEffects
profile	GameProfile
reachDistance	double
recursivePassengers	EntityArrayList
revengeTarget	LivingEntity
revengeTimer	int
ridingEntity	Entity
selectedSlot	int
server	Server
silent	boolean
sleeping	boolean
sneaking	boolean
spectator	boolean
sprinting	boolean
stats	PlayerStats
stepHeight	float
tags	Set<String>
teamID Scoreboard team ID	String
ticksExisted	int
type	ID
undead	boolean
waterCreature	boolean
world	World
x	double
xp	int
xpLevel	int
y	double
yaw	float
z	double

Methods	Return Type

Methods	Return Type
addExhaustion(float f)	void
addFood(int food, float modifier)	void
addMotion(double x, double y, double z)	void
addXP(int xp)	void
addXPLevels(int levels)	void
attack(float hp)	void
attack(String source, float hp)	void
boostElytraFlight()	void
canEntityBeSeen(Entity entity)	boolean
closeInventory()	void
closeOverlay(String s)	void
closeOverlay(Overlay o)	void
damageHeldItem()	void
damageHeldItem(EnumHand hand, int amount)	void
dismountRidingEntity()	void
extinguish()	void
getEquipment(EntityEquipmentSlot slot)	ItemStack
getHeldItem(EnumHand hand)	ItemStack
getNBTData(String key) Get specific value from custom NBT	NBTBase
give(ItemStack item)	void
giveInHand(ItemStack item)	void
heal(float hp)	void
isHoldingInAnyHand(Ingredient ingredient)	boolean
isOnSameTeam(Entity entity) Checks if this entity is on the same scoreboard team as another entity	boolean
isOnScoreboardTeam(String teamID) Checks if this entity is on scoreboard team	boolean
isPassenger(Entity entity)	boolean
kill()	void
openOverlay(Overlay o)	void
playSound(Object id, float volume, float pitch) Play sound at entity. Must be played from server side	void
playSound(Object id) Play sound at entity. Must be played from server side	void
rayTrace()	Map<String, Object>
rayTrace(double distance)	Map<String, Object>
removePassengers()	void
runCommand(String command) Runs command as if the sender was running it, ignoring permissions	int
sendData(String channel, Object data)	void
sendInventoryUpdate()	void
setEquipment(EntityEquipmentSlot slot, ItemStack item)	void
setHeldItem(EnumHand hand, ItemStack item)	void
setMotion(double x, double y, double z)	void
setNBTData(String key, Object nbt) Set specific value in custom NBT	void
setOnFire(int seconds) Sets entity on fire for x seconds	void
setPosition(double x, double y, double z)	void

Methods	Return Type
setPosition(Block block)	void
setPositionAndRotation(double x, double y, double z, float yaw, float pitch)	void
setRotation(float yaw, float pitch)	void
setStatusMessage(Object message)	void
spawn()	void
startRiding(Entity entity, boolean force)	boolean
swingArm(EnumHand hand)	void
tell(Text message) Tell message in chat	void
wait(long arg0, int arg1)	void
wait(long l)	void

ClientWorld

Class

dev.latvian.kubejs.world.ClientWorldJS

Extends

World

Fields	Type
clientPlayerData	ClientPlayerData
data Temporary data, mods can attach objects to this	AttachedData
daytime	boolean
dimension	int
entities	EntityArrayList
gameRules	GameRules
localTime	long
minecraft	Minecraft
minecraftWorld	World
overworld	boolean
players	EntityArrayList
raining	boolean
seed	long
server	Server
thundering	boolean
time	long

Methods	Return Type
createEntity(Object o)	Entity
createEntityList(Collection<? extends net.minecraft.entity.Entity> c)	EntityArrayList
createExplosion(double x, double y, double z)	Explosion
getBlock(int x, int y, int z)	Block
getBlock(BlockPos pos)	Block
getBlock(TileEntity blockEntity)	Block
getEntity(Entity e)	Entity

Methods	Return Type
getLivingEntity(Entity e)	LivingEntity
getPlayer(Entity e)	Player
getPlayerData(EntityPlayer e)	ClientPlayerData
getPlayerData(EntityPlayer e)	PlayerData
setRainStrength(float strength)	void
spawnFireworks(double x, double y, double z, Fireworks properties)	void
spawnLightning(double x, double y, double z, boolean effectOnly)	void
wait(long arg0, int arg1)	void
wait(long l)	void

EventHandler

Interface

dev.latvian.kubejs.event.IEventHandler

Extends

Methods	Return Type
onEvent(Event e)	void

Fluid

Class

net.minecraftforge.fluids.Fluid

Extends

Fields	Type
block	Block
color	int
density	int
emptySound	SoundEvent
fillSound	SoundEvent
flowing	ResourceLocation
gaseous	boolean
lighterThanAir	boolean
luminosity	int
name	String
overlay	ResourceLocation
rarity	EnumRarity
still	ResourceLocation
temperature	int
unlocalizedName	String
viscosity	int

Methods	Return Type
canBePlacedInWorld()	boolean

Methods	Return Type
doesVaporize(FluidStack f)	boolean
getLocalizedName(FluidStack f)	String
vaporize(EntityPlayer arg0, World arg1, BlockPos arg2, FluidStack arg3)	void
wait(long arg0, int arg1)	void
wait(long l)	void

FluidStack

Class

dev.latvian.kubejs.fluid.FluidStackJS

Extends

Fields	Type
amount	int
empty	boolean
fluid	Fluid
fluidName	String
fluidStack	FluidStack
nbt	NBTCompound

Methods	Return Type
amount(int i)	FluidStack
copy()	FluidStack
nbt(Object o)	FluidStack
strongEquals(Object o)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

ChangeProgress

Class

com.feed_the_beast.ftbquests.quest.ChangeProgress

Extends

Enum

WithID

Fields	Type
complete	boolean
declaringClass	Class<E>
dependencies	boolean
id	String
reset	boolean

Methods	Return Type
compareTo(Object o)	int

Methods	Return Type
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

QuestObjectType

Class

com.feed_the_beast.ftbquests.quest.QuestObjectType

Extends

Enum

WithID

Predicate

Fields	Type
color	TextFormatting
declaringClass	Class<E>
displayName	String
flag	int
id	String
translationKey	String

Methods	Return Type
and(Predicate<? super T> p)	Predicate<T>
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
negate()	Predicate<T>
or(Predicate<? super T> p)	Predicate<T>
ordinal()	int
test(Object o)	boolean
test(QuestObjectBase q)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

QuestShape

Class

com.feed_the_beast.ftbquests.quest.QuestShape

Extends

Icon

WithID

Fields	Type

Fields	Type
background	ImageIcon
empty	boolean
id	String
ingredient	Object
json	JsonElement
outline	ImageIcon
shape	ImageIcon

Methods	Return Type
bindTexture()	void
combineWith(Icon[] i)	Icon
combineWith(Icon i)	Icon
copy()	Icon
createPixelBuffer()	PixelBuffer
draw(int arg0, int arg1, int arg2, int arg3, Color4I arg4)	void
draw(int arg0, int arg1, int arg2, int arg3)	void
draw3D(Color4I c)	void
drawStatic(int arg0, int arg1, int arg2, int arg3)	void
hasPixelBuffer()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void
withBorder(int i)	Icon
withOutline(Color4I arg0, boolean arg1)	Icon
withTint(Color4I c)	Icon

World

Class
dev.latvian.kubejs.world.WorldJS

Extends
WithAttachedData

Fields	Type
data Temporary data, mods can attach objects to this	AttachedData
daytime	boolean
dimension	int
entities	EntityArrayList
gameRules	GameRules
localTime	long
minecraftWorld	World
overworld	boolean
players	EntityArrayList
raining	boolean
seed	long

Fields	Type
server	Server
thundering	boolean
time	long

Methods	Return Type
createEntity(Object o)	Entity
createEntityList(Collection<? extends net.minecraft.entity.Entity> c)	EntityArrayList
createExplosion(double x, double y, double z)	Explosion
getBlock(int x, int y, int z)	Block
getBlock(BlockPos pos)	Block
getBlock(TileEntity blockEntity)	Block
getEntity(Entity e)	Entity
getLivingEntity(Entity e)	LivingEntity
getPlayer(Entity e)	Player
setRainStrength(float strength)	void
spawnFireworks(double x, double y, double z, Fireworks properties)	void
spawnLightning(double x, double y, double z, boolean effectOnly)	void
wait(long arg0, int arg1)	void
wait(long l)	void

QuestData

Class

com.feed_the_beast.ftbquests.quest.QuestData

Extends

Fields	Type
areDependenciesCompleteCache	Int2ByteOpenHashMap
claimedPlayerRewards	Map<UUID, IntOpenHashSet>
claimedTeamRewards	IntOpenHashSet
displayName	TextComponent
file	QuestFile
onlineMembers	List<? extends net.minecraft.entity.player.EntityPlayer>
progressCache	Int2ByteOpenHashMap
taskData	Int2ObjectOpenHashMap<TaskData>
teamID	String
teamUID	short

Methods	Return Type
checkAutoCompletion(Quest q)	void
createTaskData(Task t)	void
getTaskData(Task t)	TaskData
isRewardClaimed(UUID arg0, Reward arg1)	boolean
markDirty()	void

Methods	Return Type
removeTask(Task t)	void
setRewardClaimed(UUID arg0, Reward arg1)	boolean
unclaimRewards(Collection<Reward> c)	void
wait(long arg0, int arg1)	void
wait(long l)	void

Player

Class
dev.latvian.kubejs.player.PlayerJS

Extends
LivingEntity
WithAttachedData

Attached
FTB Quests Player Data ftbquests
GameStagesPlayerData gamestages

Fields	Type
absorptionAmount	float
alive	boolean
ambientCreature	boolean
animal	boolean
attackingEntity	LivingEntity
block Block position of the entity	Block
boss	boolean
child	boolean
creativeMode	boolean
customName Custom display name	String
customNameAlwaysVisible Custom display name will always be visible above head	boolean
data Temporary data, mods can attach objects to this	AttachedData
displayName	Text
elytraFlying	boolean
eyeHeight	float
facing	EnumFacing
fake	boolean
fallDistance	float
foodLevel	int
frame	boolean
fullNBT Entity NBT	NBTCompound
glowing	boolean
hasCustomName Checks if custom display name is set	boolean
health	float
horizontalFacing	EnumFacing

Fields	Type
id	UUID
idleTime	int
inventory	Inventory
invisible	boolean
item	ItemStack
lastAttackedEntity	LivingEntity
lastAttackedEntityTime	int
lastDamageSource	DamageSource
living	boolean
mainHandItem	ItemStack
maxHealth	float
minecraftEntity	Entity
minecraftLivingEntity	EntityLivingBase
minecraftPlayer	EntityPlayer
miningBlock	boolean
monster	boolean
motionX	double
motionY	double
motionZ	double
mouseItem	ItemStack
movementSpeed	float
name	String
nbt	NBTCompound
noClip	boolean
noGravity	boolean
offHandItem	ItemStack
onGround	boolean
onLadder	boolean
openInventory	Container
passengers	EntityArrayList
pitch	float
player	boolean
potionEffects	EntityPotionEffects
profile	GameProfile
reachDistance	double
recursivePassengers	EntityArrayList
revengeTarget	LivingEntity
revengeTimer	int
ridingEntity	Entity
selectedSlot	int
server	Server
silent	boolean

Fields	Type
sleeping	boolean
sneaking	boolean
spectator	boolean
sprinting	boolean
stats	PlayerStats
stepHeight	float
tags	Set<String>
teamID Scoreboard team ID	String
ticksExisted	int
type	ID
undead	boolean
waterCreature	boolean
world	World
x	double
xp	int
xpLevel	int
y	double
yaw	float
z	double

Methods	Return Type
addExhaustion(float f)	void
addFood(int food, float modifier)	void
addMotion(double x, double y, double z)	void
addXP(int xp)	void
addXPLevels(int levels)	void
attack(float hp)	void
attack(String source, float hp)	void
boostElytraFlight()	void
canEntityBeSeen(Entity entity)	boolean
closeInventory()	void
closeOverlay(Overlay o)	void
closeOverlay(String s)	void
damageHeldItem()	void
damageHeldItem(EnumHand hand, int amount)	void
dismountRidingEntity()	void
extinguish()	void
getEquipment(EntityEquipmentSlot slot)	ItemStack
getHeldItem(EnumHand hand)	ItemStack
getNBTData(String key) Get specific value from custom NBT	NBTBase
give(ItemStack item)	void
giveInHand(ItemStack item)	void
heal(float hp)	void

Methods	Return Type
isHoldingInAnyHand(Ingredient ingredient)	boolean
isOnSameTeam(Entity entity) Checks if this entity is on the same scoreboard team as another entity	boolean
isOnScoreboardTeam(String teamID) Checks if this entity is on scoreboard team	boolean
isPassenger(Entity entity)	boolean
kill()	void
openOverlay(Overlay o)	void
playSound(Object id, float volume, float pitch) Play sound at entity. Must be played from server side	void
playSound(Object id) Play sound at entity. Must be played from server side	void
rayTrace()	Map<String, Object>
rayTrace(double distance)	Map<String, Object>
removePassengers()	void
runCommand(String command) Runs command as if the sender was running it, ignoring permissions	int
sendData(String channel, Object data)	void
sendInventoryUpdate()	void
setEquipment(EntityEquipmentSlot slot, ItemStack item)	void
setHeldItem(EnumHand hand, ItemStack item)	void
setMotion(double x, double y, double z)	void
setNBTData(String key, Object nbt) Set specific value in custom NBT	void
setOnFire(int seconds) Sets entity on fire for x seconds	void
setPosition(double x, double y, double z)	void
setPosition(Block block)	void
setPositionAndRotation(double x, double y, double z, float yaw, float pitch)	void
setRotation(float yaw, float pitch)	void
setStatusMessage(Object message)	void
spawn()	void
startRiding(Entity entity, boolean force)	boolean
swingArm(EnumHand hand)	void
tell(Text message) Tell message in chat	void
wait(long arg0, int arg1)	void
wait(long l)	void

QuestFile

Class

com.feed_the_beast.ftbquests.quest.QuestFile

Extends

QuestObject

Fields	Type
allData	Collection<? extends com.feed_the_beast.ftbquests.quest.QuestData>
allObjects	Collection<QuestObjectBase>
altIcon	Icon
altTitle	String

Fields	Type
chapters	List<Chapter>
client	boolean
codeString	String
defaultQuestDisableJEI	boolean
defaultRewardAutoclaim	RewardAutoClaim
defaultRewardTeam	boolean
defaultShape	QuestShape
defaultTeamConsumeItems	boolean
disableGui	boolean
disableToast	boolean
dropLootCrates	boolean
emergencyItems	List<ItemStack>
emergencyItemsCooldown	Ticks
file	File
fileVersion	int
folder	File
folderName	String
fullScreenQuestView	boolean
icon	Icon
id	int
invalid	boolean
loading	boolean
lootCrateNoDrop	EntityWeight
objectType	QuestObjectType
parentID	int
questChapter	Chapter
questFile	QuestFile
rewardTables	List<RewardTable>
tags	Set<String>
title	String
unformattedTitle	String
yellowDisplayName	String

Methods	Return Type
cacheProgress()	boolean
canEdit()	boolean
changeProgress(QuestData arg0, ChangeProgress arg1)	void
clearCachedData()	void
clearCachedProgress()	void
collect(Class<T> c)	List<T>
collect(Class<T> arg0, Predicate<QuestObjectBase> arg1)	List<T>
create(QuestObjectType arg0, int arg1, NBTTagCompound arg2)	QuestObjectBase
createSubGroup(ConfigGroup c)	ConfigGroup

Methods	Return Type
createTabContent()	Optional<Node>
deleteChildren()	void
deleteObject(int i)	void
deleteSelf()	void
editedFromGUI()	void
forceProgress(QuestData arg0, ChangeProgress arg1, boolean arg2)	void
get(int i)	QuestObject
getBase(int i)	QuestObjectBase
getChapter(int i)	Chapter
getConfig(ConfigGroup c)	void
getData(Entity e)	QuestData
getData(short s)	QuestData
getData(String s)	QuestData
getID(Object o)	int
getLootCrate(String s)	LootCrate
getQuest(int i)	Quest
getRandomLootCrate(Entity arg0, Random arg1)	LootCrate
getRelativeProgress(QuestData q)	int
getRelativeProgressFromChildren(QuestData q)	int
getReward(int i)	Reward
getRewardTable(String s)	RewardTable
getRewardTable(int i)	RewardTable
getTask(int i)	Task
getUnclaimedRewards(UUID arg0, QuestData arg1, boolean arg2)	int
getVisibleChapters(QuestData arg0, boolean arg1)	List<Chapter>
hasTag(String s)	boolean
isComplete(QuestData q)	boolean
isStarted(QuestData q)	boolean
isVisible(QuestData q)	boolean
loadText()	QuestObjectText
onCompleted(QuestData arg0, List<EntityPlayerMP> arg1)	void
onCreated()	void
onEditButtonClicked()	void
readData(NBTTagCompound n)	void
readDataFull(File f)	void
readID(int i)	int
readIndex(File f)	int[]
readNetData(DataIn d)	void
readNetDataFull(DataIn d)	void
refreshIDMap()	void
refreshJEI()	int
remove(int i)	QuestObjectBase

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void
writeData(NBTTagCompound n)	void
writeDataFull(File f)	void
writeNetData(DataOut d)	void
writeNetDataFull(DataOut d)	void

QuestObjectBase

Class

com.feed_the_beast.ftbquests.quest.QuestObjectBase

Extends

Fields	Type
altIcon	Icon
altTitle	String
codeString	String
file	File
icon	Icon
id	int
invalid	boolean
objectType	QuestObjectType
parentID	int
questChapter	Chapter
questFile	QuestFile
tags	Set<String>
title	String
unformattedTitle	String
yellowDisplayName	String

Methods	Return Type
changeProgress(QuestData arg0, ChangeProgress arg1)	void
clearCachedData()	void
createSubGroup(ConfigGroup c)	ConfigGroup
createTabContent()	Optional<Node>
deleteChildren()	void
deleteSelf()	void
editedFromGUI()	void
forceProgress(QuestData arg0, ChangeProgress arg1, boolean arg2)	void
getConfig(ConfigGroup c)	void
hasTag(String s)	boolean
loadText()	QuestObjectText
onCreated()	void
onEditButtonClicked()	void

Methods	Return Type
readData(NBTTagCompound n)	void
readNetData(DataIn d)	void
refreshJEI()	int
wait(long arg0, int arg1)	void
wait(long l)	void
writeData(NBTTagCompound n)	void
writeNetData(DataOut d)	void

Ingredient

Interface

dev.latvian.kubejs.item.ingredient.IngredientJS

Extends

Fields	Type
count	int
empty	boolean
first	ItemStack
stacks	Set<ItemStack>
vanillaPredicate	Predicate<ItemStack>

Methods	Return Type
count(int i)	Ingredient
filter(Ingredient i)	Ingredient
not()	Ingredient
test(ItemStack i)	boolean
testVanilla(ItemStack i)	boolean

ItemStack

Class

dev.latvian.kubejs.item.ItemStackJS

Extends

Ingredient

Fields	Type
block	boolean
copy	ItemStack
count	int
data	int
empty	boolean
enchantments	Map<ID, int>
first	ItemStack
id	ID
item	Item

Fields	Type
itemStack	ItemStack
mod	String
name	Text
nbt	NBTCompound
nbtOrNew	NBTCompound
stacks	Set<ItemStack>
vanillaPredicate	Predicate<ItemStack>

Methods	Return Type
addLore(Object o)	void
areItemsEqual(ItemStack i)	boolean
areItemsEqual(ItemStack i)	boolean
count(int i)	ItemStack
count(int i)	Ingredient
data(int i)	ItemStack
enchant(Map<Object, int> m)	ItemStack
filter(Ingredient i)	Ingredient
getEnchantment(Object o)	int
getHarvestLevel(String arg0, Player arg1, Block arg2)	int
getHarvestLevel(String s)	int
hasSubItems()	boolean
ignoreNBT()	IgnoreNBTIngredient
name(String s)	ItemStack
nbt(Object o)	ItemStack
not()	Ingredient
strongEquals(Object o)	boolean
test(ItemStack i)	boolean
testVanilla(ItemStack i)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void
wildcardData()	ItemStack

Fireworks

Class

dev.latvian.kubejs.world.FireworksJS

Extends

Fields	Type
explosions	List<FireworksJS$Explosion>
flight	int
lifeTime	int

Methods	Return Type

Methods	Return Type
createFireworkRocket(World arg0, double arg1, double arg2, double arg3)	EntityFireworkRocket
wait(long arg0, int arg1)	void
wait(long l)	void

Item

Class

net.minecraft.item.Item

Extends

IForgeRegistryEntry$Impl

Fields	Type
creativeTabs	CreativeTabs[]
delegate	RegistryDelegate<T>
registryName	ResourceLocation
registryType	Class<T>
repairable	boolean
tileEntityItemStackRenderer	TileEntityItemStackRenderer

Methods	Return Type
canApplyAtEnchantingTable(ItemStack arg0, Enchantment arg1)	boolean
canContinueUsing(ItemStack arg0, ItemStack arg1)	boolean
canDestroyBlockInCreative(World arg0, BlockPos arg1, ItemStack arg2, EntityPlayer arg3)	boolean
canDisableShield(ItemStack arg0, ItemStack arg1, EntityLivingBase arg2, EntityLivingBase arg3)	boolean
canHarvestBlock(BlockState arg0, ItemStack arg1)	boolean
createEntity(World arg0, Entity arg1, ItemStack arg2)	Entity
doesSneakBypassUse(ItemStack arg0, BlockAccess arg1, BlockPos arg2, EntityPlayer arg3)	boolean
func_111205_h(EntityEquipmentSlot e)	Multimap<String, AttributeModifier>
func_111207_a(ItemStack arg0, EntityPlayer arg1, EntityLivingBase arg2, EnumHand arg3)	boolean
func_150893_a(ItemStack arg0, BlockState arg1)	float
func_150895_a(CreativeTabs arg0, NonNullList<ItemStack> arg1)	void
func_150897_b(BlockState b)	boolean
func_179215_a(NBTTagCompound n)	boolean
func_179218_a(ItemStack arg0, World arg1, BlockState arg2, BlockPos arg3, EntityLivingBase arg4)	boolean
func_180614_a(EntityPlayer arg0, World arg1, BlockPos arg2, EnumHand arg3, EnumFacing arg4, float arg5, float arg6, float arg7)	EnumActionResult
func_185040_i()	boolean
func_185043_a(ResourceLocation arg0, ItemPropertyGetter arg1)	void
func_185045_a(ResourceLocation r)	ItemPropertyGetter
func_190903_i()	ItemStack
func_194125_a(CreativeTabs c)	boolean
func_77612_l()	int
func_77613_e(ItemStack i)	EnumRarity

Methods	Return Type
func_77614_k()	boolean
func_77615_a(ItemStack arg0, World arg1, EntityLivingBase arg2, int arg3)	void
func_77616_k(ItemStack i)	boolean
func_77619_b()	int
func_77622_d(ItemStack arg0, World arg1, EntityPlayer arg2)	void
func_77624_a(ItemStack arg0, World arg1, List<String> arg2, TooltipFlag arg3)	void
func_77625_d(int i)	Item
func_77626_a(ItemStack i)	int
func_77627_a(boolean b)	Item
func_77629_n_()	boolean
func_77634_r()	boolean
func_77636_d(ItemStack i)	boolean
func_77637_a(CreativeTabs c)	Item
func_77639_j()	int
func_77640_w()	CreativeTabs
func_77642_a(Item i)	Item
func_77643_m_()	boolean
func_77644_a(ItemStack arg0, EntityLivingBase arg1, EntityLivingBase arg2)	boolean
func_77645_m()	boolean
func_77647_b(int i)	int
func_77651_p()	boolean
func_77653_i(ItemStack i)	String
func_77654_b(ItemStack arg0, World arg1, EntityLivingBase arg2)	ItemStack
func_77655_b(String s)	Item
func_77656_e(int i)	Item
func_77657_g(ItemStack i)	String
func_77658_a()	String
func_77659_a(World arg0, EntityPlayer arg1, EnumHand arg2)	ActionResult<ItemStack>
func_77661_b(ItemStack i)	EnumAction
func_77662_d()	boolean
func_77663_a(ItemStack arg0, World arg1, Entity arg2, int arg3, boolean arg4)	void
func_77664_n()	Item
func_77667_c(ItemStack i)	String
func_77668_q()	Item
func_82788_x()	boolean
func_82789_a(ItemStack arg0, ItemStack arg1)	boolean
getAnimationParameters(ItemStack arg0, World arg1, EntityLivingBase arg2)	ImmutableMap<String, TimeValue>
getArmorModel(EntityLivingBase arg0, ItemStack arg1, EntityEquipmentSlot arg2, ModelBiped arg3)	ModelBiped
getArmorTexture(ItemStack arg0, Entity arg1, EntityEquipmentSlot arg2, String arg3)	String
getAttributeModifiers(EntityEquipmentSlot arg0, ItemStack arg1)	Multimap<String, AttributeModifier>
getContainerItem(ItemStack i)	ItemStack

Methods	Return Type
getCreatorModId(ItemStack i)	String
getDamage(ItemStack i)	int
getDurabilityForDisplay(ItemStack i)	double
getEntityLifespan(ItemStack arg0, World arg1)	int
getEquipmentSlot(ItemStack i)	EntityEquipmentSlot
getFontRenderer(ItemStack i)	FontRenderer
getForgeRarity(ItemStack i)	Rarity
getHarvestLevel(ItemStack arg0, String arg1, EntityPlayer arg2, BlockState arg3)	int
getHighlightTip(ItemStack arg0, String arg1)	String
getHorseArmorTexture(EntityLiving arg0, ItemStack arg1)	String
getHorseArmorType(ItemStack i)	HorseArmorType
getItemBurnTime(ItemStack i)	int
getItemEnchantability(ItemStack i)	int
getItemStackLimit(ItemStack i)	int
getMaxDamage(ItemStack i)	int
getMetadata(ItemStack i)	int
getNBTShareTag(ItemStack i)	NBTTagCompound
getRGBDurabilityForDisplay(ItemStack i)	int
getSmeltingExperience(ItemStack i)	float
getToolClasses(ItemStack i)	Set<String>
getXpRepairRatio(ItemStack i)	float
hasContainerItem(ItemStack i)	boolean
hasCustomEntity(ItemStack i)	boolean
initCapabilities(ItemStack arg0, NBTTagCompound arg1)	CapabilityProvider
isBeaconPayment(ItemStack i)	boolean
isBookEnchantable(ItemStack arg0, ItemStack arg1)	boolean
isDamaged(ItemStack i)	boolean
isShield(ItemStack arg0, EntityLivingBase arg1)	boolean
isValidArmor(ItemStack arg0, EntityEquipmentSlot arg1, Entity arg2)	boolean
onArmorTick(World arg0, EntityPlayer arg1, ItemStack arg2)	void
onBlockStartBreak(ItemStack arg0, BlockPos arg1, EntityPlayer arg2)	boolean
onDroppedByPlayer(ItemStack arg0, EntityPlayer arg1)	boolean
onEntityItemUpdate(EntityItem e)	boolean
onEntitySwing(EntityLivingBase arg0, ItemStack arg1)	boolean
onHorseArmorTick(World arg0, EntityLiving arg1, ItemStack arg2)	void
onItemUseFirst(EntityPlayer arg0, World arg1, BlockPos arg2, EnumFacing arg3, float arg4, float arg5, float arg6, EnumHand arg7)	EnumActionResult
onLeftClickEntity(ItemStack arg0, EntityPlayer arg1, Entity arg2)	boolean
onUsingTick(ItemStack arg0, EntityLivingBase arg1, int arg2)	void
readNBTShareTag(ItemStack arg0, NBTTagCompound arg1)	void
renderHelmetOverlay(ItemStack arg0, EntityPlayer arg1, ScaledResolution arg2, float arg3)	void
setDamage(ItemStack arg0, int arg1)	void
setHarvestLevel(String arg0, int arg1)	void

Methods	Return Type
setNoRepair()	Item
shouldCauseBlockBreakReset(ItemStack arg0, ItemStack arg1)	boolean
shouldCauseReequipAnimation(ItemStack arg0, ItemStack arg1, boolean arg2)	boolean
showDurabilityBar(ItemStack i)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

ScriptModData$ModInfo

Class
dev.latvian.kubejs.script.ScriptModData$ModInfo

Extends

Fields	Type
id	String
name	String
version	String

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

NBTString

Class
dev.latvian.kubejs.util.nbt.NBTStringJS

Extends
NBTBase

Fields	Type
copy	NBTBase
empty	boolean
id	byte
nbtString	String
string	String

Methods	Return Type
asByte()	byte
asByteArray()	byte[]
asCompound()	NBTCompound
asDouble()	double
asFloat()	float
asInt()	int
asIntArray()	int[]
asList()	NBTList

Methods	Return Type
asLong()	long
asLongArray()	long[]
asNumber()	Number
asShort()	short
asString()	String
createNBT()	NBTBase
isNull()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

NBTCompound

Class
dev.latvian.kubejs.util.nbt.NBTCompoundJS

Extends
NBTBase

Fields	Type
copy	NBTCompound
empty	boolean
id	byte
nbtString	String
size	int

Methods	Return Type
asByte()	byte
asByteArray()	byte[]
asCompound()	NBTCompound
asDouble()	double
asFloat()	float
asInt()	int
asIntArray()	int[]
asList()	NBTList
asLong()	long
asLongArray()	long[]
asNumber()	Number
asShort()	short
asString()	String
compoundOrNew(String s)	NBTCompound
createNBT()	NBTBase
createNBT()	NBTTagCompound
get(String s)	NBTBase
get(String arg0, int arg1)	NBTBase
isNull()	boolean

Methods	Return Type
listOrNew(String s)	NBTList
remove(String s)	NBTBase
set(String arg0, Object arg1)	NBTBase
set(Map<String, Object> m)	NBTCompound
wait(long arg0, int arg1)	void
wait(long l)	void

NBTList

Class
dev.latvian.kubejs.util.nbt.NBTListJS

Extends
NBTBase
Iterable

Fields	Type
copy	NBTBase
empty	boolean
id	byte
nbtString	String
size	int

Methods	Return Type
add(Object o)	void
asByte()	byte
asByteArray()	byte[]
asCompound()	NBTCompound
asDouble()	double
asFloat()	float
asInt()	int
asIntArray()	int[]
asList()	NBTList
asLong()	long
asLongArray()	long[]
asNumber()	Number
asShort()	short
asString()	String
compoundOrNew(int i)	NBTCompound
createNBT()	NBTBase
forEach(Consumer<? super T> c)	void
get(int i)	NBTBase
isNull()	boolean
iterator()	Iterator<NBTBase>
listOrNew(int i)	NBTList

Methods	Return Type
remove(int i)	NBTBase
set(int arg0, Object arg1)	NBTBase
spliterator()	Spliterator<T>
wait(long arg0, int arg1)	void
wait(long l)	void

NBTNull

Class

dev.latvian.kubejs.util.nbt.NBTNullJS

Extends

NBTBase

Fields	Type
copy	NBTBase
empty	boolean
id	byte
nbtString	String

Methods	Return Type
asByte()	byte
asByteArray()	byte[]
asCompound()	NBTCompound
asDouble()	double
asFloat()	float
asInt()	int
asIntArray()	int[]
asList()	NBTList
asLong()	long
asLongArray()	long[]
asNumber()	Number
asShort()	short
asString()	String
createNBT()	NBTBase
isNull()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

NBTBase

Interface

dev.latvian.kubejs.util.nbt.NBTBaseJS

Extends

Fields **Type**

Fields	Type
copy	NBTBase
empty	boolean
id	byte
nbtString	String

Methods	Return Type
asByte()	byte
asByteArray()	byte[]
asCompound()	NBTCompound
asDouble()	double
asFloat()	float
asInt()	int
asIntArray()	int[]
asList()	NBTList
asLong()	long
asLongArray()	long[]
asNumber()	Number
asShort()	short
asString()	String
createNBT()	NBTBase
isNull()	boolean

Text

Class
dev.latvian.kubejs.text.Text

Extends
Iterable
Comparable
JsonSerializable

Fields	Type
formattedString	String
json Convert text to json	JsonElement
propertiesAsJson	JsonObject
siblings List of siblings	List<Text>
unformattedString	String

Methods	Return Type
append(Text sibling) Append text and end of this one	Text
aqua() Set color to aqua	Text
black() Set color to black	Text
blue() Set color to blue	Text
bold(Boolean b) Set bold	Text

Methods	Return Type
bold() Set bold	Text
click(String s) Set click URL	Text
color(TextColor value) Set color	Text
compareTo(Text t)	int
compareTo(Object o)	int
component()	TextComponent
copy() Create a deep copy of this text	Text
darkAqua() Set color to dark aqua	Text
darkBlue() Set color to dark blue	Text
darkGray() Set color to dark gray	Text
darkGreen() Set color to dark green	Text
darkPurple() Set color to dark purple	Text
darkRed() Set color to dark red	Text
forEach(Consumer<? super T> c)	void
gold() Set color to gold	Text
gray() Set color to gray	Text
green() Set color to green	Text
hasSiblings() True if this text component has sibling components	boolean
hover(Text text) Set hover text	Text
insertion(String s) Set insertion text	Text
italic() Set italic	Text
italic(Boolean b) Set italic	Text
iterator()	Iterator<Text>
lightPurple() Set color to light purple	Text
obfuscated(Boolean b) Set obfuscated	Text
obfuscated() Set obfuscated	Text
red() Set color to red	Text
setPropertiesFromJson(JsonObject j)	void
spliterator()	Spliterator<T>
strikethrough(Boolean b) Set strikethrough	Text
strikethrough() Set strikethrough	Text
underlined() Set underlined	Text
underlined(Boolean b) Set underlined	Text
wait(long arg0, int arg1)	void
wait(long l)	void
white() Set color to white	Text
yellow() Set color to yellow	Text

Server

Class

dev.latvian.kubejs.server.ServerJS

Extends

Extends

MessageSender

WithAttachedData

Fields	Type
data Temporary data, mods can attach objects to this	AttachedData
dedicated	boolean
displayName	Text
hardcore	boolean
minecraftServer	MinecraftServer
motd	String
name	String
overworld	ServerWorld
players	EntityArrayList
running	boolean
singlePlayer	boolean
worlds List of all currently loaded worlds	List<ServerWorld>

Methods	Return Type
getAdvancement(Object id)	Advancement
getEntities(String filter)	EntityArrayList
getPlayer(String name)	Player
getPlayer(EntityPlayer minecraftPlayer)	Player
getPlayer(UUID uuid)	Player
getWorld(World minecraftWorld)	World
getWorld(int dimension)	World
runCommand(String s) Runs command as if the sender was running it, ignoring permissions	int
schedule(long timer, Object data, ScheduledEventCallback callback)	ScheduledEvent
scheduleInTicks(long ticks, Object data, ScheduledEventCallback callback)	ScheduledEvent
sendDataToAll(String channel, Object data)	void
setStatusMessage(Object o) Set status message	void
stop()	void
tell(Object o) Tell message in chat	void
updateWorldList()	void
wait(long arg0, int arg1)	void
wait(long l)	void

Field

Class

dev.latvian.kubejs.util.FieldJS

Extends

Methods	Return Type
get(Object o)	Object

Methods	Return Type
set(Object arg0, Object arg1)	boolean
staticGet()	Object
staticSet(Object o)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

Potion

Class

net.minecraft.potion.Potion

Extends

IForgeRegistryEntry$Impl

Fields	Type
curativeItems	List<ItemStack>
delegate	RegistryDelegate<T>
field_188415_h	boolean
registryName	ResourceLocation
registryType	Class<T>

Methods	Return Type
func_111183_a(int arg0, AttributeModifier arg1)	double
func_111184_a(Attribute arg0, String arg1, double arg2, int arg3)	Potion
func_111185_a(EntityLivingBase arg0, AbstractAttributeMap arg1, int arg2)	void
func_111186_k()	Map<Attribute, AttributeModifier>
func_111187_a(EntityLivingBase arg0, AbstractAttributeMap arg1, int arg2)	void
func_180793_a(Entity arg0, Entity arg1, EntityLivingBase arg2, int arg3, double arg4)	void
func_188408_i()	boolean
func_188413_j()	Potion
func_76390_b(String s)	Potion
func_76392_e()	int
func_76393_a()	String
func_76394_a(EntityLivingBase arg0, int arg1)	void
func_76397_a(int arg0, int arg1)	boolean
func_76398_f()	boolean
func_76400_d()	boolean
func_76401_j()	int
func_76403_b()	boolean
getGuiSortColor(PotionEffect p)	int
renderHUDEffect(int arg0, int arg1, PotionEffect arg2, Minecraft arg3, float arg4)	void
renderHUDEffect(PotionEffect arg0, Gui arg1, int arg2, int arg3, float arg4, float arg5)	void
renderInventoryEffect(int arg0, int arg1, PotionEffect arg2, Minecraft arg3)	void
renderInventoryEffect(PotionEffect arg0, Gui arg1, int arg2, int arg3, float arg4)	void
shouldRender(PotionEffect p)	boolean

Methods	Return Type
shouldRenderHUD(PotionEffect p)	boolean
shouldRenderInvText(PotionEffect p)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

SoundEvent

Class

net.minecraft.util.SoundEvent

Extends

IForgeRegistryEntry$Impl

Fields	Type
delegate	RegistryDelegate<T>
registryName	ResourceLocation
registryType	Class<T>

Methods	Return Type
func_187503_a()	ResourceLocation
wait(long arg0, int arg1)	void
wait(long l)	void

StatBase

Class

net.minecraft.stats.StatBase

Extends

Fields	Type
field_75972_f	boolean
field_75975_e	String

Methods	Return Type
func_150951_e()	TextComponent
func_150952_k()	ScoreCriteria
func_150954_l()	Class<? extends net.minecraft.util.IJsonSerializable>
func_75966_h()	StatBase
func_75968_a(int i)	String
func_75971_g()	StatBase
wait(long arg0, int arg1)	void
wait(long l)	void

World

Class

net.minecraft.world.World

Extends

BlockAccess

CapabilityProvider

FoamFixWorldRemovable

Fields	Type
captureBlockSnapshots	boolean
capturedBlockSnapshots	ArrayList<BlockSnapshot>
currentMoonPhaseFactorBody	float
field_147482_g	List<TileEntity>
field_175730_i	List<TileEntity>
field_72982_D	VillageCollection
field_72984_F	Profiler
field_72995_K	boolean
field_72996_f	List<Entity>
field_73003_n	float
field_73004_o	float
field_73007_j	List<Entity>
field_73010_i	List<EntityPlayer>
field_73011_w	WorldProvider
field_73012_v	Random
field_73017_q	float
field_73018_p	float
persistentChunks	ImmutableSetMultimap<ChunkPos, ForgeChunkManager$Ticket>
perWorldStorage	MapStorage
restoringBlockSnapshots	boolean

Methods	Return Type
calculateInitialWeatherBody()	void
canBlockFreezeBody(BlockPos arg0, boolean arg1)	boolean
canMineBlockBody(EntityPlayer arg0, BlockPos arg1)	boolean
canSnowAtBody(BlockPos arg0, boolean arg1)	boolean
countEntities(EnumCreatureType arg0, boolean arg1)	int
foamfix_removeUnloadedEntities()	void
func_130001_d()	float
func_147442_i(float f)	void
func_147447_a(Vec3d arg0, Vec3d arg1, boolean arg2, boolean arg3, boolean arg4)	RayTraceResult
func_147448_a(Collection<TileEntity> c)	void
func_147457_a(TileEntity t)	void
func_147458_c(int arg0, int arg1, int arg2, int arg3, int arg4, int arg5)	void
func_147470_e(AxisAlignedBB a)	boolean
func_152378_a(UUID u)	EntityPlayer
func_175623_d(BlockPos b)	boolean
func_175624_G()	WorldType

Methods	Return Type
func_175625_s(BlockPos b)	TileEntity
func_175626_b(BlockPos arg0, int arg1)	int
func_175627_a(BlockPos arg0, EnumFacing arg1)	int
func_175636_b(double arg0, double arg1, double arg2, double arg3)	boolean
func_175639_b(StructureBoundingBox arg0, boolean arg1)	boolean
func_175640_z(BlockPos b)	boolean
func_175641_c(BlockPos arg0, Block arg1, int arg2, int arg3)	void
func_175642_b(EnumSkyBlock arg0, BlockPos arg1)	int
func_175643_b()	World
func_175644_a(Class<? extends T> arg0, Predicate<? super T> arg1)	List<T>
func_175645_m(BlockPos b)	BlockPos
func_175646_b(BlockPos arg0, TileEntity arg1)	void
func_175647_a(Class<? extends T> arg0, AxisAlignedBB arg1, Predicate<? super T> arg2)	List<T>
func_175648_a(BlockPos arg0, int arg1, boolean arg2)	boolean
func_175649_E(BlockPos b)	DifficultyInstance
func_175650_b(Collection<Entity> c)	void
func_175651_c(BlockPos arg0, EnumFacing arg1)	int
func_175652_B(BlockPos b)	void
func_175653_a(EnumSkyBlock arg0, BlockPos arg1, int arg2)	void
func_175654_a(BlockPos arg0, Block arg1, int arg2, int arg3)	void
func_175655_b(BlockPos arg0, boolean arg1)	boolean
func_175656_a(BlockPos arg0, BlockState arg1)	boolean
func_175657_ab()	int
func_175658_ac()	int
func_175659_aa()	EnumDifficulty
func_175660_a(EntityPlayer arg0, BlockPos arg1)	boolean
func_175661_b(Class<? extends T> arg0, Predicate<? super T> arg1)	List<T>
func_175662_w(BlockPos b)	boolean
func_175664_x(BlockPos b)	boolean
func_175665_u(BlockPos b)	boolean
func_175666_e(BlockPos arg0, Block arg1)	void
func_175667_e(BlockPos b)	boolean
func_175668_a(BlockPos arg0, boolean arg1)	boolean
func_175669_a(int arg0, BlockPos arg1, int arg2)	void
func_175670_e(BlockPos arg0, boolean arg1)	boolean
func_175671_l(BlockPos b)	int
func_175672_r(BlockPos b)	BlockPos
func_175674_a(Entity arg0, AxisAlignedBB arg1, Predicate<? super net.minecraft.entity.Entity> arg2)	List<Entity>
func_175675_v(BlockPos b)	boolean
func_175676_y(BlockPos b)	int
func_175677_d(BlockPos arg0, boolean arg1)	boolean
func_175678_i(BlockPos b)	boolean

Methods	Return Type
func_175679_n(BlockPos b)	void
func_175681_c(Collection<Entity> c)	void
func_175682_a(EnumParticleTypes arg0, boolean arg1, double arg2, double arg3, double arg4, double arg5, double arg6, double arg7, int[] arg8)	void
func_175684_a(BlockPos arg0, Block arg1, int arg2)	void
func_175685_c(BlockPos arg0, Block arg1, boolean arg2)	void
func_175687_A(BlockPos b)	int
func_175688_a(EnumParticleTypes arg0, double arg1, double arg2, double arg3, double arg4, double arg5, double arg6, int[] arg7)	void
func_175690_a(BlockPos arg0, TileEntity arg1)	void
func_175691_a(BlockPos arg0, Block arg1)	boolean
func_175692_b(int i)	void
func_175693_T()	MapStorage
func_175694_M()	BlockPos
func_175695_a(BlockPos arg0, Block arg1, EnumFacing arg2)	void
func_175697_a(BlockPos arg0, int arg1)	boolean
func_175698_g(BlockPos b)	boolean
func_175699_k(BlockPos b)	int
func_175700_a(TileEntity t)	boolean
func_175701_a(BlockPos b)	boolean
func_175702_c(int i)	void
func_175704_b(BlockPos arg0, BlockPos arg1)	void
func_175705_a(EnumSkyBlock arg0, BlockPos arg1)	int
func_175706_a(BlockPos arg0, BlockPos arg1, boolean arg2)	boolean
func_175707_a(BlockPos arg0, BlockPos arg1)	boolean
func_175708_f(BlockPos arg0, boolean arg1)	boolean
func_175709_b(BlockPos arg0, EnumFacing arg1)	boolean
func_175710_j(BlockPos b)	boolean
func_175711_a(StructureBoundingBox s)	boolean
func_175712_a(StructureBoundingBox arg0, boolean arg1)	List<NextTickListEntry>
func_175713_t(BlockPos b)	void
func_175714_ae()	VillageCollection
func_175715_c(int arg0, BlockPos arg1, int arg2)	void
func_175718_b(int arg0, BlockPos arg1, int arg2)	void
func_175719_a(EntityPlayer arg0, BlockPos arg1, EnumFacing arg2)	boolean
func_175721_c(BlockPos arg0, boolean arg1)	int
func_175722_b(BlockPos arg0, Block arg1, boolean arg2)	void
func_175723_af()	WorldBorder
func_175724_o(BlockPos b)	float
func_175725_q(BlockPos b)	BlockPos
func_175726_f(BlockPos b)	Chunk
func_175727_C(BlockPos b)	boolean
func_180494_b(BlockPos b)	Biome

Methods	Return Type
func_180495_p(BlockPos b)	BlockState
func_180497_b(BlockPos arg0, Block arg1, int arg2, int arg3)	void
func_180498_a(EntityPlayer arg0, int arg1, BlockPos arg2, int arg3)	void
func_180500_c(EnumSkyBlock arg0, BlockPos arg1)	boolean
func_180501_a(BlockPos arg0, BlockState arg1, int arg2)	boolean
func_180502_D(BlockPos b)	boolean
func_181544_b(int i)	void
func_181545_F()	int
func_184133_a(EntityPlayer arg0, BlockPos arg1, SoundEvent arg2, SoundCategory arg3, float arg4, float arg5)	void
func_184134_a(double arg0, double arg1, double arg2, SoundEvent arg3, SoundCategory arg4, float arg5, float arg6, boolean arg7)	void
func_184135_a(Packet<?> p)	void
func_184136_b(Entity arg0, double arg1)	EntityPlayer
func_184137_a(double arg0, double arg1, double arg2, double arg3, boolean arg4)	EntityPlayer
func_184138_a(BlockPos arg0, BlockState arg1, BlockState arg2, int arg3)	void
func_184139_a(BlockPos arg0, double arg1, double arg2)	EntityPlayer
func_184141_c(BlockPos b)	BlockState
func_184142_a(Entity arg0, double arg1, double arg2)	EntityPlayer
func_184143_b(AxisAlignedBB a)	boolean
func_184144_a(Entity arg0, AxisAlignedBB arg1)	List<AxisAlignedBB>
func_184145_b(BlockPos arg0, Block arg1)	boolean
func_184146_ak()	LootTableManager
func_184148_a(EntityPlayer arg0, double arg1, double arg2, double arg3, SoundEvent arg4, SoundCategory arg5, float arg6, float arg7)	void
func_184149_a(BlockPos arg0, SoundEvent arg1)	void
func_184150_a(double arg0, double arg1, double arg2, double arg3, double arg4, Function<EntityPlayer, double> arg5, Predicate<EntityPlayer> arg6)	EntityPlayer
func_189507_a(BlockPos arg0, BlockState arg1, Random arg2)	void
func_189509_E(BlockPos b)	boolean
func_189649_b(int arg0, int arg1)	int
func_190522_c(BlockPos arg0, Block arg1)	void
func_190523_a(int arg0, double arg1, double arg2, double arg3, double arg4, double arg5, double arg6, int[] arg7)	void
func_190524_a(BlockPos arg0, Block arg1, BlockPos arg2)	void
func_190525_a(double arg0, double arg1, double arg2, double arg3, Predicate<Entity> arg4)	EntityPlayer
func_190526_b(int arg0, int arg1)	boolean
func_190527_a(Block arg0, BlockPos arg1, boolean arg2, EnumFacing arg3, Entity arg4)	boolean
func_190528_a(String arg0, BlockPos arg1, boolean arg2)	BlockPos
func_190529_b(BlockPos arg0, Block arg1, BlockPos arg2)	void
func_191503_g(Entity e)	boolean
func_72800_K()	int
func_72819_i(float f)	float
func_72820_D()	long
func_72823_a(String arg0, WorldSavedData arg1)	void

Methods	Return Type
func_72824_f(float f)	Vec3d
func_72826_c(float f)	float
func_72827_u()	String
func_72829_c(AxisAlignedBB a)	boolean
func_72833_a(Entity arg0, float arg1)	Vec3d
func_72835_b()	void
func_72838_d(Entity e)	boolean
func_72839_b(Entity arg0, AxisAlignedBB arg1)	List<Entity>
func_72841_b(String s)	int
func_72842_a(Vec3d arg0, AxisAlignedBB arg1)	float
func_72843_D(int arg0, int arg1, int arg2)	Random
func_72847_b(Entity e)	void
func_72848_b(WorldEventListener w)	void
func_72853_d()	int
func_72854_c()	void
func_72855_b(AxisAlignedBB a)	boolean
func_72857_a(Class<? extends T> arg0, AxisAlignedBB arg1, Entity arg2)	Entity
func_72860_G()	SaveHandler
func_72863_F()	ChunkProvider
func_72866_a(Entity arg0, boolean arg1)	void
func_72867_j(float f)	float
func_72870_g(Entity e)	void
func_72872_a(Class<? extends T> arg0, AxisAlignedBB arg1)	List<T>
func_72875_a(AxisAlignedBB arg0, Material arg1)	boolean
func_72876_a(Entity arg0, double arg1, double arg2, double arg3, float arg4, boolean arg5)	Explosion
func_72877_b(long l)	void
func_72880_h(float f)	float
func_72882_A()	void
func_72885_a(Entity arg0, double arg1, double arg2, double arg3, float arg4, boolean arg5, boolean arg6)	Explosion
func_72890_a(Entity arg0, double arg1)	EntityPlayer
func_72891_a(boolean arg0, boolean arg1)	void
func_72894_k(float f)	void
func_72896_J()	boolean
func_72897_h(Entity e)	void
func_72900_e(Entity e)	void
func_72901_a(Vec3d arg0, Vec3d arg1, boolean arg2)	RayTraceResult
func_72905_C()	long
func_72906_B()	void
func_72907_a(Class<?> c)	int
func_72910_y()	List<Entity>
func_72911_I()	boolean
func_72912_H()	WorldInfo

Methods	Return Type
func_72914_a(CrashReport c)	CrashReportCategory
func_72916_c(int arg0, int arg1)	boolean
func_72917_a(AxisAlignedBB arg0, Entity arg1)	boolean
func_72918_a(AxisAlignedBB arg0, Material arg1, Entity arg2)	boolean
func_72919_O()	double
func_72920_a(Chunk arg0, boolean arg1)	List<NextTickListEntry>
func_72923_a(Entity e)	void
func_72924_a(String s)	EntityPlayer
func_72929_e(float f)	float
func_72933_a(Vec3d arg0, Vec3d arg1)	RayTraceResult
func_72935_r()	boolean
func_72939_s()	void
func_72940_L()	int
func_72942_c(Entity e)	boolean
func_72943_a(Class<? extends net.minecraft.world.storage.WorldSavedData> arg0, String arg1)	WorldSavedData
func_72948_g(float f)	Vec3d
func_72953_d(AxisAlignedBB a)	boolean
func_72954_a(WorldEventListener w)	void
func_72955_a(boolean b)	boolean
func_72959_q()	BiomeProvider
func_72960_a(Entity arg0, byte arg1)	void
func_72963_a(WorldSettings w)	void
func_72964_e(int arg0, int arg1)	Chunk
func_72966_v()	void
func_72967_a(float f)	int
func_72971_b(float f)	float
func_72973_f(Entity e)	void
func_72974_f()	void
func_72975_g(int arg0, int arg1, int arg2, int arg3)	void
func_72981_t()	String
func_73045_a(int i)	Entity
func_73046_m()	MinecraftServer
func_82734_g(int arg0, int arg1)	int
func_82736_K()	GameRules
func_82737_E()	long
func_82738_a(long l)	void
func_83015_S()	Calendar
func_92088_a(double arg0, double arg1, double arg2, double arg3, double arg4, double arg5, NBTTagCompound arg6)	void
func_96441_U()	Scoreboard
getBiomeForCoordsBody(BlockPos b)	Biome
getBlockLightOpacity(BlockPos b)	int
getCapability(Capability<T> arg0, EnumFacing arg1)	Object

Methods	Return Type
getCloudColorBody(float f)	Vec3d
getPersistentChunkIterable(Iterator<Chunk> i)	Iterator<Chunk>
getSkyColorBody(Entity arg0, float arg1)	Vec3d
getStarBrightnessBody(float f)	float
getSunBrightnessBody(float f)	float
getSunBrightnessFactor(float f)	float
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
isSideSolid(BlockPos arg0, EnumFacing arg1, boolean arg2)	boolean
isSideSolid(BlockPos arg0, EnumFacing arg1)	boolean
markAndNotifyBlock(BlockPos arg0, Chunk arg1, BlockState arg2, BlockState arg3, int arg4)	void
markTileEntitiesInChunkForRemoval(Chunk c)	void
updateWeatherBody()	void
wait(long arg0, int arg1)	void
wait(long l)	void

CountingMap

Class

dev.latvian.kubejs.util.CountingMap

Extends

Fields	Type
entries	List<CountingMap$Entry>
keys	Set<Object>
size	int
totalCount	long
values	Collection<long>

Methods	Return Type
add(Object arg0, long arg1)	long
clear()	void
forEach(Consumer<CountingMap$Entry> c)	void
get(Object o)	long
set(Object arg0, long arg1)	long
wait(long arg0, int arg1)	void
wait(long l)	void

Overlay

Class

dev.latvian.kubejs.util.Overlay

Extends

Fields	Type
alwaysOnTop	boolean

Fields	Type
color	int
icon	ItemStack
id	String
text	List<Text>

Methods	Return Type
add(Object o)	Overlay
alwaysOnTop()	Overlay
color(int i)	Overlay
color(String s)	Overlay
icon(Object o)	Overlay
wait(long arg0, int arg1)	void
wait(long l)	void

RegistryDelegate

Interface

net.minecraftforge.registries.IRegistryDelegate

Extends

Methods	Return Type
get()	Object
name()	ResourceLocation
type()	Class<T>

CreativeTabs

Class

net.minecraft.creativetab.CreativeTabs

Extends

Fields	Type
backgroundImage	ResourceLocation
field_78034_o	String
labelColor	int
searchbarWidth	int
tabPage	int

Methods	Return Type
func_111225_m()	EnumEnchantmentType[]
func_111226_a(EnumEnchantmentType e)	boolean
func_111229_a(EnumEnchantmentType[] e)	CreativeTabs
func_151244_d()	ItemStack
func_192394_m()	boolean
func_78013_b()	String

Methods	Return Type
func_78014_h()	CreativeTabs
func_78015_f()	String
func_78016_d()	ItemStack
func_78017_i()	boolean
func_78018_a(NonNullList<ItemStack> n)	void
func_78019_g()	boolean
func_78020_k()	int
func_78021_a()	int
func_78022_j()	CreativeTabs
func_78023_l()	boolean
func_78024_c()	String
func_78025_a(String s)	CreativeTabs
hasSearchBar()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

BlockStateContainer

Class

net.minecraft.block.state.BlockStateContainer

Extends

Methods	Return Type
func_177619_a()	ImmutableList<BlockState>
func_177621_b()	BlockState
func_177622_c()	Block
func_177623_d()	Collection<net.minecraft.block.properties.IProperty<?>>
func_185920_a(String s)	Property<?>
wait(long arg0, int arg1)	void
wait(long l)	void

ResourceLocation

Class

net.minecraft.util.ResourceLocation

Extends

Comparable

Fields	Type
field_110625_b	String
field_110626_a	String

Methods	Return Type
compareTo(ResourceLocation r)	int
compareTo(Object o)	int

Methods	Return Type
func_110623_a()	String
func_110624_b()	String
wait(long arg0, int arg1)	void
wait(long l)	void

BlockPos

Class

net.minecraft.util.math.BlockPos

Extends

Vec3i

Methods	Return Type
compareTo(Vec3i v)	int
compareTo(Object o)	int
func_177951_i(Vec3i v)	double
func_177952_p()	int
func_177954_c(double arg0, double arg1, double arg2)	double
func_177955_d(Vec3i v)	BlockPos
func_177955_d(Vec3i v)	Vec3i
func_177956_o()	int
func_177957_d(double arg0, double arg1, double arg2)	double
func_177958_n()	int
func_177963_a(double arg0, double arg1, double arg2)	BlockPos
func_177964_d(int i)	BlockPos
func_177965_g(int i)	BlockPos
func_177967_a(EnumFacing arg0, int arg1)	BlockPos
func_177968_d()	BlockPos
func_177970_e(int i)	BlockPos
func_177971_a(Vec3i v)	BlockPos
func_177972_a(EnumFacing e)	BlockPos
func_177973_b(Vec3i v)	BlockPos
func_177974_f()	BlockPos
func_177976_e()	BlockPos
func_177977_b()	BlockPos
func_177978_c()	BlockPos
func_177979_c(int i)	BlockPos
func_177981_b(int i)	BlockPos
func_177982_a(int arg0, int arg1, int arg2)	BlockPos
func_177984_a()	BlockPos
func_177985_f(int i)	BlockPos
func_177986_g()	long
func_185332_f(int arg0, int arg1, int arg2)	double

Methods	Return Type
func_185334_h()	BlockPos
func_190942_a(Rotation r)	BlockPos
wait(long arg0, int arg1)	void
wait(long l)	void

ParticleManager

Class

net.minecraft.client.particle.ParticleManager

Extends

Fields	Type
field_78876_b	ArrayDeque[][]

Methods	Return Type
addBlockHitEffects(BlockPos arg0, RayTraceResult arg1)	void
func_178926_a(Entity arg0, EnumParticleTypes arg1)	void
func_178927_a(int arg0, double arg1, double arg2, double arg3, double arg4, double arg5, double arg6, int[] arg7)	Particle
func_178929_a(int arg0, ParticleFactory arg1)	void
func_180532_a(BlockPos arg0, EnumFacing arg1)	void
func_180533_a(BlockPos arg0, BlockState arg1)	void
func_191271_a(Entity arg0, EnumParticleTypes arg1, int arg2)	void
func_78868_a()	void
func_78869_b()	String
func_78870_a(World w)	void
func_78872_b(Entity arg0, float arg1)	void
func_78873_a(Particle p)	void
func_78874_a(Entity arg0, float arg1)	void
wait(long arg0, int arg1)	void
wait(long l)	void

BlockState

Interface

net.minecraft.block.state.IBlockState

Extends

BlockBehaviors

BlockProperties

Methods	Return Type
doesSideBlockChestOpening(BlockAccess arg0, BlockPos arg1, EnumFacing arg2)	boolean
doesSideBlockRendering(BlockAccess arg0, BlockPos arg1, EnumFacing arg2)	boolean
func_177226_a(Property<T> arg0, Comparable arg1)	BlockState
func_177227_a()	Collection<net.minecraft.block.properties.IProperty<?>>

Methods	Return Type
func_177228_b()	ImmutableMap<net.minecraft.block.properties.IProperty<?>, java.lang.Comparable<?>>
func_177229_b(Property<T> p)	Comparable
func_177230_c()	Block
func_177231_a(Property<T> p)	BlockState
func_185887_b(World arg0, BlockPos arg1)	float
func_185888_a(World arg0, BlockPos arg1)	int
func_185889_a(BlockAccess arg0, BlockPos arg1)	int
func_185890_d(BlockAccess arg0, BlockPos arg1)	AxisAlignedBB
func_185891_c()	int
func_185892_j()	float
func_185893_b(BlockAccess arg0, BlockPos arg1, EnumFacing arg2)	int
func_185894_c(BlockAccess arg0, BlockPos arg1, EnumFacing arg2)	boolean
func_185895_e()	boolean
func_185896_q()	boolean
func_185897_m()	boolean
func_185898_k()	boolean
func_185899_b(BlockAccess arg0, BlockPos arg1)	BlockState
func_185900_c(BlockAccess arg0, BlockPos arg1)	AxisAlignedBB
func_185901_i()	EnumBlockRenderType
func_185902_a(Mirror m)	BlockState
func_185903_a(EntityPlayer arg0, World arg1, BlockPos arg2)	float
func_185904_a()	Material
func_185905_o()	EnumPushReaction
func_185906_d()	int
func_185907_a(Rotation r)	BlockState
func_185908_a(World arg0, BlockPos arg1, AxisAlignedBB arg2, List<AxisAlignedBB> arg3, Entity arg4, boolean arg5)	void
func_185909_g(BlockAccess arg0, BlockPos arg1)	MapColor
func_185910_a(World arg0, BlockPos arg1, Vec3d arg2, Vec3d arg3)	RayTraceResult
func_185911_a(BlockAccess arg0, BlockPos arg1, EnumFacing arg2)	int
func_185912_n()	boolean
func_185913_b()	boolean
func_185914_p()	boolean
func_185915_l()	boolean
func_185916_f()	boolean
func_185917_h()	boolean
func_185918_c(World arg0, BlockPos arg1)	AxisAlignedBB
func_189546_a(World arg0, BlockPos arg1, Block arg2, BlockPos arg3)	void
func_189547_a(World arg0, BlockPos arg1, int arg2, int arg3)	boolean
func_189884_a(Entity e)	boolean
func_191057_i()	boolean
func_191058_s()	boolean

Methods	Return Type
func_191059_e(BlockAccess arg0, BlockPos arg1)	Vec3d
func_193401_d(BlockAccess arg0, BlockPos arg1, EnumFacing arg2)	BlockFaceShape
getLightOpacity(BlockAccess arg0, BlockPos arg1)	int
getLightValue(BlockAccess arg0, BlockPos arg1)	int
isSideSolid(BlockAccess arg0, BlockPos arg1, EnumFacing arg2)	boolean

RayTraceResult

Class

net.minecraft.util.math.RayTraceResult

Extends

Fields	Type
field_178784_b	EnumFacing
field_72307_f	Vec3d
field_72308_g	Entity
field_72313_a	RayTraceResult$Type
hitInfo	Object
subHit	int

Methods	Return Type
func_178782_a()	BlockPos
wait(long arg0, int arg1)	void
wait(long l)	void

WorldServer

Class

net.minecraft.world.WorldServer

Extends

World

ThreadListener

Fields	Type
captureBlockSnapshots	boolean
capturedBlockSnapshots	ArrayList<BlockSnapshot>
chunkSaveLocation	File
currentMoonPhaseFactorBody	float
customTeleporters	List<Teleporter>
field_147482_g	List<TileEntity>
field_175730_i	List<TileEntity>
field_72982_D	VillageCollection
field_72984_F	Profiler
field_72995_K	boolean
field_72996_f	List<Entity>

Fields	Type
field_73003_n	float
field_73004_o	float
field_73007_j	List<Entity>
field_73010_i	List<EntityPlayer>
field_73011_w	WorldProvider
field_73012_v	Random
field_73017_q	float
field_73018_p	float
field_73058_d	boolean
persistentChunks	ImmutableSetMultimap<ChunkPos, ForgeChunkManager$Ticket>
perWorldStorage	MapStorage
restoringBlockSnapshots	boolean

Methods	Return Type
calculateInitialWeatherBody()	void
canBlockFreezeBody(BlockPos arg0, boolean arg1)	boolean
canMineBlockBody(EntityPlayer arg0, BlockPos arg1)	boolean
canSnowAtBody(BlockPos arg0, boolean arg1)	boolean
countEntities(EnumCreatureType arg0, boolean arg1)	int
foamfix_removeUnloadedEntities()	void
func_104140_m()	void
func_130001_d()	float
func_147442_i(float f)	void
func_147447_a(Vec3d arg0, Vec3d arg1, boolean arg2, boolean arg3, boolean arg4)	RayTraceResult
func_147448_a(Collection<TileEntity> c)	void
func_147457_a(TileEntity t)	void
func_147458_c(int arg0, int arg1, int arg2, int arg3, int arg4, int arg5)	void
func_147470_e(AxisAlignedBB a)	boolean
func_152344_a(Runnable r)	ListenableFuture<Object>
func_152345_ab()	boolean
func_152378_a(UUID u)	EntityPlayer
func_175623_d(BlockPos b)	boolean
func_175624_G()	WorldType
func_175625_s(BlockPos b)	TileEntity
func_175626_b(BlockPos arg0, int arg1)	int
func_175627_a(BlockPos arg0, EnumFacing arg1)	int
func_175636_b(double arg0, double arg1, double arg2, double arg3)	boolean
func_175639_b(StructureBoundingBox arg0, boolean arg1)	boolean
func_175640_z(BlockPos b)	boolean
func_175641_c(BlockPos arg0, Block arg1, int arg2, int arg3)	void
func_175642_b(EnumSkyBlock arg0, BlockPos arg1)	int
func_175643_b()	World
func_175644_a(Class<? extends T> arg0, Predicate<? super T> arg1)	List<T>

Methods	Return Type
func_175645_m(BlockPos b)	BlockPos
func_175646_b(BlockPos arg0, TileEntity arg1)	void
func_175647_a(Class<? extends T> arg0, AxisAlignedBB arg1, Predicate<? super T> arg2)	List<T>
func_175648_a(BlockPos arg0, int arg1, boolean arg2)	boolean
func_175649_E(BlockPos b)	DifficultyInstance
func_175650_b(Collection<Entity> c)	void
func_175651_c(BlockPos arg0, EnumFacing arg1)	int
func_175652_B(BlockPos b)	void
func_175653_a(EnumSkyBlock arg0, BlockPos arg1, int arg2)	void
func_175654_a(BlockPos arg0, Block arg1, int arg2, int arg3)	void
func_175655_b(BlockPos arg0, boolean arg1)	boolean
func_175656_a(BlockPos arg0, BlockState arg1)	boolean
func_175657_ab()	int
func_175658_ac()	int
func_175659_aa()	EnumDifficulty
func_175660_a(EntityPlayer arg0, BlockPos arg1)	boolean
func_175661_b(Class<? extends T> arg0, Predicate<? super T> arg1)	List<T>
func_175662_w(BlockPos b)	boolean
func_175664_x(BlockPos b)	boolean
func_175665_u(BlockPos b)	boolean
func_175666_e(BlockPos arg0, Block arg1)	void
func_175667_e(BlockPos b)	boolean
func_175668_a(BlockPos arg0, boolean arg1)	boolean
func_175669_a(int arg0, BlockPos arg1, int arg2)	void
func_175670_e(BlockPos arg0, boolean arg1)	boolean
func_175671_l(BlockPos b)	int
func_175672_r(BlockPos b)	BlockPos
func_175674_a(Entity arg0, AxisAlignedBB arg1, Predicate<? super net.minecraft.entity.Entity> arg2)	List<Entity>
func_175675_v(BlockPos b)	boolean
func_175676_y(BlockPos b)	int
func_175677_d(BlockPos arg0, boolean arg1)	boolean
func_175678_i(BlockPos b)	boolean
func_175679_n(BlockPos b)	void
func_175681_c(Collection<Entity> c)	void
func_175682_a(EnumParticleTypes arg0, boolean arg1, double arg2, double arg3, double arg4, double arg5, double arg6, double arg7, int[] arg8)	void
func_175684_a(BlockPos arg0, Block arg1, int arg2)	void
func_175685_c(BlockPos arg0, Block arg1, boolean arg2)	void
func_175687_A(BlockPos b)	int
func_175688_a(EnumParticleTypes arg0, double arg1, double arg2, double arg3, double arg4, double arg5, double arg6, int[] arg7)	void
func_175690_a(BlockPos arg0, TileEntity arg1)	void
func_175691_a(BlockPos arg0, Block arg1)	boolean

Methods	Return Type
func_175692_b(int i)	void
func_175693_T()	MapStorage
func_175694_M()	BlockPos
func_175695_a(BlockPos arg0, Block arg1, EnumFacing arg2)	void
func_175697_a(BlockPos arg0, int arg1)	boolean
func_175698_g(BlockPos b)	boolean
func_175699_k(BlockPos b)	int
func_175700_a(TileEntity t)	boolean
func_175701_a(BlockPos b)	boolean
func_175702_c(int i)	void
func_175704_b(BlockPos arg0, BlockPos arg1)	void
func_175705_a(EnumSkyBlock arg0, BlockPos arg1)	int
func_175706_a(BlockPos arg0, BlockPos arg1, boolean arg2)	boolean
func_175707_a(BlockPos arg0, BlockPos arg1)	boolean
func_175708_f(BlockPos arg0, boolean arg1)	boolean
func_175709_b(BlockPos arg0, EnumFacing arg1)	boolean
func_175710_j(BlockPos b)	boolean
func_175711_a(StructureBoundingBox s)	boolean
func_175712_a(StructureBoundingBox arg0, boolean arg1)	List<NextTickListEntry>
func_175713_t(BlockPos b)	void
func_175714_ae()	VillageCollection
func_175715_c(int arg0, BlockPos arg1, int arg2)	void
func_175718_b(int arg0, BlockPos arg1, int arg2)	void
func_175719_a(EntityPlayer arg0, BlockPos arg1, EnumFacing arg2)	boolean
func_175721_c(BlockPos arg0, boolean arg1)	int
func_175722_b(BlockPos arg0, Block arg1, boolean arg2)	void
func_175723_af()	WorldBorder
func_175724_o(BlockPos b)	float
func_175725_q(BlockPos b)	BlockPos
func_175726_f(BlockPos b)	Chunk
func_175727_C(BlockPos b)	boolean
func_175732_a(EnumCreatureType arg0, Biome$SpawnListEntry arg1, BlockPos arg2)	boolean
func_175733_a(UUID u)	Entity
func_175734_a(EnumCreatureType arg0, BlockPos arg1)	Biome$SpawnListEntry
func_175739_a(EnumParticleTypes arg0, double arg1, double arg2, double arg3, int arg4, double arg5, double arg6, double arg7, double arg8, int[] arg9)	void
func_180494_b(BlockPos b)	Biome
func_180495_p(BlockPos b)	BlockState
func_180497_b(BlockPos arg0, Block arg1, int arg2, int arg3)	void
func_180498_a(EntityPlayer arg0, int arg1, BlockPos arg2, int arg3)	void
func_180500_c(EnumSkyBlock arg0, BlockPos arg1)	boolean
func_180501_a(BlockPos arg0, BlockState arg1, int arg2)	boolean
func_180502_D(BlockPos b)	boolean

Methods	Return Type
func_180504_m()	BlockPos
func_180505_a(EnumParticleTypes arg0, boolean arg1, double arg2, double arg3, double arg4, int arg5, double arg6, double arg7, double arg8, double arg9, int[] arg10)	void
func_181544_b(int i)	void
func_181545_F()	int
func_184133_a(EntityPlayer arg0, BlockPos arg1, SoundEvent arg2, SoundCategory arg3, float arg4, float arg5)	void
func_184134_a(double arg0, double arg1, double arg2, SoundEvent arg3, SoundCategory arg4, float arg5, float arg6, boolean arg7)	void
func_184135_a(Packet<?> p)	void
func_184136_b(Entity arg0, double arg1)	EntityPlayer
func_184137_a(double arg0, double arg1, double arg2, double arg3, boolean arg4)	EntityPlayer
func_184138_a(BlockPos arg0, BlockState arg1, BlockState arg2, int arg3)	void
func_184139_a(BlockPos arg0, double arg1, double arg2)	EntityPlayer
func_184141_c(BlockPos b)	BlockState
func_184142_a(Entity arg0, double arg1, double arg2)	EntityPlayer
func_184143_b(AxisAlignedBB a)	boolean
func_184144_a(Entity arg0, AxisAlignedBB arg1)	List<AxisAlignedBB>
func_184145_b(BlockPos arg0, Block arg1)	boolean
func_184146_ak()	LootTableManager
func_184148_a(EntityPlayer arg0, double arg1, double arg2, double arg3, SoundEvent arg4, SoundCategory arg5, float arg6, float arg7)	void
func_184149_a(BlockPos arg0, SoundEvent arg1)	void
func_184150_a(double arg0, double arg1, double arg2, double arg3, double arg4, Function<EntityPlayer, double> arg5, Predicate<EntityPlayer> arg6)	EntityPlayer
func_184161_a(EntityPlayerMP arg0, EnumParticleTypes arg1, boolean arg2, double arg3, double arg4, double arg5, int arg6, double arg7, double arg8, double arg9, double arg10, int[] arg11)	void
func_184163_y()	TemplateManager
func_184164_w()	PlayerChunkMap
func_189507_a(BlockPos arg0, BlockState arg1, Random arg2)	void
func_189509_E(BlockPos b)	boolean
func_189649_b(int arg0, int arg1)	int
func_190522_c(BlockPos arg0, Block arg1)	void
func_190523_a(int arg0, double arg1, double arg2, double arg3, double arg4, double arg5, double arg6, int[] arg7)	void
func_190524_a(BlockPos arg0, Block arg1, BlockPos arg2)	void
func_190525_a(double arg0, double arg1, double arg2, double arg3, Predicate<Entity> arg4)	EntityPlayer
func_190526_b(int arg0, int arg1)	boolean
func_190527_a(Block arg0, BlockPos arg1, boolean arg2, EnumFacing arg3, Entity arg4)	boolean
func_190528_a(String arg0, BlockPos arg1, boolean arg2)	BlockPos
func_190529_b(BlockPos arg0, Block arg1, BlockPos arg2)	void
func_191503_g(Entity e)	boolean
func_191952_z()	AdvancementManager
func_193037_A()	FunctionManager
func_72800_K()	int
func_72819_i(float f)	float

Methods	Return Type
func_72820_D()	long
func_72823_a(String arg0, WorldSavedData arg1)	void
func_72824_f(float f)	Vec3d
func_72826_c(float f)	float
func_72827_u()	String
func_72829_c(AxisAlignedBB a)	boolean
func_72833_a(Entity arg0, float arg1)	Vec3d
func_72835_b()	void
func_72838_d(Entity e)	boolean
func_72839_b(Entity arg0, AxisAlignedBB arg1)	List<Entity>
func_72841_b(String s)	int
func_72842_a(Vec3d arg0, AxisAlignedBB arg1)	float
func_72843_D(int arg0, int arg1, int arg2)	Random
func_72847_b(Entity e)	void
func_72848_b(WorldEventListener w)	void
func_72853_d()	int
func_72854_c()	void
func_72855_b(AxisAlignedBB a)	boolean
func_72857_a(Class<? extends T> arg0, AxisAlignedBB arg1, Entity arg2)	Entity
func_72860_G()	SaveHandler
func_72863_F()	ChunkProvider
func_72863_F()	ChunkProviderServer
func_72866_a(Entity arg0, boolean arg1)	void
func_72867_j(float f)	float
func_72870_g(Entity e)	void
func_72872_a(Class<? extends T> arg0, AxisAlignedBB arg1)	List<T>
func_72875_a(AxisAlignedBB arg0, Material arg1)	boolean
func_72876_a(Entity arg0, double arg1, double arg2, double arg3, float arg4, boolean arg5)	Explosion
func_72877_b(long l)	void
func_72880_h(float f)	float
func_72882_A()	void
func_72885_a(Entity arg0, double arg1, double arg2, double arg3, float arg4, boolean arg5, boolean arg6)	Explosion
func_72890_a(Entity arg0, double arg1)	EntityPlayer
func_72891_a(boolean arg0, boolean arg1)	void
func_72894_k(float f)	void
func_72896_J()	boolean
func_72897_h(Entity e)	void
func_72900_e(Entity e)	void
func_72901_a(Vec3d arg0, Vec3d arg1, boolean arg2)	RayTraceResult
func_72905_C()	long
func_72906_B()	void
func_72907_a(Class<?> c)	int

Methods	Return Type
func_72910_y()	List<Entity>
func_72911_I()	boolean
func_72912_H()	WorldInfo
func_72914_a(CrashReport c)	CrashReportCategory
func_72916_c(int arg0, int arg1)	boolean
func_72917_a(AxisAlignedBB arg0, Entity arg1)	boolean
func_72918_a(AxisAlignedBB arg0, Material arg1, Entity arg2)	boolean
func_72919_O()	double
func_72920_a(Chunk arg0, boolean arg1)	List<NextTickListEntry>
func_72923_a(Entity e)	void
func_72924_a(String s)	EntityPlayer
func_72929_e(float f)	float
func_72933_a(Vec3d arg0, Vec3d arg1)	RayTraceResult
func_72935_r()	boolean
func_72939_s()	void
func_72940_L()	int
func_72942_c(Entity e)	boolean
func_72943_a(Class<? extends net.minecraft.world.storage.WorldSavedData> arg0, String arg1)	WorldSavedData
func_72948_g(float f)	Vec3d
func_72953_d(AxisAlignedBB a)	boolean
func_72954_a(WorldEventListener w)	void
func_72955_a(boolean b)	boolean
func_72959_q()	BiomeProvider
func_72960_a(Entity arg0, byte arg1)	void
func_72963_a(WorldSettings w)	void
func_72964_e(int arg0, int arg1)	Chunk
func_72966_v()	void
func_72967_a(float f)	int
func_72971_b(float f)	float
func_72973_f(Entity e)	void
func_72974_f()	void
func_72975_g(int arg0, int arg1, int arg2, int arg3)	void
func_72981_t()	String
func_73039_n()	EntityTracker
func_73041_k()	void
func_73044_a(boolean arg0, ProgressUpdate arg1)	void
func_73045_a(int i)	Entity
func_73046_m()	MinecraftServer
func_73056_e()	boolean
func_82734_g(int arg0, int arg1)	int
func_82736_K()	GameRules
func_82737_E()	long

Methods	Return Type
func_82738_a(long l)	void
func_82742_i()	void
func_83015_S()	Calendar
func_85176_s()	Teleporter
func_92088_a(double arg0, double arg1, double arg2, double arg3, double arg4, double arg5, NBTTagCompound arg6)	void
func_96441_U()	Scoreboard
getBiomeForCoordsBody(BlockPos b)	Biome
getBlockLightOpacity(BlockPos b)	int
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
getCloudColorBody(float f)	Vec3d
getPersistentChunkIterable(Iterator<Chunk> i)	Iterator<Chunk>
getSkyColorBody(Entity arg0, float arg1)	Vec3d
getStarBrightnessBody(float f)	float
getSunBrightnessBody(float f)	float
getSunBrightnessFactor(float f)	float
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
isSideSolid(BlockPos arg0, EnumFacing arg1, boolean arg2)	boolean
isSideSolid(BlockPos arg0, EnumFacing arg1)	boolean
markAndNotifyBlock(BlockPos arg0, Chunk arg1, BlockState arg2, BlockState arg3, int arg4)	void
markTileEntitiesInChunkForRemoval(Chunk c)	void
updateWeatherBody()	void
wait(long arg0, int arg1)	void
wait(long l)	void

EntityLivingBase

Class

net.minecraft.entity.EntityLivingBase

Extends

Entity

Fields	Type
addedToWorld	boolean
capturedDrops	ArrayList<EntityItem>
captureDrops	boolean
entityData	NBTTagCompound
field_110153_bc	float
field_110158_av	int
field_181016_an	BlockPos
field_184239_as	Entity
field_184617_aD	int
field_184618_aE	float
field_184619_aG	float

Fields	Type
field_184622_au	EnumHand
field_184627_bm	ItemStack
field_184628_bn	int
field_190534_ay	int
field_191988_bg	float
field_70116_cv	long
field_70117_cu	long
field_70118_ct	long
field_70122_E	boolean
field_70123_F	boolean
field_70124_G	boolean
field_70125_A	float
field_70126_B	float
field_70127_C	float
field_70128_L	boolean
field_70130_N	float
field_70131_O	float
field_70132_H	boolean
field_70133_I	boolean
field_70136_U	double
field_70137_T	double
field_70138_W	float
field_70140_Q	float
field_70141_P	float
field_70142_S	double
field_70143_R	float
field_70144_Y	float
field_70145_X	boolean
field_70156_m	boolean
field_70158_ak	boolean
field_70159_w	double
field_70160_al	boolean
field_70161_v	double
field_70162_ai	int
field_70163_u	double
field_70164_aj	int
field_70165_t	double
field_70166_s	double
field_70167_r	double
field_70169_q	double
field_70170_p	World
field_70172_ad	int

Fields	Type
field_70173_aa	int
field_70175_ag	boolean
field_70176_ah	int
field_70177_z	float
field_70178_ae	boolean
field_70179_y	double
field_70180_af	EntityDataManager
field_70181_x	double
field_70701_bs	float
field_70702_br	float
field_70703_bu	boolean
field_70704_bt	float
field_70718_bc	int
field_70720_be	int
field_70721_aZ	float
field_70725_aQ	int
field_70726_aT	float
field_70727_aS	float
field_70732_aI	float
field_70733_aJ	float
field_70737_aN	int
field_70738_aO	int
field_70739_aP	float
field_70747_aH	float
field_70755_b	EntityLivingBase
field_70758_at	float
field_70759_as	float
field_70760_ar	float
field_70761_aq	float
field_70769_ao	float
field_70770_ap	float
field_70771_an	int
field_71087_bX	boolean
field_71088_bW	int
field_71093_bK	int
field_82151_R	float
field_82153_h	int
field_82175_bq	boolean
field_98038_p	boolean
itemInUseMaxDuration	int
persistentID	UUID
updateBlocked	boolean

Methods	Return Type
canRiderInteract()	boolean
canTrample(World arg0, Block arg1, BlockPos arg2, float arg3)	boolean
changeDimension(int arg0, Teleporter arg1)	Entity
curePotionEffects(ItemStack i)	void
deserializeNBT(NBTTagCompound n)	void
deserializeNBT(NBTBase n)	void
func_110124_au()	UUID
func_110138_aP()	float
func_110139_bj()	float
func_110140_aT()	AbstractAttributeMap
func_110142_aN()	CombatTracker
func_110143_aJ()	float
func_110144_aD()	EntityLivingBase
func_110145_l(Entity e)	void
func_110148_a(Attribute a)	AttributeInstance
func_110149_m(float f)	void
func_130011_c(Entity e)	void
func_130014_f_()	World
func_142013_aG()	int
func_142015_aE()	int
func_145747_a(TextComponent t)	void
func_145748_c_()	TextComponent
func_145769_d(int i)	void
func_145770_h(double arg0, double arg1, double arg2)	boolean
func_145773_az()	boolean
func_145778_a(Item arg0, int arg1, float arg2)	EntityItem
func_145779_a(Item arg0, int arg1)	EntityItem
func_145782_y()	int
func_145818_k_()	boolean
func_152111_bt()	void
func_152112_bu()	void
func_174791_d()	Vec3d
func_174792_t_()	boolean
func_174793_f()	Entity
func_174794_a(CommandResultStats$Type arg0, int arg1)	void
func_174805_g(boolean b)	void
func_174807_aT()	CommandResultStats
func_174810_b(boolean b)	void
func_174811_aO()	EnumFacing
func_174812_G()	void
func_174813_aQ()	AxisAlignedBB
func_174814_R()	boolean

Methods	Return Type
func_174816_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3, float arg4)	boolean
func_174817_o(Entity e)	void
func_174818_b(BlockPos b)	double
func_174820_d(int arg0, ItemStack arg1)	boolean
func_174821_h(boolean b)	void
func_174822_a(double arg0, float arg1)	RayTraceResult
func_174824_e(float f)	Vec3d
func_174826_a(AxisAlignedBB a)	void
func_174827_a(EntityPlayerMP e)	boolean
func_174828_a(BlockPos arg0, float arg1, float arg2)	void
func_174829_m()	void
func_174830_Y()	void
func_174831_c(BlockPos b)	double
func_174832_aS()	boolean
func_174833_aM()	boolean
func_180425_c()	BlockPos
func_180426_a(double arg0, double arg1, double arg2, float arg3, float arg4, int arg5, boolean arg6)	void
func_180427_aV()	boolean
func_180428_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3)	float
func_180430_e(float arg0, float arg1)	void
func_180431_b(DamageSource d)	boolean
func_180432_n(Entity e)	void
func_180799_ab()	boolean
func_181012_aH()	EnumFacing
func_181013_g(float f)	void
func_181014_aG()	Vec3d
func_181015_d(BlockPos b)	void
func_184102_h()	MinecraftServer
func_184172_bi()	EnumFacing
func_184174_b(boolean b)	void
func_184176_by()	SoundCategory
func_184177_bl()	AxisAlignedBB
func_184178_b(EntityPlayerMP e)	void
func_184179_bs()	Entity
func_184180_b(Class<T> c)	Collection<T>
func_184182_bu()	Collection<Entity>
func_184185_a(SoundEvent arg0, float arg1, float arg2)	void
func_184186_bw()	boolean
func_184187_bx()	Entity
func_184188_bt()	List<Entity>
func_184189_br()	boolean
func_184190_l(Entity e)	void

Methods	Return Type
func_184191_r(Entity e)	boolean
func_184192_z()	EnumPushReaction
func_184193_aE()	Iterable<ItemStack>
func_184194_a(Team t)	boolean
func_184195_f(boolean b)	void
func_184196_w(Entity e)	boolean
func_184197_b(String s)	boolean
func_184198_c(NBTTagCompound n)	boolean
func_184199_a(EntityPlayer arg0, Vec3d arg1, EnumHand arg2)	EnumActionResult
func_184201_a(EntityEquipmentSlot arg0, ItemStack arg1)	void
func_184202_aL()	boolean
func_184203_c(EntityPlayerMP e)	void
func_184204_a(int i)	Entity
func_184205_a(Entity arg0, boolean arg1)	boolean
func_184206_a(DataParameter<?> d)	void
func_184207_aI()	boolean
func_184208_bv()	Entity
func_184209_aF()	Iterable<ItemStack>
func_184210_p()	void
func_184211_a(String s)	boolean
func_184212_Q()	EntityDataManager
func_184213_bq()	boolean
func_184214_aD()	Iterable<ItemStack>
func_184215_y(Entity e)	boolean
func_184216_O()	Set<String>
func_184217_a(Mirror m)	float
func_184218_aH()	boolean
func_184220_m(Entity e)	boolean
func_184221_a(UUID u)	void
func_184222_aU()	boolean
func_184223_x(Entity e)	boolean
func_184224_h(boolean b)	void
func_184226_ay()	void
func_184229_a(Rotation r)	float
func_184230_a(EntityPlayer arg0, EnumHand arg1)	boolean
func_184232_k(Entity e)	void
func_184582_a(EntityEquipmentSlot e)	ItemStack
func_184583_d(DamageSource d)	boolean
func_184585_cz()	boolean
func_184586_b(EnumHand e)	ItemStack
func_184587_cr()	boolean
func_184589_d(Potion p)	void

Methods	Return Type
func_184591_cq()	EnumHandSide
func_184592_cb()	ItemStack
func_184595_k(double arg0, double arg1, double arg2)	boolean
func_184596_c(Potion p)	PotionEffect
func_184597_cx()	void
func_184598_c(EnumHand e)	void
func_184599_cB()	int
func_184600_cs()	EnumHand
func_184602_cy()	void
func_184603_cC()	boolean
func_184605_cv()	int
func_184607_cu()	ItemStack
func_184609_a(EnumHand e)	void
func_184611_a(EnumHand arg0, ItemStack arg1)	void
func_184612_cw()	int
func_184613_cA()	boolean
func_184614_ca()	ItemStack
func_189511_e(NBTTagCompound n)	NBTTagCompound
func_189512_bd()	String
func_189651_aD()	Vec3d
func_189652_ae()	boolean
func_189653_aC()	Vec2f
func_189654_d(boolean b)	void
func_189748_bU()	DamageSource
func_190530_aW()	boolean
func_190630_a(EntityEquipmentSlot e)	boolean
func_190631_cK()	boolean
func_191953_am()	boolean
func_191956_a(Entity arg0, int arg1, DamageSource arg2)	void
func_191958_b(float arg0, float arg1, float arg2, float arg3)	void
func_191986_a(float arg0, float arg1, float arg2)	void
func_191987_a(BlockPos arg0, boolean arg1)	void
func_193076_bZ()	Map<Potion, PotionEffect>
func_70003_b(int arg0, String arg1)	boolean
func_70005_c_()	String
func_70011_f(double arg0, double arg1, double arg2)	double
func_70012_b(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70013_c()	float
func_70014_b(NBTTagCompound n)	void
func_70015_d(int i)	void
func_70016_h(double arg0, double arg1, double arg2)	void
func_70020_e(NBTTagCompound n)	void

Methods	Return Type
func_70021_al()	Entity[]
func_70024_g(double arg0, double arg1, double arg2)	void
func_70026_G()	boolean
func_70027_ad()	boolean
func_70028_i(Entity e)	boolean
func_70029_a(World w)	void
func_70030_z()	void
func_70031_b(boolean b)	void
func_70032_d(Entity e)	float
func_70033_W()	double
func_70034_d(float f)	void
func_70037_a(NBTTagCompound n)	void
func_70038_c(double arg0, double arg1, double arg2)	boolean
func_70039_c(NBTTagCompound n)	boolean
func_70040_Z()	Vec3d
func_70042_X()	double
func_70045_F()	boolean
func_70046_E()	AxisAlignedBB
func_70047_e()	float
func_70050_g(int i)	void
func_70051_ag()	boolean
func_70055_a(Material m)	boolean
func_70057_ab()	void
func_70066_B()	void
func_70067_L()	boolean
func_70068_e(Entity e)	double
func_70070_b()	int
func_70071_h_()	void
func_70072_I()	boolean
func_70074_a(EntityLivingBase e)	void
func_70075_an()	boolean
func_70077_a(EntityLightningBolt e)	void
func_70079_am()	float
func_70080_a(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70082_c(float arg0, float arg1)	void
func_70086_ai()	int
func_70089_S()	boolean
func_70090_H()	boolean
func_70091_d(MoverType arg0, double arg1, double arg2, double arg3)	void
func_70092_e(double arg0, double arg1, double arg2)	double
func_70093_af()	boolean
func_70094_T()	boolean

Methods	Return Type
func_70095_a(boolean b)	void
func_70097_a(DamageSource arg0, float arg1)	boolean
func_70098_U()	void
func_70099_a(ItemStack arg0, float arg1)	EntityItem
func_70100_b_(EntityPlayer e)	void
func_70103_a(byte b)	void
func_70104_M()	boolean
func_70106_y()	void
func_70107_b(double arg0, double arg1, double arg2)	void
func_70108_f(Entity e)	void
func_70110_aj()	void
func_70111_Y()	float
func_70112_a(double d)	boolean
func_70114_g(Entity e)	AxisAlignedBB
func_70604_c(EntityLivingBase e)	void
func_70606_j(float f)	void
func_70608_bn()	boolean
func_70613_aW()	boolean
func_70617_f_()	boolean
func_70631_g_()	boolean
func_70634_a(double arg0, double arg1, double arg2)	void
func_70636_d()	void
func_70637_d(boolean b)	void
func_70643_av()	EntityLivingBase
func_70644_a(Potion p)	boolean
func_70645_a(DamageSource d)	void
func_70648_aU()	boolean
func_70651_bq()	Collection<PotionEffect>
func_70652_k(Entity e)	boolean
func_70653_a(Entity arg0, float arg1, double arg2, double arg3)	void
func_70654_ax()	int
func_70658_aO()	int
func_70659_e(float f)	void
func_70660_b(Potion p)	PotionEffect
func_70662_br()	boolean
func_70668_bt()	EnumCreatureAttribute
func_70669_a(ItemStack i)	void
func_70674_bp()	void
func_70676_i(float f)	Vec3d
func_70678_g(float f)	float
func_70681_au()	Random
func_70685_l(Entity e)	boolean

Methods	Return Type
func_70687_e(PotionEffect p)	boolean
func_70689_ay()	float
func_70690_d(PotionEffect p)	void
func_70691_i(float f)	void
func_71001_a(Entity arg0, int arg1)	void
func_82142_c(boolean b)	void
func_82143_as()	int
func_82145_z()	int
func_82147_ab()	int
func_82149_j(Entity e)	void
func_82150_aj()	boolean
func_85029_a(CrashReportCategory c)	void
func_85031_j(Entity e)	boolean
func_85034_r(int i)	void
func_85035_bl()	int
func_90999_ad()	boolean
func_94059_bO()	boolean
func_94060_bK()	EntityLivingBase
func_95999_t()	String
func_96092_aw()	boolean
func_96094_a(String s)	void
func_96124_cp()	Team
func_98034_c(EntityPlayer e)	boolean
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
getPickedResult(RayTraceResult r)	ItemStack
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
isCreatureType(EnumCreatureType arg0, boolean arg1)	boolean
onAddedToWorld()	void
onRemovedFromWorld()	void
resetEntityId()	void
serializeNBT()	NBTTagCompound
serializeNBT()	NBTBase
shouldDismountInWater(Entity e)	boolean
shouldRenderInPass(int i)	boolean
shouldRiderFaceForward(EntityPlayer e)	boolean
shouldRiderSit()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

Entity

Class
net.minecraft.entity.Entity

Extends

CommandSender

CapabilitySerializable

Fields	Type
addedToWorld	boolean
capturedDrops	ArrayList\<EntityItem>
captureDrops	boolean
entityData	NBTTagCompound
field_181016_an	BlockPos
field_184239_as	Entity
field_190534_ay	int
field_70116_cv	long
field_70117_cu	long
field_70118_ct	long
field_70122_E	boolean
field_70123_F	boolean
field_70124_G	boolean
field_70125_A	float
field_70126_B	float
field_70127_C	float
field_70128_L	boolean
field_70130_N	float
field_70131_O	float
field_70132_H	boolean
field_70133_I	boolean
field_70136_U	double
field_70137_T	double
field_70138_W	float
field_70140_Q	float
field_70141_P	float
field_70142_S	double
field_70143_R	float
field_70144_Y	float
field_70145_X	boolean
field_70156_m	boolean
field_70158_ak	boolean
field_70159_w	double
field_70160_al	boolean
field_70161_v	double
field_70162_ai	int
field_70163_u	double
field_70164_aj	int
field_70165_t	double

Fields	Type
field_70166_s	double
field_70167_r	double
field_70169_q	double
field_70170_p	World
field_70172_ad	int
field_70173_aa	int
field_70175_ag	boolean
field_70176_ah	int
field_70177_z	float
field_70178_ae	boolean
field_70179_y	double
field_70180_af	EntityDataManager
field_70181_x	double
field_71087_bX	boolean
field_71088_bW	int
field_71093_bK	int
field_82151_R	float
field_82153_h	int
field_98038_p	boolean
persistentID	UUID
updateBlocked	boolean

Methods	Return Type
canRiderInteract()	boolean
canTrample(World arg0, Block arg1, BlockPos arg2, float arg3)	boolean
changeDimension(int arg0, Teleporter arg1)	Entity
deserializeNBT(NBTTagCompound n)	void
deserializeNBT(NBTBase n)	void
func_110124_au()	UUID
func_130014_f_()	World
func_145747_a(TextComponent t)	void
func_145748_c_()	TextComponent
func_145769_d(int i)	void
func_145770_h(double arg0, double arg1, double arg2)	boolean
func_145773_az()	boolean
func_145778_a(Item arg0, int arg1, float arg2)	EntityItem
func_145779_a(Item arg0, int arg1)	EntityItem
func_145782_y()	int
func_145818_k_()	boolean
func_174791_d()	Vec3d
func_174792_t_()	boolean
func_174793_f()	Entity
func_174794_a(CommandResultStats$Type arg0, int arg1)	void

Methods	Return Type
func_174805_g(boolean b)	void
func_174807_aT()	CommandResultStats
func_174810_b(boolean b)	void
func_174811_aO()	EnumFacing
func_174812_G()	void
func_174813_aQ()	AxisAlignedBB
func_174814_R()	boolean
func_174816_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3, float arg4)	boolean
func_174817_o(Entity e)	void
func_174818_b(BlockPos b)	double
func_174820_d(int arg0, ItemStack arg1)	boolean
func_174821_h(boolean b)	void
func_174822_a(double arg0, float arg1)	RayTraceResult
func_174824_e(float f)	Vec3d
func_174826_a(AxisAlignedBB a)	void
func_174827_a(EntityPlayerMP e)	boolean
func_174828_a(BlockPos arg0, float arg1, float arg2)	void
func_174829_m()	void
func_174830_Y()	void
func_174831_c(BlockPos b)	double
func_174832_aS()	boolean
func_174833_aM()	boolean
func_180425_c()	BlockPos
func_180426_a(double arg0, double arg1, double arg2, float arg3, float arg4, int arg5, boolean arg6)	void
func_180427_aV()	boolean
func_180428_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3)	float
func_180430_e(float arg0, float arg1)	void
func_180431_b(DamageSource d)	boolean
func_180432_n(Entity e)	void
func_180799_ab()	boolean
func_181012_aH()	EnumFacing
func_181013_g(float f)	void
func_181014_aG()	Vec3d
func_181015_d(BlockPos b)	void
func_184102_h()	MinecraftServer
func_184172_bi()	EnumFacing
func_184174_b(boolean b)	void
func_184176_by()	SoundCategory
func_184177_bl()	AxisAlignedBB
func_184178_b(EntityPlayerMP e)	void
func_184179_bs()	Entity
func_184180_b(Class<T> c)	Collection<T>

Methods	Return Type
func_184182_bu()	Collection<Entity>
func_184185_a(SoundEvent arg0, float arg1, float arg2)	void
func_184186_bw()	boolean
func_184187_bx()	Entity
func_184188_bt()	List<Entity>
func_184189_br()	boolean
func_184190_l(Entity e)	void
func_184191_r(Entity e)	boolean
func_184192_z()	EnumPushReaction
func_184193_aE()	Iterable<ItemStack>
func_184194_a(Team t)	boolean
func_184195_f(boolean b)	void
func_184196_w(Entity e)	boolean
func_184197_b(String s)	boolean
func_184198_c(NBTTagCompound n)	boolean
func_184199_a(EntityPlayer arg0, Vec3d arg1, EnumHand arg2)	EnumActionResult
func_184201_a(EntityEquipmentSlot arg0, ItemStack arg1)	void
func_184202_aL()	boolean
func_184203_c(EntityPlayerMP e)	void
func_184204_a(int i)	Entity
func_184205_a(Entity arg0, boolean arg1)	boolean
func_184206_a(DataParameter<?> d)	void
func_184207_aI()	boolean
func_184208_bv()	Entity
func_184209_aF()	Iterable<ItemStack>
func_184210_p()	void
func_184211_a(String s)	boolean
func_184212_Q()	EntityDataManager
func_184213_bq()	boolean
func_184214_aD()	Iterable<ItemStack>
func_184215_y(Entity e)	boolean
func_184216_O()	Set<String>
func_184217_a(Mirror m)	float
func_184218_aH()	boolean
func_184220_m(Entity e)	boolean
func_184221_a(UUID u)	void
func_184222_aU()	boolean
func_184223_x(Entity e)	boolean
func_184224_h(boolean b)	void
func_184226_ay()	void
func_184229_a(Rotation r)	float
func_184230_a(EntityPlayer arg0, EnumHand arg1)	boolean

Methods	Return Type
func_184232_k(Entity e)	void
func_189511_e(NBTTagCompound n)	NBTTagCompound
func_189512_bd()	String
func_189651_aD()	Vec3d
func_189652_ae()	boolean
func_189653_aC()	Vec2f
func_189654_d(boolean b)	void
func_190530_aW()	boolean
func_191953_am()	boolean
func_191956_a(Entity arg0, int arg1, DamageSource arg2)	void
func_191958_b(float arg0, float arg1, float arg2, float arg3)	void
func_70003_b(int arg0, String arg1)	boolean
func_70005_c_()	String
func_70011_f(double arg0, double arg1, double arg2)	double
func_70012_b(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70013_c()	float
func_70015_d(int i)	void
func_70016_h(double arg0, double arg1, double arg2)	void
func_70020_e(NBTTagCompound n)	void
func_70021_al()	Entity[]
func_70024_g(double arg0, double arg1, double arg2)	void
func_70026_G()	boolean
func_70027_ad()	boolean
func_70028_i(Entity e)	boolean
func_70029_a(World w)	void
func_70030_z()	void
func_70031_b(boolean b)	void
func_70032_d(Entity e)	float
func_70033_W()	double
func_70034_d(float f)	void
func_70038_c(double arg0, double arg1, double arg2)	boolean
func_70039_c(NBTTagCompound n)	boolean
func_70040_Z()	Vec3d
func_70042_X()	double
func_70045_F()	boolean
func_70046_E()	AxisAlignedBB
func_70047_e()	float
func_70050_g(int i)	void
func_70051_ag()	boolean
func_70055_a(Material m)	boolean
func_70057_ab()	void
func_70066_B()	void

Methods	Return Type
func_70067_L()	boolean
func_70068_e(Entity e)	double
func_70070_b()	int
func_70071_h_()	void
func_70072_I()	boolean
func_70074_a(EntityLivingBase e)	void
func_70075_an()	boolean
func_70077_a(EntityLightningBolt e)	void
func_70079_am()	float
func_70080_a(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70082_c(float arg0, float arg1)	void
func_70086_ai()	int
func_70089_S()	boolean
func_70090_H()	boolean
func_70091_d(MoverType arg0, double arg1, double arg2, double arg3)	void
func_70092_e(double arg0, double arg1, double arg2)	double
func_70093_af()	boolean
func_70094_T()	boolean
func_70095_a(boolean b)	void
func_70097_a(DamageSource arg0, float arg1)	boolean
func_70098_U()	void
func_70099_a(ItemStack arg0, float arg1)	EntityItem
func_70100_b_(EntityPlayer e)	void
func_70103_a(byte b)	void
func_70104_M()	boolean
func_70106_y()	void
func_70107_b(double arg0, double arg1, double arg2)	void
func_70108_f(Entity e)	void
func_70110_aj()	void
func_70111_Y()	float
func_70112_a(double d)	boolean
func_70114_g(Entity e)	AxisAlignedBB
func_70634_a(double arg0, double arg1, double arg2)	void
func_70676_i(float f)	Vec3d
func_82142_c(boolean b)	void
func_82143_as()	int
func_82145_z()	int
func_82147_ab()	int
func_82149_j(Entity e)	void
func_82150_aj()	boolean
func_85029_a(CrashReportCategory c)	void
func_85031_j(Entity e)	boolean

Methods	Return Type
func_90999_ad()	boolean
func_94059_bO()	boolean
func_95999_t()	String
func_96092_aw()	boolean
func_96094_a(String s)	void
func_96124_cp()	Team
func_98034_c(EntityPlayer e)	boolean
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
getPickedResult(RayTraceResult r)	ItemStack
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
isCreatureType(EnumCreatureType arg0, boolean arg1)	boolean
onAddedToWorld()	void
onRemovedFromWorld()	void
resetEntityId()	void
serializeNBT()	NBTTagCompound
serializeNBT()	NBTBase
shouldDismountInWater(Entity e)	boolean
shouldRenderInPass(int i)	boolean
shouldRiderSit()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

BlockAccess

Interface

net.minecraft.world.IBlockAccess

Extends

Methods	Return Type
func_175623_d(BlockPos b)	boolean
func_175624_G()	WorldType
func_175625_s(BlockPos b)	TileEntity
func_175626_b(BlockPos arg0, int arg1)	int
func_175627_a(BlockPos arg0, EnumFacing arg1)	int
func_180494_b(BlockPos b)	Biome
func_180495_p(BlockPos b)	BlockState
isSideSolid(BlockPos arg0, EnumFacing arg1, boolean arg2)	boolean

EntityLiving$SpawnPlacementType

Class

net.minecraft.entity.EntityLiving$SpawnPlacementType

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
canSpawnAt(World arg0, BlockPos arg1)	boolean
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

EntityPlayer

Class
net.minecraft.entity.player.EntityPlayer

Extends
EntityLivingBase

Fields	Type
addedToWorld	boolean
capturedDrops	ArrayList<EntityItem>
captureDrops	boolean
defaultEyeHeight	float
displayNameString	String
entityData	NBTTagCompound
eyeHeight	float
field_110153_bc	float
field_110158_av	int
field_175152_f	int
field_181016_an	BlockPos
field_184239_as	Entity
field_184617_aD	int
field_184618_aE	float
field_184619_aG	float
field_184622_au	EnumHand
field_184627_bm	ItemStack
field_184628_bn	int
field_190534_ay	int
field_191988_bg	float
field_70116_cv	long
field_70117_cu	long
field_70118_ct	long
field_70122_E	boolean

Fields	Type
field_70123_F	boolean
field_70124_G	boolean
field_70125_A	float
field_70126_B	float
field_70127_C	float
field_70128_L	boolean
field_70130_N	float
field_70131_O	float
field_70132_H	boolean
field_70133_I	boolean
field_70136_U	double
field_70137_T	double
field_70138_W	float
field_70140_Q	float
field_70141_P	float
field_70142_S	double
field_70143_R	float
field_70144_Y	float
field_70145_X	boolean
field_70156_m	boolean
field_70158_ak	boolean
field_70159_w	double
field_70160_al	boolean
field_70161_v	double
field_70162_ai	int
field_70163_u	double
field_70164_aj	int
field_70165_t	double
field_70166_s	double
field_70167_r	double
field_70169_q	double
field_70170_p	World
field_70172_ad	int
field_70173_aa	int
field_70175_ag	boolean
field_70176_ah	int
field_70177_z	float
field_70178_ae	boolean
field_70179_y	double
field_70180_af	EntityDataManager
field_70181_x	double
field_70701_bs	float

Fields	Type
field_70702_br	float
field_70703_bu	boolean
field_70704_bt	float
field_70718_bc	int
field_70720_be	int
field_70721_aZ	float
field_70725_aQ	int
field_70726_aT	float
field_70727_aS	float
field_70732_aI	float
field_70733_aJ	float
field_70737_aN	int
field_70738_aO	int
field_70739_aP	float
field_70747_aH	float
field_70755_b	EntityLivingBase
field_70758_at	float
field_70759_as	float
field_70760_ar	float
field_70761_aq	float
field_70769_ao	float
field_70770_ap	float
field_70771_an	int
field_71067_cb	int
field_71068_ca	int
field_71069_bz	Container
field_71070_bA	Container
field_71071_by	InventoryPlayer
field_71075_bZ	PlayerCapabilities
field_71076_b	int
field_71079_bU	float
field_71081_bT	BlockPos
field_71082_cx	float
field_71083_bS	boolean
field_71085_bR	double
field_71087_bX	boolean
field_71088_bW	int
field_71089_bV	float
field_71090_bL	int
field_71091_bM	double
field_71093_bK	int
field_71094_bP	double

Fields	Type
field_71095_bQ	double
field_71096_bN	double
field_71097_bO	double
field_71104_cf	EntityFishHook
field_71106_cc	float
field_71107_bF	float
field_71109_bG	float
field_82151_R	float
field_82153_h	int
field_82175_bq	boolean
field_98038_p	boolean
itemInUseMaxDuration	int
persistentID	UUID
prefixes	Collection<TextComponent>
spawnDimension	int
suffixes	Collection<TextComponent>
updateBlocked	boolean

Methods	Return Type
addPrefix(TextComponent t)	void
addSuffix(TextComponent t)	void
canRiderInteract()	boolean
canTrample(World arg0, Block arg1, BlockPos arg2, float arg3)	boolean
changeDimension(int arg0, Teleporter arg1)	Entity
curePotionEffects(ItemStack i)	void
deserializeNBT(NBTTagCompound n)	void
deserializeNBT(NBTBase n)	void
func_110124_au()	UUID
func_110138_aP()	float
func_110139_bj()	float
func_110140_aT()	AbstractAttributeMap
func_110142_aN()	CombatTracker
func_110143_aJ()	float
func_110144_aD()	EntityLivingBase
func_110145_l(Entity e)	void
func_110148_a(Attribute a)	AttributeInstance
func_110149_m(float f)	void
func_130011_c(Entity e)	void
func_130014_f_()	World
func_142013_aG()	int
func_142015_aE()	int
func_145747_a(TextComponent t)	void
func_145748_c_()	TextComponent

Methods	Return Type
func_145769_d(int i)	void
func_145770_h(double arg0, double arg1, double arg2)	boolean
func_145773_az()	boolean
func_145778_a(Item arg0, int arg1, float arg2)	EntityItem
func_145779_a(Item arg0, int arg1)	EntityItem
func_145782_y()	int
func_145818_k_()	boolean
func_146097_a(ItemStack arg0, boolean arg1, boolean arg2)	EntityItem
func_146103_bH()	GameProfile
func_146105_b(TextComponent arg0, boolean arg1)	void
func_152111_bt()	void
func_152112_bu()	void
func_174791_d()	Vec3d
func_174792_t_()	boolean
func_174793_f()	Entity
func_174794_a(CommandResultStats$Type arg0, int arg1)	void
func_174805_g(boolean b)	void
func_174807_aT()	CommandResultStats
func_174810_b(boolean b)	void
func_174811_aO()	EnumFacing
func_174812_G()	void
func_174813_aQ()	AxisAlignedBB
func_174814_R()	boolean
func_174816_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3, float arg4)	boolean
func_174817_o(Entity e)	void
func_174818_b(BlockPos b)	double
func_174820_d(int arg0, ItemStack arg1)	boolean
func_174821_h(boolean b)	void
func_174822_a(double arg0, float arg1)	RayTraceResult
func_174824_e(float f)	Vec3d
func_174826_a(AxisAlignedBB a)	void
func_174827_a(EntityPlayerMP e)	boolean
func_174828_a(BlockPos arg0, float arg1, float arg2)	void
func_174829_m()	void
func_174830_Y()	void
func_174831_c(BlockPos b)	double
func_174832_aS()	boolean
func_174833_aM()	boolean
func_175138_ci()	int
func_175140_cp()	boolean
func_175141_a(TileEntitySign t)	void
func_175142_cm()	boolean

Methods	Return Type
func_175144_cb()	boolean
func_175145_a(StatBase s)	void
func_175146_a(LockCode l)	boolean
func_175148_a(EnumPlayerModelParts e)	boolean
func_175149_v()	boolean
func_175150_k(boolean b)	void
func_175151_a(BlockPos arg0, EnumFacing arg1, ItemStack arg2)	boolean
func_180425_c()	BlockPos
func_180426_a(double arg0, double arg1, double arg2, float arg3, float arg4, int arg5, boolean arg6)	void
func_180427_aV()	boolean
func_180428_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3)	float
func_180430_e(float arg0, float arg1)	void
func_180431_b(DamageSource d)	boolean
func_180432_n(Entity e)	void
func_180468_a(InteractionObject i)	void
func_180469_a(BlockPos b)	EntityPlayer$SleepResult
func_180470_cg()	BlockPos
func_180472_a(Merchant m)	void
func_180473_a(BlockPos arg0, boolean arg1)	void
func_180799_ab()	boolean
func_181012_aH()	EnumFacing
func_181013_g(float f)	void
func_181014_aG()	Vec3d
func_181015_d(BlockPos b)	void
func_184102_h()	MinecraftServer
func_184172_bi()	EnumFacing
func_184174_b(boolean b)	void
func_184176_by()	SoundCategory
func_184177_bl()	AxisAlignedBB
func_184178_b(EntityPlayerMP e)	void
func_184179_bs()	Entity
func_184180_b(Class<T> c)	Collection<T>
func_184182_bu()	Collection<Entity>
func_184185_a(SoundEvent arg0, float arg1, float arg2)	void
func_184186_bw()	boolean
func_184187_bx()	Entity
func_184188_bt()	List<Entity>
func_184189_br()	boolean
func_184190_l(Entity e)	void
func_184191_r(Entity e)	boolean
func_184192_z()	EnumPushReaction
func_184193_aE()	Iterable<ItemStack>

Methods	Return Type
func_184194_a(Team t)	boolean
func_184195_f(boolean b)	void
func_184196_w(Entity e)	boolean
func_184197_b(String s)	boolean
func_184198_c(NBTTagCompound n)	boolean
func_184199_a(EntityPlayer arg0, Vec3d arg1, EnumHand arg2)	EnumActionResult
func_184201_a(EntityEquipmentSlot arg0, ItemStack arg1)	void
func_184202_aL()	boolean
func_184203_c(EntityPlayerMP e)	void
func_184204_a(int i)	Entity
func_184205_a(Entity arg0, boolean arg1)	boolean
func_184206_a(DataParameter<?> d)	void
func_184207_aI()	boolean
func_184208_bv()	Entity
func_184209_aF()	Iterable<ItemStack>
func_184210_p()	void
func_184211_a(String s)	boolean
func_184212_Q()	EntityDataManager
func_184213_bq()	boolean
func_184214_aD()	Iterable<ItemStack>
func_184215_y(Entity e)	boolean
func_184216_O()	Set<String>
func_184217_a(Mirror m)	float
func_184218_aH()	boolean
func_184220_m(Entity e)	boolean
func_184221_a(UUID u)	void
func_184222_aU()	boolean
func_184223_x(Entity e)	boolean
func_184224_h(boolean b)	void
func_184226_ay()	void
func_184229_a(Rotation r)	float
func_184230_a(EntityPlayer arg0, EnumHand arg1)	boolean
func_184232_k(Entity e)	void
func_184582_a(EntityEquipmentSlot e)	ItemStack
func_184583_d(DamageSource d)	boolean
func_184585_cz()	boolean
func_184586_b(EnumHand e)	ItemStack
func_184587_cr()	boolean
func_184589_d(Potion p)	void
func_184591_cq()	EnumHandSide
func_184592_cb()	ItemStack
func_184595_k(double arg0, double arg1, double arg2)	boolean

Methods	Return Type
func_184596_c(Potion p)	PotionEffect
func_184597_cx()	void
func_184598_c(EnumHand e)	void
func_184599_cB()	int
func_184600_cs()	EnumHand
func_184602_cy()	void
func_184603_cC()	boolean
func_184605_cv()	int
func_184607_cu()	ItemStack
func_184609_a(EnumHand e)	void
func_184611_a(EnumHand arg0, ItemStack arg1)	void
func_184612_cw()	int
func_184613_cA()	boolean
func_184614_ca()	ItemStack
func_184809_a(CommandBlockBaseLogic c)	void
func_184810_cG()	void
func_184811_cZ()	CooldownTracker
func_184812_l_()	boolean
func_184813_a(BlockState b)	float
func_184814_a(ItemStack arg0, EnumHand arg1)	void
func_184816_a(EntityItem e)	ItemStack
func_184817_da()	float
func_184818_cX()	float
func_184819_a(EnumHandSide e)	void
func_184821_cY()	void
func_184823_b(BlockState b)	boolean
func_184824_a(TileEntityCommandBlock t)	void
func_184825_o(float f)	float
func_184826_a(AbstractHorse arg0, Inventory arg1)	void
func_189511_e(NBTTagCompound n)	NBTTagCompound
func_189512_bd()	String
func_189651_aD()	Vec3d
func_189652_ae()	boolean
func_189653_aC()	Vec2f
func_189654_d(boolean b)	void
func_189748_bU()	DamageSource
func_189807_a(TileEntityStructure t)	void
func_189808_dh()	boolean
func_190530_aW()	boolean
func_190630_a(EntityEquipmentSlot e)	boolean
func_190631_cK()	boolean
func_190775_a(Entity arg0, EnumHand arg1)	EnumActionResult

Methods	Return Type
func_190777_m(boolean b)	void
func_191521_c(ItemStack i)	boolean
func_191953_am()	boolean
func_191956_a(Entity arg0, int arg1, DamageSource arg2)	void
func_191958_b(float arg0, float arg1, float arg2, float arg3)	void
func_191986_a(float arg0, float arg1, float arg2)	void
func_191987_a(BlockPos arg0, boolean arg1)	void
func_192021_a(List<Recipe> l)	void
func_192022_b(List<Recipe> l)	void
func_192023_dk()	NBTTagCompound
func_192024_a(ItemStack arg0, int arg1)	void
func_192025_dl()	NBTTagCompound
func_192027_g(NBTTagCompound n)	boolean
func_193076_bZ()	Map<Potion, PotionEffect>
func_193102_a(ResourceLocation[] r)	void
func_70003_b(int arg0, String arg1)	boolean
func_70005_c_()	String
func_70011_f(double arg0, double arg1, double arg2)	double
func_70012_b(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70013_c()	float
func_70014_b(NBTTagCompound n)	void
func_70015_d(int i)	void
func_70016_h(double arg0, double arg1, double arg2)	void
func_70020_e(NBTTagCompound n)	void
func_70021_al()	Entity[]
func_70024_g(double arg0, double arg1, double arg2)	void
func_70026_G()	boolean
func_70027_ad()	boolean
func_70028_i(Entity e)	boolean
func_70029_a(World w)	void
func_70030_z()	void
func_70031_b(boolean b)	void
func_70032_d(Entity e)	float
func_70033_W()	double
func_70034_d(float f)	void
func_70037_a(NBTTagCompound n)	void
func_70038_c(double arg0, double arg1, double arg2)	boolean
func_70039_c(NBTTagCompound n)	boolean
func_70040_Z()	Vec3d
func_70042_X()	double
func_70045_F()	boolean
func_70046_E()	AxisAlignedBB

Methods	Return Type
func_70047_e()	float
func_70050_g(int i)	void
func_70051_ag()	boolean
func_70055_a(Material m)	boolean
func_70057_ab()	void
func_70065_x()	void
func_70066_B()	void
func_70067_L()	boolean
func_70068_e(Entity e)	double
func_70070_b()	int
func_70071_h_()	void
func_70072_l()	boolean
func_70074_a(EntityLivingBase e)	void
func_70075_an()	boolean
func_70077_a(EntityLightningBolt e)	void
func_70079_am()	float
func_70080_a(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70082_c(float arg0, float arg1)	void
func_70086_ai()	int
func_70089_S()	boolean
func_70090_H()	boolean
func_70091_d(MoverType arg0, double arg1, double arg2, double arg3)	void
func_70092_e(double arg0, double arg1, double arg2)	double
func_70093_af()	boolean
func_70094_T()	boolean
func_70095_a(boolean b)	void
func_70097_a(DamageSource arg0, float arg1)	boolean
func_70098_U()	void
func_70099_a(ItemStack arg0, float arg1)	EntityItem
func_70100_b_(EntityPlayer e)	void
func_70103_a(byte b)	void
func_70104_M()	boolean
func_70106_y()	void
func_70107_b(double arg0, double arg1, double arg2)	void
func_70108_f(Entity e)	void
func_70110_aj()	void
func_70111_Y()	float
func_70112_a(double d)	boolean
func_70114_g(Entity e)	AxisAlignedBB
func_70604_c(EntityLivingBase e)	void
func_70606_j(float f)	void
func_70608_bn()	boolean

Methods	Return Type
func_70613_aW()	boolean
func_70617_f_()	boolean
func_70631_g_()	boolean
func_70634_a(double arg0, double arg1, double arg2)	void
func_70636_d()	void
func_70637_d(boolean b)	void
func_70643_av()	EntityLivingBase
func_70644_a(Potion p)	boolean
func_70645_a(DamageSource d)	void
func_70648_aU()	boolean
func_70651_bq()	Collection<PotionEffect>
func_70652_k(Entity e)	boolean
func_70653_a(Entity arg0, float arg1, double arg2, double arg3)	void
func_70654_ax()	int
func_70658_aO()	int
func_70659_e(float f)	void
func_70660_b(Potion p)	PotionEffect
func_70662_br()	boolean
func_70664_aZ()	void
func_70668_bt()	EnumCreatureAttribute
func_70669_a(ItemStack i)	void
func_70674_bp()	void
func_70676_i(float f)	Vec3d
func_70678_g(float f)	float
func_70681_au()	Random
func_70685_l(Entity e)	boolean
func_70687_e(PotionEffect p)	boolean
func_70689_ay()	float
func_70690_d(PotionEffect p)	void
func_70691_i(float f)	void
func_70996_bM()	boolean
func_70999_a(boolean arg0, boolean arg1, boolean arg2)	void
func_71000_j(double arg0, double arg1, double arg2)	void
func_71001_a(Entity arg0, int arg1)	void
func_71004_bE()	void
func_71005_bN()	InventoryEnderChest
func_71007_a(Inventory i)	void
func_71009_b(Entity e)	void
func_71016_p()	void
func_71019_a(ItemStack arg0, boolean arg1)	EntityItem
func_71020_j(float f)	void
func_71023_q(int i)	void

Methods	Return Type
func_71024_bL()	FoodStats
func_71026_bH()	boolean
func_71029_a(StatBase s)	void
func_71033_a(GameType g)	void
func_71037_bA()	int
func_71040_bB(boolean b)	EntityItem
func_71043_e(boolean b)	boolean
func_71047_c(Entity e)	void
func_71050_bK()	int
func_71051_bG()	float
func_71053_j()	void
func_71059_n(Entity e)	void
func_71060_bI()	int
func_71064_a(StatBase arg0, int arg1)	void
func_82142_c(boolean b)	void
func_82143_as()	int
func_82145_z()	int
func_82147_ab()	int
func_82149_j(Entity e)	void
func_82150_aj()	boolean
func_82242_a(int i)	void
func_82243_bO()	float
func_82245_bX()	boolean
func_85029_a(CrashReportCategory c)	void
func_85031_j(Entity e)	boolean
func_85034_r(int i)	void
func_85035_bI()	int
func_85039_t(int i)	void
func_85040_s(int i)	void
func_90999_ad()	boolean
func_94059_bO()	boolean
func_94060_bK()	EntityLivingBase
func_95999_t()	String
func_96092_aw()	boolean
func_96094_a(String s)	void
func_96122_a(EntityPlayer e)	boolean
func_96123_co()	Scoreboard
func_96124_cp()	Team
func_98034_c(EntityPlayer e)	boolean
getBedLocation(int i)	BlockPos
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
getDigSpeed(BlockState arg0, BlockPos arg1)	float

Methods	Return Type
getPickedResult(RayTraceResult r)	ItemStack
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
hasSpawnDimension()	boolean
isCreatureType(EnumCreatureType arg0, boolean arg1)	boolean
isSpawnForced(int i)	boolean
onAddedToWorld()	void
onRemovedFromWorld()	void
openGui(Object arg0, int arg1, World arg2, int arg3, int arg4, int arg5)	void
refreshDisplayName()	void
resetEntityId()	void
serializeNBT()	NBTTagCompound
serializeNBT()	NBTBase
setSpawnChunk(BlockPos arg0, boolean arg1, int arg2)	void
shouldDismountInWater(Entity e)	boolean
shouldRenderInPass(int i)	boolean
shouldRiderFaceForward(EntityPlayer e)	boolean
shouldRiderSit()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

BlockRenderLayer

Class

net.minecraft.util.BlockRenderLayer

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

Plantable

Interface

net.minecraftforge.common.IPlantable

Extends

Methods	Return Type

Methods	Return Type
getPlant(BlockAccess arg0, BlockPos arg1)	BlockState
getPlantType(BlockAccess arg0, BlockPos arg1)	EnumPlantType

TileEntity

Class

net.minecraft.tileentity.TileEntity

Extends

CapabilitySerializable

Fields	Type
renderBoundingBox	AxisAlignedBB
tileData	NBTTagCompound

Methods	Return Type
canRenderBreaking()	boolean
deserializeNBT(NBTBase n)	void
deserializeNBT(NBTTagCompound n)	void
func_145748_c_()	TextComponent
func_145828_a(CrashReportCategory c)	void
func_145829_t()	void
func_145830_o()	boolean
func_145831_w()	World
func_145832_p()	int
func_145833_n()	double
func_145834_a(World w)	void
func_145835_a(double arg0, double arg1, double arg2)	double
func_145836_u()	void
func_145837_r()	boolean
func_145838_q()	Block
func_145839_a(NBTTagCompound n)	void
func_145842_c(int arg0, int arg1)	boolean
func_145843_s()	void
func_174877_v()	BlockPos
func_174878_a(BlockPos b)	void
func_183000_F()	boolean
func_189515_b(NBTTagCompound n)	NBTTagCompound
func_189517_E_()	NBTTagCompound
func_189518_D_()	SPacketUpdateTileEntity
func_189667_a(Rotation r)	void
func_189668_a(Mirror m)	void
func_70296_d()	void
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
handleUpdateTag(NBTTagCompound n)	void

Methods	Return Type
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
hasFastRenderer()	boolean
onChunkUnload()	void
onDataPacket(NetworkManager arg0, SPacketUpdateTileEntity arg1)	void
onLoad()	void
restrictNBTCopy()	boolean
serializeNBT()	NBTBase
serializeNBT()	NBTTagCompound
shouldRefresh(World arg0, BlockPos arg1, BlockState arg2, BlockState arg3)	boolean
shouldRenderInPass(int i)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

EnumBlockRenderType

Class

net.minecraft.util.EnumBlockRenderType

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

EnumPushReaction

Class

net.minecraft.block.material.EnumPushReaction

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String

Methods	Return Type
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

Explosion

Class

net.minecraft.world.Explosion

Extends

Fields	Type
field_77280_f	float
field_77281_g	List<BlockPos>
field_77282_d	double
field_77283_e	Entity
field_77284_b	double
field_77285_c	double
field_77286_a	boolean
field_77287_j	World
field_77288_k	Map<EntityPlayer, Vec3d>
field_77290_i	Random
field_82755_b	boolean
position	Vec3d

Methods	Return Type
func_180342_d()	void
func_180343_e()	List<BlockPos>
func_77277_b()	Map<EntityPlayer, Vec3d>
func_77278_a()	void
func_77279_a(boolean b)	void
func_94613_c()	EntityLivingBase
wait(long arg0, int arg1)	void
wait(long l)	void

NonNullList

Class

net.minecraft.util.NonNullList

Extends

AbstractList

Fields	Type
empty	boolean

Methods	Return Type

Methods	Return Type
add(int arg0, Object arg1)	void
add(Object o)	boolean
addAll(int arg0, Collection<? extends E> arg1)	boolean
addAll(Collection<? extends E> c)	boolean
clear()	void
contains(Object o)	boolean
containsAll(Collection<?> c)	boolean
forEach(Consumer<? super T> c)	void
get(int i)	Object
indexOf(Object o)	int
iterator()	Iterator<E>
lastIndexOf(Object o)	int
listIterator(int i)	ListIterator<E>
listIterator()	ListIterator<E>
parallelStream()	Stream<E>
remove(int i)	Object
remove(Object o)	boolean
removeAll(Collection<?> c)	boolean
removeIf(Predicate<? super E> p)	boolean
replaceAll(UnaryOperator<E> u)	void
retainAll(Collection<?> c)	boolean
set(int arg0, Object arg1)	Object
size()	int
sort(Comparator<? super E> c)	void
spliterator()	Spliterator<E>
stream()	Stream<E>
subList(int arg0, int arg1)	List<E>
toArray(Object[] o)	Object[]
toArray()	Object[]
wait(long arg0, int arg1)	void
wait(long l)	void

ItemStack

Class

net.minecraft.item.ItemStack

Extends

CapabilitySerializable

Methods	Return Type
areCapsCompatible(ItemStack i)	boolean
deserializeNBT(NBTBase n)	void
deserializeNBT(NBTTagCompound n)	void

Methods	Return Type
doesSneakBypassUse(BlockAccess arg0, BlockPos arg1, EntityPlayer arg2)	boolean
func_111282_a(EntityPlayer arg0, EntityLivingBase arg1, EnumHand arg2)	boolean
func_111283_C(EntityEquipmentSlot e)	Multimap<String, AttributeModifier>
func_135074_t()	void
func_150997_a(BlockState b)	float
func_150998_b(BlockState b)	boolean
func_151000_E()	TextComponent
func_151001_c(String s)	ItemStack
func_179543_a(String s)	NBTTagCompound
func_179544_c(Block b)	boolean
func_179546_a(EntityPlayer arg0, World arg1, BlockPos arg2, EnumHand arg3, EnumFacing arg4, float arg5, float arg6, float arg7)	EnumActionResult
func_179547_d(Block b)	boolean
func_179548_a(World arg0, BlockState arg1, BlockPos arg2, EntityPlayer arg3)	void
func_185129_a(String arg0, AttributeModifier arg1, EntityEquipmentSlot arg2)	void
func_185136_b(ItemStack i)	boolean
func_190915_d(int i)	void
func_190916_E()	int
func_190917_f(int i)	void
func_190918_g(int i)	void
func_190919_e(String s)	void
func_190920_e(int i)	void
func_190921_D()	int
func_190924_f(String s)	ItemStack
func_190925_c(String s)	NBTTagCompound
func_190926_b()	boolean
func_77942_o()	boolean
func_77945_a(World arg0, Entity arg1, int arg2, boolean arg3)	void
func_77946_l()	ItemStack
func_77948_v()	boolean
func_77950_b(World arg0, EntityLivingBase arg1)	ItemStack
func_77951_h()	boolean
func_77952_i()	int
func_77953_t()	EnumRarity
func_77955_b(NBTTagCompound n)	NBTTagCompound
func_77956_u()	boolean
func_77957_a(World arg0, EntityPlayer arg1, EnumHand arg2)	ActionResult<ItemStack>
func_77958_k()	int
func_77960_j()	int
func_77961_a(EntityLivingBase arg0, EntityPlayer arg1)	void
func_77962_s()	boolean
func_77964_b(int i)	void

Methods	Return Type
func_77966_a(Enchantment arg0, int arg1)	void
func_77969_a(ItemStack i)	boolean
func_77972_a(int arg0, EntityLivingBase arg1)	void
func_77973_b()	Item
func_77974_b(World arg0, EntityLivingBase arg1, int arg2)	void
func_77975_n()	EnumAction
func_77976_d()	int
func_77977_a()	String
func_77978_p()	NBTTagCompound
func_77979_a(int i)	ItemStack
func_77980_a(World arg0, EntityPlayer arg1, int arg2)	void
func_77981_g()	boolean
func_77982_d(NBTTagCompound n)	void
func_77983_a(String arg0, NBTBase arg1)	void
func_77984_f()	boolean
func_77985_e()	boolean
func_77986_q()	NBTTagList
func_77988_m()	int
func_82833_r()	String
func_82835_x()	boolean
func_82836_z()	EntityItemFrame
func_82837_s()	boolean
func_82838_A()	int
func_82839_y()	boolean
func_82840_a(EntityPlayer arg0, TooltipFlag arg1)	List<String>
func_82841_c(int i)	void
func_82842_a(EntityItemFrame e)	void
func_96631_a(int arg0, Random arg1, EntityPlayerMP arg2)	boolean
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
onItemUseFirst(EntityPlayer arg0, World arg1, BlockPos arg2, EnumHand arg3, EnumFacing arg4, float arg5, float arg6, float arg7)	EnumActionResult
serializeNBT()	NBTTagCompound
serializeNBT()	NBTBase
wait(long arg0, int arg1)	void
wait(long l)	void

Material

Class
net.minecraft.block.material.Material

Extends

Methods	Return Type

Methods	Return Type
func_151565_r()	MapColor
func_186274_m()	EnumPushReaction
func_76217_h()	boolean
func_76218_k()	boolean
func_76220_a()	boolean
func_76222_j()	boolean
func_76224_d()	boolean
func_76228_b()	boolean
func_76229_l()	boolean
func_76230_c()	boolean
func_76231_i()	Material
wait(long arg0, int arg1)	void
wait(long l)	void

Vec3d

Class
net.minecraft.util.math.Vec3d

Extends

Fields	Type
field_72448_b	double
field_72449_c	double
field_72450_a	double

Methods	Return Type
func_178785_b(float f)	Vec3d
func_178786_a(double arg0, double arg1, double arg2)	Vec3d
func_178787_e(Vec3d v)	Vec3d
func_178788_d(Vec3d v)	Vec3d
func_178789_a(float f)	Vec3d
func_186678_a(double d)	Vec3d
func_186679_c(double arg0, double arg1, double arg2)	double
func_189985_c()	double
func_72429_b(Vec3d arg0, double arg1)	Vec3d
func_72430_b(Vec3d v)	double
func_72431_c(Vec3d v)	Vec3d
func_72432_b()	Vec3d
func_72433_c()	double
func_72434_d(Vec3d arg0, double arg1)	Vec3d
func_72435_c(Vec3d arg0, double arg1)	Vec3d
func_72436_e(Vec3d v)	double
func_72438_d(Vec3d v)	double
func_72441_c(double arg0, double arg1, double arg2)	Vec3d

Methods	Return Type
func_72444_a(Vec3d v)	Vec3d
wait(long arg0, int arg1)	void
wait(long l)	void

Block$EnumOffsetType

Class

net.minecraft.block.Block$EnumOffsetType

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

AxisAlignedBB

Class

net.minecraft.util.math.AxisAlignedBB

Extends

Fields	Type
field_72334_f	double
field_72336_d	double
field_72337_e	double
field_72338_b	double
field_72339_c	double
field_72340_a	double

Methods	Return Type
func_111270_a(AxisAlignedBB a)	AxisAlignedBB
func_181656_b()	boolean
func_186660_b(Vec3d v)	boolean
func_186662_g(double d)	AxisAlignedBB
func_186664_h(double d)	AxisAlignedBB
func_186666_e(double d)	AxisAlignedBB
func_186667_c(Vec3d v)	boolean
func_186668_a(double arg0, double arg1, double arg2, double arg3, double arg4, double arg5)	boolean

Methods	Return Type
func_186669_d(Vec3d v)	boolean
func_186670_a(BlockPos b)	AxisAlignedBB
func_189972_c()	Vec3d
func_189973_a(Vec3d arg0, Vec3d arg1)	boolean
func_191194_a(Vec3d v)	AxisAlignedBB
func_191195_a(double arg0, double arg1, double arg2)	AxisAlignedBB
func_191500_a(AxisAlignedBB a)	AxisAlignedBB
func_72314_b(double arg0, double arg1, double arg2)	AxisAlignedBB
func_72316_a(AxisAlignedBB arg0, double arg1)	double
func_72317_d(double arg0, double arg1, double arg2)	AxisAlignedBB
func_72318_a(Vec3d v)	boolean
func_72320_b()	double
func_72321_a(double arg0, double arg1, double arg2)	AxisAlignedBB
func_72322_c(AxisAlignedBB arg0, double arg1)	double
func_72323_b(AxisAlignedBB arg0, double arg1)	double
func_72326_a(AxisAlignedBB a)	boolean
func_72327_a(Vec3d arg0, Vec3d arg1)	RayTraceResult
wait(long arg0, int arg1)	void
wait(long l)	void

MapColor

Class

net.minecraft.block.material.MapColor

Extends

Fields	Type
field_76290_q	int
field_76291_p	int

Methods	Return Type
func_151643_b(int i)	int
wait(long arg0, int arg1)	void
wait(long l)	void

SoundType

Class

net.minecraft.block.SoundType

Extends

Fields	Type
field_185860_m	float
field_185861_n	float

Methods	Return Type
func_185841_e()	SoundEvent
func_185842_g()	SoundEvent
func_185843_a()	float
func_185844_d()	SoundEvent
func_185845_c()	SoundEvent
func_185846_f()	SoundEvent
func_185847_b()	float
wait(long arg0, int arg1)	void
wait(long l)	void

Mirror

Class

net.minecraft.util.Mirror

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_185800_a(EnumFacing e)	Rotation
func_185802_a(int arg0, int arg1)	int
func_185803_b(EnumFacing e)	EnumFacing
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

Rotation

Class

net.minecraft.util.Rotation

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_185830_a(Rotation r)	Rotation

Methods	Return Type
func_185831_a(EnumFacing e)	EnumFacing
func_185833_a(int arg0, int arg1)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

TooltipFlag

Interface

net.minecraft.client.util.ITooltipFlag

Extends

Methods	Return Type
func_194127_a()	boolean

BlockFaceShape

Class

net.minecraft.block.state.BlockFaceShape

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

EntityLiving

Class

net.minecraft.entity.EntityLiving

Extends

EntityLivingBase

Fields	Type
addedToWorld	boolean
capturedDrops	ArrayList<EntityItem>
captureDrops	boolean
entityData	NBTTagCompound

Fields	Type
field_110153_bc	float
field_110158_av	int
field_181016_an	BlockPos
field_184239_as	Entity
field_184617_aD	int
field_184618_aE	float
field_184619_aG	float
field_184622_au	EnumHand
field_184627_bm	ItemStack
field_184628_bn	int
field_190534_ay	int
field_191988_bg	float
field_70116_cv	long
field_70117_cu	long
field_70118_ct	long
field_70122_E	boolean
field_70123_F	boolean
field_70124_G	boolean
field_70125_A	float
field_70126_B	float
field_70127_C	float
field_70128_L	boolean
field_70130_N	float
field_70131_O	float
field_70132_H	boolean
field_70133_I	boolean
field_70136_U	double
field_70137_T	double
field_70138_W	float
field_70140_Q	float
field_70141_P	float
field_70142_S	double
field_70143_R	float
field_70144_Y	float
field_70145_X	boolean
field_70156_m	boolean
field_70158_ak	boolean
field_70159_w	double
field_70160_al	boolean
field_70161_v	double
field_70162_ai	int
field_70163_u	double

Fields	Type
field_70164_aj	int
field_70165_t	double
field_70166_s	double
field_70167_r	double
field_70169_q	double
field_70170_p	World
field_70172_ad	int
field_70173_aa	int
field_70175_ag	boolean
field_70176_ah	int
field_70177_z	float
field_70178_ae	boolean
field_70179_y	double
field_70180_af	EntityDataManager
field_70181_x	double
field_70696_bz	EntityLivingBase
field_70701_bs	float
field_70702_br	float
field_70703_bu	boolean
field_70704_bt	float
field_70714_bg	EntityAITasks
field_70715_bh	EntityAITasks
field_70718_bc	int
field_70720_be	int
field_70721_aZ	float
field_70725_aQ	int
field_70726_aT	float
field_70727_aS	float
field_70728_aV	int
field_70732_aI	float
field_70733_aJ	float
field_70737_aN	int
field_70738_aO	int
field_70739_aP	float
field_70747_aH	float
field_70755_b	EntityLivingBase
field_70757_a	int
field_70758_at	float
field_70759_as	float
field_70760_ar	float
field_70761_aq	float
field_70769_ao	float

Fields	Type
field_70770_ap	float
field_70771_an	int
field_71087_bX	boolean
field_71088_bW	int
field_71093_bK	int
field_82151_R	float
field_82153_h	int
field_82175_bq	boolean
field_98038_p	boolean
itemInUseMaxDuration	int
persistentID	UUID
updateBlocked	boolean

Methods	Return Type
canRiderInteract()	boolean
canTrample(World arg0, Block arg1, BlockPos arg2, float arg3)	boolean
changeDimension(int arg0, Teleporter arg1)	Entity
curePotionEffects(ItemStack i)	void
deserializeNBT(NBTTagCompound n)	void
deserializeNBT(NBTBase n)	void
func_104002_bU()	boolean
func_110124_au()	UUID
func_110138_aP()	float
func_110139_bj()	float
func_110140_aT()	AbstractAttributeMap
func_110142_aN()	CombatTracker
func_110143_aJ()	float
func_110144_aD()	EntityLivingBase
func_110145_l(Entity e)	void
func_110148_a(Attribute a)	AttributeInstance
func_110149_m(float f)	void
func_110160_i(boolean arg0, boolean arg1)	void
func_110162_b(Entity arg0, boolean arg1)	void
func_110163_bv()	void
func_110166_bE()	Entity
func_110167_bD()	boolean
func_130011_c(Entity e)	void
func_130014_f_()	World
func_142013_aG()	int
func_142015_aE()	int
func_145747_a(TextComponent t)	void
func_145748_c_()	TextComponent
func_145769_d(int i)	void

Methods	Return Type
func_145770_h(double arg0, double arg1, double arg2)	boolean
func_145773_az()	boolean
func_145778_a(Item arg0, int arg1, float arg2)	EntityItem
func_145779_a(Item arg0, int arg1)	EntityItem
func_145782_y()	int
func_145818_k_()	boolean
func_152111_bt()	void
func_152112_bu()	void
func_174791_d()	Vec3d
func_174792_t_()	boolean
func_174793_f()	Entity
func_174794_a(CommandResultStats$Type arg0, int arg1)	void
func_174805_g(boolean b)	void
func_174807_aT()	CommandResultStats
func_174810_b(boolean b)	void
func_174811_aO()	EnumFacing
func_174812_G()	void
func_174813_aQ()	AxisAlignedBB
func_174814_R()	boolean
func_174816_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3, float arg4)	boolean
func_174817_o(Entity e)	void
func_174818_b(BlockPos b)	double
func_174820_d(int arg0, ItemStack arg1)	boolean
func_174821_h(boolean b)	void
func_174822_a(double arg0, float arg1)	RayTraceResult
func_174824_e(float f)	Vec3d
func_174826_a(AxisAlignedBB a)	void
func_174827_a(EntityPlayerMP e)	boolean
func_174828_a(BlockPos arg0, float arg1, float arg2)	void
func_174829_m()	void
func_174830_Y()	void
func_174831_c(BlockPos b)	double
func_174832_aS()	boolean
func_174833_aM()	boolean
func_175446_cd()	boolean
func_180425_c()	BlockPos
func_180426_a(double arg0, double arg1, double arg2, float arg3, float arg4, int arg5, boolean arg6)	void
func_180427_aV()	boolean
func_180428_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3)	float
func_180430_e(float arg0, float arg1)	void
func_180431_b(DamageSource d)	boolean
func_180432_n(Entity e)	void

Methods	Return Type
func_180482_a(DifficultyInstance arg0, EntityLivingData arg1)	EntityLivingData
func_180799_ab()	boolean
func_181012_aH()	EnumFacing
func_181013_g(float f)	void
func_181014_aG()	Vec3d
func_181015_d(BlockPos b)	void
func_184102_h()	MinecraftServer
func_184172_bi()	EnumFacing
func_184174_b(boolean b)	void
func_184176_by()	SoundCategory
func_184177_bl()	AxisAlignedBB
func_184178_b(EntityPlayerMP e)	void
func_184179_bs()	Entity
func_184180_b(Class<T> c)	Collection<T>
func_184182_bu()	Collection<Entity>
func_184185_a(SoundEvent arg0, float arg1, float arg2)	void
func_184186_bw()	boolean
func_184187_bx()	Entity
func_184188_bt()	List<Entity>
func_184189_br()	boolean
func_184190_l(Entity e)	void
func_184191_r(Entity e)	boolean
func_184192_z()	EnumPushReaction
func_184193_aE()	Iterable<ItemStack>
func_184194_a(Team t)	boolean
func_184195_f(boolean b)	void
func_184196_w(Entity e)	boolean
func_184197_b(String s)	boolean
func_184198_c(NBTTagCompound n)	boolean
func_184199_a(EntityPlayer arg0, Vec3d arg1, EnumHand arg2)	EnumActionResult
func_184201_a(EntityEquipmentSlot arg0, ItemStack arg1)	void
func_184202_aL()	boolean
func_184203_c(EntityPlayerMP e)	void
func_184204_a(int i)	Entity
func_184205_a(Entity arg0, boolean arg1)	boolean
func_184206_a(DataParameter<?> d)	void
func_184207_aI()	boolean
func_184208_bv()	Entity
func_184209_aF()	Iterable<ItemStack>
func_184210_p()	void
func_184211_a(String s)	boolean
func_184212_Q()	EntityDataManager

Methods	Return Type
func_184213_bq()	boolean
func_184214_aD()	Iterable<ItemStack>
func_184215_y(Entity e)	boolean
func_184216_O()	Set<String>
func_184217_a(Mirror m)	float
func_184218_aH()	boolean
func_184220_m(Entity e)	boolean
func_184221_a(UUID u)	void
func_184222_aU()	boolean
func_184223_x(Entity e)	boolean
func_184224_h(boolean b)	void
func_184226_ay()	void
func_184229_a(Rotation r)	float
func_184230_a(EntityPlayer arg0, EnumHand arg1)	boolean
func_184232_k(Entity e)	void
func_184582_a(EntityEquipmentSlot e)	ItemStack
func_184583_d(DamageSource d)	boolean
func_184585_cz()	boolean
func_184586_b(EnumHand e)	ItemStack
func_184587_cr()	boolean
func_184589_d(Potion p)	void
func_184591_cq()	EnumHandSide
func_184592_cb()	ItemStack
func_184595_k(double arg0, double arg1, double arg2)	boolean
func_184596_c(Potion p)	PotionEffect
func_184597_cx()	void
func_184598_c(EnumHand e)	void
func_184599_cB()	int
func_184600_cs()	EnumHand
func_184602_cy()	void
func_184603_cC()	boolean
func_184605_cv()	int
func_184607_cu()	ItemStack
func_184609_a(EnumHand e)	void
func_184611_a(EnumHand arg0, ItemStack arg1)	void
func_184612_cw()	int
func_184613_cA()	boolean
func_184614_ca()	ItemStack
func_184638_cS()	boolean
func_184641_n(boolean b)	void
func_184642_a(EntityEquipmentSlot arg0, float arg1)	void
func_184643_a(PathNodeType p)	float

Methods	Return Type
func_184644_a(PathNodeType arg0, float arg1)	void
func_184646_p(float f)	void
func_184649_cE()	int
func_184652_a(EntityPlayer e)	boolean
func_189511_e(NBTTagCompound n)	NBTTagCompound
func_189512_bd()	String
func_189651_aD()	Vec3d
func_189652_ae()	boolean
func_189653_aC()	Vec2f
func_189654_d(boolean b)	void
func_189748_bU()	DamageSource
func_190530_aW()	boolean
func_190630_a(EntityEquipmentSlot e)	boolean
func_190631_cK()	boolean
func_191953_am()	boolean
func_191956_a(Entity arg0, int arg1, DamageSource arg2)	void
func_191958_b(float arg0, float arg1, float arg2, float arg3)	void
func_191986_a(float arg0, float arg1, float arg2)	void
func_191987_a(BlockPos arg0, boolean arg1)	void
func_191989_p(float f)	void
func_193076_bZ()	Map<Potion, PotionEffect>
func_70003_b(int arg0, String arg1)	boolean
func_70005_c_()	String
func_70011_f(double arg0, double arg1, double arg2)	double
func_70012_b(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70013_c()	float
func_70014_b(NBTTagCompound n)	void
func_70015_d(int i)	void
func_70016_h(double arg0, double arg1, double arg2)	void
func_70020_e(NBTTagCompound n)	void
func_70021_al()	Entity[]
func_70024_g(double arg0, double arg1, double arg2)	void
func_70026_G()	boolean
func_70027_ad()	boolean
func_70028_i(Entity e)	boolean
func_70029_a(World w)	void
func_70030_z()	void
func_70031_b(boolean b)	void
func_70032_d(Entity e)	float
func_70033_W()	double
func_70034_d(float f)	void
func_70037_a(NBTTagCompound n)	void

Methods	Return Type
func_70038_c(double arg0, double arg1, double arg2)	boolean
func_70039_c(NBTTagCompound n)	boolean
func_70040_Z()	Vec3d
func_70042_X()	double
func_70045_F()	boolean
func_70046_E()	AxisAlignedBB
func_70047_e()	float
func_70050_g(int i)	void
func_70051_ag()	boolean
func_70055_a(Material m)	boolean
func_70057_ab()	void
func_70058_J()	boolean
func_70066_B()	void
func_70067_L()	boolean
func_70068_e(Entity e)	double
func_70070_b()	int
func_70071_h_()	void
func_70072_I()	boolean
func_70074_a(EntityLivingBase e)	void
func_70075_an()	boolean
func_70077_a(EntityLightningBolt e)	void
func_70079_am()	float
func_70080_a(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70082_c(float arg0, float arg1)	void
func_70086_ai()	int
func_70089_S()	boolean
func_70090_H()	boolean
func_70091_d(MoverType arg0, double arg1, double arg2, double arg3)	void
func_70092_e(double arg0, double arg1, double arg2)	double
func_70093_af()	boolean
func_70094_T()	boolean
func_70095_a(boolean b)	void
func_70097_a(DamageSource arg0, float arg1)	boolean
func_70098_U()	void
func_70099_a(ItemStack arg0, float arg1)	EntityItem
func_70100_b_(EntityPlayer e)	void
func_70103_a(byte b)	void
func_70104_M()	boolean
func_70106_y()	void
func_70107_b(double arg0, double arg1, double arg2)	void
func_70108_f(Entity e)	void
func_70110_aj()	void

Methods	Return Type
func_70111_Y()	float
func_70112_a(double d)	boolean
func_70114_g(Entity e)	AxisAlignedBB
func_70601_bi()	boolean
func_70603_bj()	float
func_70604_c(EntityLivingBase e)	void
func_70605_aq()	EntityMoveHelper
func_70606_j(float f)	void
func_70608_bn()	boolean
func_70613_aW()	boolean
func_70615_aA()	void
func_70617_f_()	boolean
func_70624_b(EntityLivingBase e)	void
func_70625_a(Entity arg0, float arg1, float arg2)	void
func_70627_aG()	int
func_70631_g_()	boolean
func_70634_a(double arg0, double arg1, double arg2)	void
func_70635_at()	EntitySenses
func_70636_d()	void
func_70637_d(boolean b)	void
func_70638_az()	EntityLivingBase
func_70641_bl()	int
func_70642_aH()	void
func_70643_av()	EntityLivingBase
func_70644_a(Potion p)	boolean
func_70645_a(DamageSource d)	void
func_70646_bf()	int
func_70648_aU()	boolean
func_70651_bq()	Collection<PotionEffect>
func_70652_k(Entity e)	boolean
func_70653_a(Entity arg0, float arg1, double arg2, double arg3)	void
func_70654_ax()	int
func_70656_aK()	void
func_70657_f(float f)	void
func_70658_aO()	int
func_70659_e(float f)	void
func_70660_b(Potion p)	PotionEffect
func_70661_as()	PathNavigate
func_70662_br()	boolean
func_70668_bt()	EnumCreatureAttribute
func_70669_a(ItemStack i)	void
func_70671_ap()	EntityLookHelper

Methods	Return Type
func_70674_bp()	void
func_70676_i(float f)	Vec3d
func_70678_g(float f)	float
func_70681_au()	Random
func_70683_ar()	EntityJumpHelper
func_70685_l(Entity e)	boolean
func_70686_a(Class<? extends net.minecraft.entity.EntityLivingBase> c)	boolean
func_70687_e(PotionEffect p)	boolean
func_70689_ay()	float
func_70690_d(PotionEffect p)	void
func_70691_i(float f)	void
func_71001_a(Entity arg0, int arg1)	void
func_82142_c(boolean b)	void
func_82143_as()	int
func_82145_z()	int
func_82147_ab()	int
func_82149_j(Entity e)	void
func_82150_aj()	boolean
func_82171_bF()	boolean
func_85029_a(CrashReportCategory c)	void
func_85031_j(Entity e)	boolean
func_85034_r(int i)	void
func_85035_bl()	int
func_90999_ad()	boolean
func_94059_bO()	boolean
func_94060_bK()	EntityLivingBase
func_94061_f(boolean b)	void
func_95999_t()	String
func_96092_aw()	boolean
func_96094_a(String s)	void
func_96124_cp()	Team
func_98034_c(EntityPlayer e)	boolean
func_98052_bS()	boolean
func_98053_h(boolean b)	void
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
getPickedResult(RayTraceResult r)	ItemStack
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
isCreatureType(EnumCreatureType arg0, boolean arg1)	boolean
onAddedToWorld()	void
onRemovedFromWorld()	void
resetEntityId()	void
serializeNBT()	NBTTagCompound

Methods	Return Type
serializeNBT()	NBTBase
shouldDismountInWater(Entity e)	boolean
shouldRenderInPass(int i)	boolean
shouldRiderFaceForward(EntityPlayer e)	boolean
shouldRiderSit()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

PathNodeType

Class

net.minecraft.pathfinding.PathNodeType

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_186289_a()	float
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

EnumDyeColor

Class

net.minecraft.item.EnumDyeColor

Extends

Enum

StringSerializable

Fields	Type
declaringClass	Class<E>
field_176793_x	TextFormatting

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_176610_l()	String
func_176762_d()	String
func_176765_a()	int

Methods	Return Type
func_176767_b()	int
func_192396_c()	String
func_193349_f()	float[]
func_193350_e()	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

TileEntityItemStackRenderer

Class

net.minecraft.client.renderer.tileentity.TileEntityItemStackRenderer

Extends

Methods	Return Type
func_179022_a(ItemStack i)	void
func_192838_a(ItemStack arg0, float arg1)	void
wait(long arg0, int arg1)	void
wait(long l)	void

Enchantment

Class

net.minecraft.enchantment.Enchantment

Extends

IForgeRegistryEntry$Impl

Fields	Type
allowedOnBooks	boolean
delegate	RegistryDelegate<T>
field_77351_y	EnumEnchantmentType
registryName	ResourceLocation
registryType	Class<T>

Methods	Return Type
canApplyAtEnchantingTable(ItemStack i)	boolean
func_151367_b(EntityLivingBase arg0, Entity arg1, int arg2)	void
func_151368_a(EntityLivingBase arg0, Entity arg1, int arg2)	void
func_152376_a(int arg0, EnumCreatureAttribute arg1)	float
func_185260_a(EntityLivingBase e)	List<ItemStack>
func_185261_e()	boolean
func_190936_d()	boolean
func_191560_c(Enchantment e)	boolean
func_77316_c(int i)	String

Methods	Return Type
func_77317_b(int i)	int
func_77318_a(int arg0, DamageSource arg1)	int
func_77319_d()	int
func_77320_a()	String
func_77321_a(int i)	int
func_77322_b(String s)	Enchantment
func_77324_c()	Enchantment$Rarity
func_77325_b()	int
func_92089_a(ItemStack i)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

AttributeModifier

Class

net.minecraft.entity.ai.attributes.AttributeModifier

Extends

Methods	Return Type
func_111164_d()	double
func_111165_e()	boolean
func_111166_b()	String
func_111167_a()	UUID
func_111168_a(boolean b)	AttributeModifier
func_111169_c()	int
wait(long arg0, int arg1)	void
wait(long l)	void

NBTTagCompound

Class

net.minecraft.nbt.NBTTagCompound

Extends

NBTBase

Fields	Type
field_74784_a	Map<String, NBTBase>

Methods	Return Type
func_150295_c(String arg0, int arg1)	NBTTagList
func_150296_c()	Set<String>
func_150297_b(String arg0, int arg1)	boolean
func_150299_b(String s)	byte
func_179237_a(NBTTagCompound n)	void
func_186854_a(String arg0, UUID arg1)	void

Methods	Return Type
func_186855_b(String s)	boolean
func_186856_d()	int
func_186857_a(String s)	UUID
func_74732_a()	byte
func_74737_b()	NBTBase
func_74737_b()	NBTTagCompound
func_74757_a(String arg0, boolean arg1)	void
func_74759_k(String s)	int[]
func_74760_g(String s)	float
func_74762_e(String s)	int
func_74763_f(String s)	long
func_74764_b(String s)	boolean
func_74765_d(String s)	short
func_74767_n(String s)	boolean
func_74768_a(String arg0, int arg1)	void
func_74769_h(String s)	double
func_74770_j(String s)	byte[]
func_74771_c(String s)	byte
func_74772_a(String arg0, long arg1)	void
func_74773_a(String arg0, byte[] arg1)	void
func_74774_a(String arg0, byte arg1)	void
func_74775_l(String s)	NBTTagCompound
func_74776_a(String arg0, float arg1)	void
func_74777_a(String arg0, short arg1)	void
func_74778_a(String arg0, String arg1)	void
func_74779_i(String s)	String
func_74780_a(String arg0, double arg1)	void
func_74781_a(String s)	NBTBase
func_74782_a(String arg0, NBTBase arg1)	void
func_74783_a(String arg0, int[] arg1)	void
func_82580_o(String s)	void
func_82582_d()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

EnumActionResult

Class

net.minecraft.util.EnumActionResult

Extends

Enum

Fields	Type

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

ItemPropertyGetter

Interface
net.minecraft.item.IItemPropertyGetter

Extends

Methods	Return Type
func_185085_a(ItemStack arg0, World arg1, EntityLivingBase arg2)	float

ActionResult

Class
net.minecraft.util.ActionResult

Extends

Methods	Return Type
func_188397_a()	EnumActionResult
func_188398_b()	Object
wait(long arg0, int arg1)	void
wait(long l)	void

EnumAction

Class
net.minecraft.item.EnumAction

Extends
Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

TimeValue

Interface

net.minecraftforge.common.animation.ITimeValue

Extends

Methods	Return Type
apply(float f)	float

ModelBiped

Class

net.minecraft.client.model.ModelBiped

Extends

ModelBase

Fields	Type
field_178720_f	ModelRenderer
field_178721_j	ModelRenderer
field_178722_k	ModelRenderer
field_178723_h	ModelRenderer
field_178724_i	ModelRenderer
field_187075_l	ModelBiped$ArmPose
field_187076_m	ModelBiped$ArmPose
field_78089_u	int
field_78090_t	int
field_78091_s	boolean
field_78092_r	List<ModelRenderer>
field_78093_q	boolean
field_78095_p	float
field_78115_e	ModelRenderer
field_78116_c	ModelRenderer
field_78117_n	boolean

Methods	Return Type
func_178686_a(ModelBase m)	void
func_178719_a(boolean b)	void
func_187073_a(float arg0, EnumHandSide arg1)	void
func_78084_a(String s)	TextureOffset
func_78086_a(EntityLivingBase arg0, float arg1, float arg2, float arg3)	void
func_78087_a(float arg0, float arg1, float arg2, float arg3, float arg4, float arg5, Entity arg6)	void

Methods	Return Type
func_78088_a(Entity arg0, float arg1, float arg2, float arg3, float arg4, float arg5, float arg6)	void
func_85181_a(Random r)	ModelRenderer
wait(long arg0, int arg1)	void
wait(long l)	void

FontRenderer

Class

net.minecraft.client.gui.FontRenderer

Extends

ResourceManagerReloadListener

Fields	Type
enabled	boolean
field_111273_g	ResourceLocation
field_78285_g	int[]
field_78286_d	int[]
field_78287_e	byte[]
field_78288_b	int
field_78289_c	Random
field_78293_l	boolean
field_78299_w	boolean
field_78300_v	boolean
field_78304_r	int
fontRendererHook	FontRendererHook
gameSettings	GameSettings
locationFontTextureBase	ResourceLocation
offsetBold	float

Methods	Return Type
func_110549_a(ResourceManager r)	void
func_111272_d()	void
func_175063_a(String arg0, float arg1, float arg2, int arg3)	int
func_175064_b(char c)	int
func_175065_a(String arg0, float arg1, float arg2, int arg3, boolean arg4)	int
func_180455_b(String arg0, float arg1, float arg2, int arg3, boolean arg4)	int
func_78255_a(String arg0, boolean arg1)	void
func_78256_a(String s)	int
func_78259_e(String arg0, int arg1)	int
func_78260_a()	boolean
func_78262_a(String arg0, int arg1, boolean arg2)	String
func_78263_a(char c)	int
func_78264_a(boolean b)	void
func_78265_b()	void

Methods	Return Type
func_78267_b(String arg0, int arg1)	int
func_78269_a(String arg0, int arg1)	String
func_78271_c(String arg0, int arg1)	List<String>
func_78275_b(boolean b)	void
func_78276_b(String arg0, int arg1, int arg2, int arg3)	int
func_78279_b(String arg0, int arg1, int arg2, int arg3, int arg4)	void
func_82883_a()	boolean
func_98306_d()	void
wait(long arg0, int arg1)	void
wait(long l)	void

Rarity

Interface

net.minecraftforge.common.IRarity

Extends

Fields	Type
color	TextFormatting
name	String

Methods	Return Type

HorseArmorType

Class

net.minecraft.entity.passive.HorseArmorType

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_188573_b()	String
func_188574_d()	String
func_188578_c()	int
func_188579_a()	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

CapabilityProvider

Interface

net.minecraftforge.common.capabilities.ICapabilityProvider

Extends

Methods	Return Type
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean

EntityItem

Class

net.minecraft.entity.item.EntityItem

Extends

Entity

Fields	Type
addedToWorld	boolean
capturedDrops	ArrayList<EntityItem>
captureDrops	boolean
entityData	NBTTagCompound
field_145804_b	int
field_181016_an	BlockPos
field_184239_as	Entity
field_190534_ay	int
field_70116_cv	long
field_70117_cu	long
field_70118_ct	long
field_70122_E	boolean
field_70123_F	boolean
field_70124_G	boolean
field_70125_A	float
field_70126_B	float
field_70127_C	float
field_70128_L	boolean
field_70130_N	float
field_70131_O	float
field_70132_H	boolean
field_70133_I	boolean
field_70136_U	double
field_70137_T	double
field_70138_W	float
field_70140_Q	float
field_70141_P	float
field_70142_S	double

Fields	Type
field_70143_R	float
field_70144_Y	float
field_70145_X	boolean
field_70156_m	boolean
field_70158_ak	boolean
field_70159_w	double
field_70160_al	boolean
field_70161_v	double
field_70162_ai	int
field_70163_u	double
field_70164_aj	int
field_70165_t	double
field_70166_s	double
field_70167_r	double
field_70169_q	double
field_70170_p	World
field_70172_ad	int
field_70173_aa	int
field_70175_ag	boolean
field_70176_ah	int
field_70177_z	float
field_70178_ae	boolean
field_70179_y	double
field_70180_af	EntityDataManager
field_70181_x	double
field_70290_d	float
field_70291_e	int
field_71087_bX	boolean
field_71088_bW	int
field_71093_bK	int
field_82151_R	float
field_82153_h	int
field_98038_p	boolean
lifespan	int
persistentID	UUID
updateBlocked	boolean

Methods	Return Type
canRiderInteract()	boolean
canTrample(World arg0, Block arg1, BlockPos arg2, float arg3)	boolean
changeDimension(int arg0, Teleporter arg1)	Entity
deserializeNBT(NBTTagCompound n)	void
deserializeNBT(NBTBase n)	void

Methods	Return Type
func_110124_au()	UUID
func_130014_f_()	World
func_145747_a(TextComponent t)	void
func_145748_c_()	TextComponent
func_145769_d(int i)	void
func_145770_h(double arg0, double arg1, double arg2)	boolean
func_145773_az()	boolean
func_145778_a(Item arg0, int arg1, float arg2)	EntityItem
func_145779_a(Item arg0, int arg1)	EntityItem
func_145782_y()	int
func_145797_a(String s)	void
func_145798_i()	String
func_145799_b(String s)	void
func_145800_j()	String
func_145818_k_()	boolean
func_174791_d()	Vec3d
func_174792_t_()	boolean
func_174793_f()	Entity
func_174794_a(CommandResultStats$Type arg0, int arg1)	void
func_174805_g(boolean b)	void
func_174807_aT()	CommandResultStats
func_174810_b(boolean b)	void
func_174811_aO()	EnumFacing
func_174812_G()	void
func_174813_aQ()	AxisAlignedBB
func_174814_R()	boolean
func_174816_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3, float arg4)	boolean
func_174817_o(Entity e)	void
func_174818_b(BlockPos b)	double
func_174820_d(int arg0, ItemStack arg1)	boolean
func_174821_h(boolean b)	void
func_174822_a(double arg0, float arg1)	RayTraceResult
func_174824_e(float f)	Vec3d
func_174826_a(AxisAlignedBB a)	void
func_174827_a(EntityPlayerMP e)	boolean
func_174828_a(BlockPos arg0, float arg1, float arg2)	void
func_174829_m()	void
func_174830_Y()	void
func_174831_c(BlockPos b)	double
func_174832_aS()	boolean
func_174833_aM()	boolean
func_174867_a(int i)	void

Methods	Return Type
func_174868_q()	void
func_174869_p()	void
func_174870_v()	void
func_174871_r()	void
func_174872_o()	int
func_174873_u()	void
func_174874_s()	boolean
func_180425_c()	BlockPos
func_180426_a(double arg0, double arg1, double arg2, float arg3, float arg4, int arg5, boolean arg6)	void
func_180427_aV()	boolean
func_180428_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3)	float
func_180430_e(float arg0, float arg1)	void
func_180431_b(DamageSource d)	boolean
func_180432_n(Entity e)	void
func_180799_ab()	boolean
func_181012_aH()	EnumFacing
func_181013_g(float f)	void
func_181014_aG()	Vec3d
func_181015_d(BlockPos b)	void
func_184102_h()	MinecraftServer
func_184172_bi()	EnumFacing
func_184174_b(boolean b)	void
func_184176_by()	SoundCategory
func_184177_bl()	AxisAlignedBB
func_184178_b(EntityPlayerMP e)	void
func_184179_bs()	Entity
func_184180_b(Class<T> c)	Collection<T>
func_184182_bu()	Collection<Entity>
func_184185_a(SoundEvent arg0, float arg1, float arg2)	void
func_184186_bw()	boolean
func_184187_bx()	Entity
func_184188_bt()	List<Entity>
func_184189_br()	boolean
func_184190_l(Entity e)	void
func_184191_r(Entity e)	boolean
func_184192_z()	EnumPushReaction
func_184193_aE()	Iterable<ItemStack>
func_184194_a(Team t)	boolean
func_184195_f(boolean b)	void
func_184196_w(Entity e)	boolean
func_184197_b(String s)	boolean
func_184198_c(NBTTagCompound n)	boolean

Methods	Return Type
func_184199_a(EntityPlayer arg0, Vec3d arg1, EnumHand arg2)	EnumActionResult
func_184201_a(EntityEquipmentSlot arg0, ItemStack arg1)	void
func_184202_aL()	boolean
func_184203_c(EntityPlayerMP e)	void
func_184204_a(int i)	Entity
func_184205_a(Entity arg0, boolean arg1)	boolean
func_184206_a(DataParameter<?> d)	void
func_184207_aI()	boolean
func_184208_bv()	Entity
func_184209_aF()	Iterable<ItemStack>
func_184210_p()	void
func_184211_a(String s)	boolean
func_184212_Q()	EntityDataManager
func_184213_bq()	boolean
func_184214_aD()	Iterable<ItemStack>
func_184215_y(Entity e)	boolean
func_184216_O()	Set<String>
func_184217_a(Mirror m)	float
func_184218_aH()	boolean
func_184220_m(Entity e)	boolean
func_184221_a(UUID u)	void
func_184222_aU()	boolean
func_184223_x(Entity e)	boolean
func_184224_h(boolean b)	void
func_184226_ay()	void
func_184229_a(Rotation r)	float
func_184230_a(EntityPlayer arg0, EnumHand arg1)	boolean
func_184232_k(Entity e)	void
func_189511_e(NBTTagCompound n)	NBTTagCompound
func_189512_bd()	String
func_189651_aD()	Vec3d
func_189652_ae()	boolean
func_189653_aC()	Vec2f
func_189654_d(boolean b)	void
func_190530_aW()	boolean
func_191953_am()	boolean
func_191956_a(Entity arg0, int arg1, DamageSource arg2)	void
func_191958_b(float arg0, float arg1, float arg2, float arg3)	void
func_70003_b(int arg0, String arg1)	boolean
func_70005_c_()	String
func_70011_f(double arg0, double arg1, double arg2)	double
func_70012_b(double arg0, double arg1, double arg2, float arg3, float arg4)	void

Methods	Return Type
func_70013_c()	float
func_70014_b(NBTTagCompound n)	void
func_70015_d(int i)	void
func_70016_h(double arg0, double arg1, double arg2)	void
func_70020_e(NBTTagCompound n)	void
func_70021_al()	Entity[]
func_70024_g(double arg0, double arg1, double arg2)	void
func_70026_G()	boolean
func_70027_ad()	boolean
func_70028_i(Entity e)	boolean
func_70029_a(World w)	void
func_70030_z()	void
func_70031_b(boolean b)	void
func_70032_d(Entity e)	float
func_70033_W()	double
func_70034_d(float f)	void
func_70037_a(NBTTagCompound n)	void
func_70038_c(double arg0, double arg1, double arg2)	boolean
func_70039_c(NBTTagCompound n)	boolean
func_70040_Z()	Vec3d
func_70042_X()	double
func_70045_F()	boolean
func_70046_E()	AxisAlignedBB
func_70047_e()	float
func_70050_g(int i)	void
func_70051_ag()	boolean
func_70055_a(Material m)	boolean
func_70057_ab()	void
func_70066_B()	void
func_70067_L()	boolean
func_70068_e(Entity e)	double
func_70070_b()	int
func_70071_h_()	void
func_70072_I()	boolean
func_70074_a(EntityLivingBase e)	void
func_70075_an()	boolean
func_70077_a(EntityLightningBolt e)	void
func_70079_am()	float
func_70080_a(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70082_c(float arg0, float arg1)	void
func_70086_ai()	int
func_70089_S()	boolean

Methods	Return Type
func_70090_H()	boolean
func_70091_d(MoverType arg0, double arg1, double arg2, double arg3)	void
func_70092_e(double arg0, double arg1, double arg2)	double
func_70093_af()	boolean
func_70094_T()	boolean
func_70095_a(boolean b)	void
func_70097_a(DamageSource arg0, float arg1)	boolean
func_70098_U()	void
func_70099_a(ItemStack arg0, float arg1)	EntityItem
func_70100_b_(EntityPlayer e)	void
func_70103_a(byte b)	void
func_70104_M()	boolean
func_70106_y()	void
func_70107_b(double arg0, double arg1, double arg2)	void
func_70108_f(Entity e)	void
func_70110_aj()	void
func_70111_Y()	float
func_70112_a(double d)	boolean
func_70114_g(Entity e)	AxisAlignedBB
func_70288_d()	void
func_70289_a(EntityItem e)	boolean
func_70634_a(double arg0, double arg1, double arg2)	void
func_70676_i(float f)	Vec3d
func_82142_c(boolean b)	void
func_82143_as()	int
func_82145_z()	int
func_82147_ab()	int
func_82149_j(Entity e)	void
func_82150_aj()	boolean
func_85029_a(CrashReportCategory c)	void
func_85031_j(Entity e)	boolean
func_90999_ad()	boolean
func_92058_a(ItemStack i)	void
func_92059_d()	ItemStack
func_94059_bO()	boolean
func_95999_t()	String
func_96092_aw()	boolean
func_96094_a(String s)	void
func_96124_cp()	Team
func_98034_c(EntityPlayer e)	boolean
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
getPickedResult(RayTraceResult r)	ItemStack

Methods	Return Type
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
isCreatureType(EnumCreatureType arg0, boolean arg1)	boolean
onAddedToWorld()	void
onRemovedFromWorld()	void
resetEntityId()	void
serializeNBT()	NBTTagCompound
serializeNBT()	NBTBase
shouldDismountInWater(Entity e)	boolean
shouldRenderInPass(int i)	boolean
shouldRiderSit()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

ScaledResolution

Class

net.minecraft.client.gui.ScaledResolution

Extends

Methods	Return Type
func_78324_d()	double
func_78325_e()	int
func_78326_a()	int
func_78327_c()	double
func_78328_b()	int
wait(long arg0, int arg1)	void
wait(long l)	void

TextFormatting

Class

net.minecraft.util.text.TextFormatting

Extends

Enum

Fields	Type
declaringClass	Class<E>
field_96329_z	char

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_175746_b()	int
func_96297_d()	String
func_96301_b()	boolean

Methods	Return Type
func_96302_c()	boolean
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

EntityEquipmentSlot$Type

Class

net.minecraft.inventory.EntityEquipmentSlot$Type

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

PlayerEvent

Class

dev.latvian.kubejs.player.PlayerEventJS

Extends

LivingEntityEvent

Fields	Type
entity	Entity
player	Player
server	Server
world	World

Methods	Return Type
addGameStage(String s)	void
hasGameStage(String s)	boolean
removeGameStage(String s)	void
wait(long arg0, int arg1)	void
wait(long l)	void

Block

Class

dev.latvian.kubejs.world.BlockContainerJS

Extends

Fields	Type
blockState	BlockState
canSeeSky	boolean
canSnow	boolean
canSnowCheckingLight	boolean
dimension	int
down	Block
east	Block
entity	TileEntity
entityData	NBTCompound
entityID	ID
id	ID
item	ItemStack
light	int
material	Material
minecraftWorld	World
north	Block
pos	BlockPos
properties	Map<String, String>
south	Block
up	Block
west	Block
world	World
x	int
y	int
z	int

Methods	Return Type
clearCache()	void
createEntity(Object o)	Entity
createExplosion()	Explosion
getInventory(EnumFacing e)	Inventory
offset(int arg0, int arg1, int arg2)	Block
offset(EnumFacing arg0, int arg1)	Block
offset(EnumFacing e)	Block
set(Object o)	void
set(Object arg0, Map<?, ?> arg1, int arg2)	void
set(Object arg0, Map<?, ?> arg1)	void
spawnFireworks(Fireworks f)	void
spawnLightning(boolean b)	void

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

Entity

Class
dev.latvian.kubejs.entity.EntityJS

Extends
MessageSender

Fields	Type
alive	boolean
ambientCreature	boolean
animal	boolean
block Block position of the entity	Block
boss	boolean
customName Custom display name	String
customNameAlwaysVisible Custom display name will always be visible above head	boolean
displayName	Text
eyeHeight	float
facing	EnumFacing
fallDistance	float
frame	boolean
fullNBT Entity NBT	NBTCompound
glowing	boolean
hasCustomName Checks if custom display name is set	boolean
horizontalFacing	EnumFacing
id	UUID
invisible	boolean
item	ItemStack
living	boolean
minecraftEntity	Entity
monster	boolean
motionX	double
motionY	double
motionZ	double
name	String
nbt Custom NBT you can use for saving custom data	NBTCompound
noClip	boolean
noGravity	boolean
onGround	boolean
passengers	EntityArrayList
pitch	float

Fields	Type
player	boolean
profile	GameProfile
recursivePassengers	EntityArrayList
ridingEntity	Entity
server	Server
silent	boolean
sneaking	boolean
sprinting	boolean
stepHeight	float
tags	Set<String>
teamID Scoreboard team ID	String
ticksExisted	int
type	ID
waterCreature	boolean
world	World
x	double
y	double
yaw	float
z	double

Methods	Return Type
addMotion(double x, double y, double z)	void
attack(float hp)	void
attack(String source, float hp)	void
dismountRidingEntity()	void
extinguish()	void
getNBTData(String key) Get specific value from custom NBT	NBTBase
isOnSameTeam(Entity entity) Checks if this entity is on the same scoreboard team as another entity	boolean
isOnScoreboardTeam(String teamID) Checks if this entity is on scoreboard team	boolean
isPassenger(Entity entity)	boolean
kill()	void
playSound(Object id, float volume, float pitch) Play sound at entity. Must be played from server side	void
playSound(Object id) Play sound at entity. Must be played from server side	void
removePassengers()	void
runCommand(String command) Runs command as if the sender was running it, ignoring permissions	int
setMotion(double x, double y, double z)	void
setNBTData(String key, Object nbt) Set specific value in custom NBT	void
setOnFire(int seconds) Sets entity on fire for x seconds	void
setPosition(double x, double y, double z)	void
setPosition(Block block)	void
setPositionAndRotation(double x, double y, double z, float yaw, float pitch)	void
setRotation(float yaw, float pitch)	void
setStatusMessage(Text text) Set status message	void

Methods	Return Type
spawn() Spawn entity in world	void
startRiding(Entity entity, boolean force)	boolean
tell(Text message) Tell message in chat	void
wait(long arg0, int arg1)	void
wait(long l)	void

BlockBuilder

Class

dev.latvian.kubejs.block.BlockBuilder

Extends

Fields	Type
id	ID

Methods	Return Type
add()	void
fullBlock(boolean fullBlock)	BlockBuilder
hardness(float hardness)	BlockBuilder
harvestTool(String tool, int level)	BlockBuilder
layer(String layer)	BlockBuilder
lightLevel(float light)	BlockBuilder
material(Material material)	BlockBuilder
opaque(boolean opaque)	BlockBuilder
resistance(float resistance)	BlockBuilder
translationKey(String translationKey)	BlockBuilder
unbreakable()	BlockBuilder
wait(long arg0, int arg1)	void
wait(long l)	void

ServerEvent

Class

dev.latvian.kubejs.server.ServerEventJS

Extends

Event

Fields	Type
server	Server

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

CommandBuilder

Class

dev.latvian.kubejs.command.CommandBuilder

Extends

Fields	Type
aliases	List<String>
callback	Consumer<CommandBase>
execute	CommandBuilder$ExecuteFunction
name	String
requiredPermissionLevel	int
username	CommandBuilder$UsernameFunction

Methods	Return Type
add()	void
alias(String s)	CommandBuilder
execute(CommandBuilder$ExecuteFunction c)	CommandBuilder
op()	CommandBuilder
username(int i)	CommandBuilder
username(CommandBuilder$UsernameFunction c)	CommandBuilder
wait(long arg0, int arg1)	void
wait(long l)	void

CommandSender

Class

dev.latvian.kubejs.command.CommandSender

Extends

MessageSender

Fields	Type
block	Block
displayName	Text
name	String
player	Player
sender	CommandSender
server	Server
world	World

Methods	Return Type
runCommand(String s) Runs command as if the sender was running it, ignoring permissions	int
setStatusMessage(Object o) Set status message	void
tell(Object o) Tell message in chat	void
wait(long arg0, int arg1)	void
wait(long l)	void

LivingEntityEvent

Class

dev.latvian.kubejs.entity.LivingEntityEventJS

Extends

EntityEvent

Fields	Type
entity	Entity
server	Server
world	World

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

DamageSource

Class

dev.latvian.kubejs.entity.DamageSourceJS

Extends

Fields	Type
actual	Entity
immediate	Entity
source	DamageSource
type	String
world	World

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

ItemEntity

Class

dev.latvian.kubejs.entity.ItemEntityJS

Extends

Entity

Fields	Type
alive	boolean
ambientCreature	boolean
animal	boolean
block Block position of the entity	Block
boss	boolean
customName Custom display name	String
customNameAlwaysVisible Custom display name will always be visible above head	boolean

Fields	Type
displayName	Text
eyeHeight	float
facing	EnumFacing
fallDistance	float
frame	boolean
fullNBT Entity NBT	NBTCompound
glowing	boolean
hasCustomName Checks if custom display name is set	boolean
horizontalFacing	EnumFacing
id	UUID
invisible	boolean
item	ItemStack
lifespan	int
living	boolean
minecraftEntity	Entity
monster	boolean
motionX	double
motionY	double
motionZ	double
name	String
nbt Custom NBT you can use for saving custom data	NBTCompound
noClip	boolean
noGravity	boolean
onGround	boolean
owner	String
passengers	EntityArrayList
pitch	float
player	boolean
profile	GameProfile
recursivePassengers	EntityArrayList
ridingEntity	Entity
server	Server
silent	boolean
sneaking	boolean
sprinting	boolean
stepHeight	float
tags	Set<String>
teamID Scoreboard team ID	String
thrower	String
ticksExisted	int
type	ID
waterCreature	boolean

Fields	Type
world	World
x	double
y	double
yaw	float
z	double

Methods	Return Type
addMotion(double x, double y, double z)	void
attack(float hp)	void
attack(String source, float hp)	void
dismountRidingEntity()	void
extinguish()	void
getNBTData(String key) Get specific value from custom NBT	NBTBase
isOnSameTeam(Entity entity) Checks if this entity is on the same scoreboard team as another entity	boolean
isOnScoreboardTeam(String teamID) Checks if this entity is on scoreboard team	boolean
isPassenger(Entity entity)	boolean
kill()	void
playSound(Object id, float volume, float pitch) Play sound at entity. Must be played from server side	void
playSound(Object id) Play sound at entity. Must be played from server side	void
removePassengers()	void
runCommand(String command) Runs command as if the sender was running it, ignoring permissions	int
setDefaultPickupDelay()	void
setInfinitePickupDelay()	void
setMotion(double x, double y, double z)	void
setNBTData(String key, Object nbt) Set specific value in custom NBT	void
setNoDespawn()	void
setNoPickupDelay()	void
setOnFire(int seconds) Sets entity on fire for x seconds	void
setPickupDelay(int i)	void
setPosition(double x, double y, double z)	void
setPosition(Block block)	void
setPositionAndRotation(double x, double y, double z, float yaw, float pitch)	void
setRotation(float yaw, float pitch)	void
setStatusMessage(Text text) Set status message	void
spawn() Spawn entity in world	void
startRiding(Entity entity, boolean force)	boolean
tell(Text message) Tell message in chat	void
wait(long arg0, int arg1)	void
wait(long l)	void

EntityEvent

Class
dev.latvian.kubejs.entity.EntityEventJS

Extends

WorldEvent

Fields	Type
entity	Entity
server	Server
world	World

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

EntityArrayList

Class

dev.latvian.kubejs.player.EntityArrayList

Extends

ArrayList

MessageSender

Fields	Type
displayName	Text
empty	boolean
first	Entity
name	String
world	World

Methods	Return Type
add(int arg0, Object arg1)	void
add(Object o)	boolean
addAll(int arg0, Collection<? extends E> arg1)	boolean
addAll(Collection<? extends E> c)	boolean
clear()	void
clone()	Object
contains(Object o)	boolean
containsAll(Collection<?> c)	boolean
ensureCapacity(int i)	void
filter(Predicate<Entity> filter)	EntityArrayList
forEach(Consumer<? super E> c)	void
get(int i)	Object
indexOf(Object o)	int
iterator()	Iterator<E>
kill()	void
lastIndexOf(Object o)	int
listIterator(int i)	ListIterator<E>

Methods	Return Type
listIterator()	ListIterator<E>
parallelStream()	Stream<E>
playSound(Object id, float volume, float pitch)	void
playSound(Object id)	void
remove(Object o)	boolean
remove(int i)	Object
removeAll(Collection<?> c)	boolean
removeIf(Predicate<? super E> p)	boolean
replaceAll(UnaryOperator<E> u)	void
retainAll(Collection<?> c)	boolean
runCommand(String command) Runs command as if the sender was running it, ignoring permissions	int
sendData(String channel, Object data)	void
set(int arg0, Object arg1)	Object
setStatusMessage(Text message) Set status message	void
size()	int
sort(Comparator<? super E> c)	void
spliterator()	Spliterator<E>
stream()	Stream<E>
subList(int arg0, int arg1)	List<E>
tell(Text message) Tell message in chat	void
toArray()	Object[]
toArray(Object[] o)	Object[]
trimToSize()	void
wait(long arg0, int arg1)	void
wait(long l)	void

QuestObject

Class

com.feed_the_beast.ftbquests.quest.QuestObject

Extends

QuestObjectBase

Fields	Type
altIcon	Icon
altTitle	String
codeString	String
disableToast	boolean
file	File
icon	Icon
id	int
invalid	boolean
objectType	QuestObjectType

Fields	Type
parentID	int
questChapter	Chapter
questFile	QuestFile
tags	Set<String>
title	String
unformattedTitle	String
yellowDisplayName	String

Methods	Return Type
cacheProgress()	boolean
changeProgress(QuestData arg0, ChangeProgress arg1)	void
clearCachedData()	void
createSubGroup(ConfigGroup c)	ConfigGroup
createTabContent()	Optional<Node>
deleteChildren()	void
deleteSelf()	void
editedFromGUI()	void
forceProgress(QuestData arg0, ChangeProgress arg1, boolean arg2)	void
getConfig(ConfigGroup c)	void
getRelativeProgress(QuestData q)	int
getRelativeProgressFromChildren(QuestData q)	int
hasTag(String s)	boolean
isComplete(QuestData q)	boolean
isStarted(QuestData q)	boolean
isVisible(QuestData q)	boolean
loadText()	QuestObjectText
onCompleted(QuestData arg0, List<EntityPlayerMP> arg1)	void
onCreated()	void
onEditButtonClicked()	void
readData(NBTTagCompound n)	void
readNetData(DataIn d)	void
refreshJEI()	int
wait(long arg0, int arg1)	void
wait(long l)	void
writeData(NBTTagCompound n)	void
writeNetData(DataOut d)	void

CustomReward

Class
com.feed_the_beast.ftbquests.quest.reward.CustomReward

Extends
Reward

Fields	Type
altIcon	Icon
altTitle	String
autoClaimType	RewardAutoClaim
buttonText	String
codeString	String
excludeFromClaimAll	boolean
file	File
icon	Icon
id	int
ingredient	Object
invalid	boolean
objectType	QuestObjectType
parentID	int
quest	Quest
questChapter	Chapter
questFile	QuestFile
tags	Set<String>
team	EnumTristate
teamReward	boolean
title	String
type	RewardType
unformattedTitle	String
yellowDisplayName	String

Methods	Return Type
addMouseOverText(List<String> l)	void
addTitleInMouseOverText()	boolean
changeProgress(QuestData arg0, ChangeProgress arg1)	void
claim(EntityPlayerMP arg0, boolean arg1)	void
claimAutomated(TileEntity arg0, EntityPlayerMP arg1)	ItemStack
clearCachedData()	void
createSubGroup(ConfigGroup c)	ConfigGroup
createTabContent()	Optional<Node>
deleteChildren()	void
deleteSelf()	void
editedFromGUI()	void
forceProgress(QuestData arg0, ChangeProgress arg1, boolean arg2)	void
getConfig(ConfigGroup c)	void
hasTag(String s)	boolean
loadText()	QuestObjectText
onButtonClicked(boolean b)	void
onCreated()	void
onEditButtonClicked()	void

Methods	Return Type
readData(NBTTagCompound n)	void
readNetData(DataIn d)	void
refreshJEI()	int
wait(long arg0, int arg1)	void
wait(long l)	void
writeData(NBTTagCompound n)	void
writeNetData(DataOut d)	void

CustomTask

Class

com.feed_the_beast.ftbquests.quest.task.CustomTask

Extends

Task

Fields	Type
altIcon	Icon
altTitle	String
buttonText	String
check	CustomTask$Check
checkTimer	int
codeString	String
disableToast	boolean
enableButton	boolean
file	File
icon	Icon
id	int
ingredient	Object
invalid	boolean
maxProgress	long
maxProgressString	String
objectType	QuestObjectType
parentID	int
quest	Quest
questChapter	Chapter
questFile	QuestFile
screenCoreClass	Class<? extends com.feed_the_beast.ftbquests.tile.TileTaskScreenCore>
screenPartClass	Class<? extends com.feed_the_beast.ftbquests.tile.TileTaskScreenPart>
tags	Set<String>
title	String
type	TaskType
unformattedTitle	String
yellowDisplayName	String

Methods	Return Type
addMouseOverText(List<String> arg0, TaskData arg1)	void
addTitleInMouseOverText()	boolean
autoSubmitOnPlayerTick()	int
cacheProgress()	boolean
canInsertItem()	boolean
changeProgress(QuestData arg0, ChangeProgress arg1)	void
clearCachedData()	void
consumesResources()	boolean
createData(QuestData q)	TaskData
createScreenCore(World w)	TileTaskScreenCore
createScreenPart(World w)	TileTaskScreenPart
createSubGroup(ConfigGroup c)	ConfigGroup
createTabContent()	Optional<Node>
deleteChildren()	void
deleteSelf()	void
drawGUI(TaskData arg0, int arg1, int arg2, int arg3, int arg4)	void
drawScreen(TaskData t)	void
editedFromGUI()	void
forceProgress(QuestData arg0, ChangeProgress arg1, boolean arg2)	void
getConfig(ConfigGroup c)	void
getRelativeProgress(QuestData q)	int
getRelativeProgressFromChildren(QuestData q)	int
hasTag(String s)	boolean
hideProgressNumbers()	boolean
isComplete(QuestData q)	boolean
isStarted(QuestData q)	boolean
isVisible(QuestData q)	boolean
loadText()	QuestObjectText
onButtonClicked(boolean b)	void
onCompleted(QuestData arg0, List<EntityPlayerMP> arg1)	void
onCreated()	void
onEditButtonClicked()	void
readData(NBTTagCompound n)	void
readNetData(DataIn d)	void
refreshJEI()	int
submitItemsOnInventoryChange()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void
writeData(NBTTagCompound n)	void
writeNetData(DataOut d)	void

CustomTaskChecker

Interface

com.feed_the_beast.ftbquests.integration.kubejs.CustomTaskCheckerJS

Extends

Methods	Return Type
check(CustomTask$Data arg0, Player arg1)	void

TaskData

Class

com.feed_the_beast.ftbquests.quest.task.TaskData

Extends

CapabilityProvider

ItemHandler

Fields	Type
complete	boolean
data	QuestData
progress	long
progressString	String
relativeProgress	int
slots	int
started	boolean
task	Task

Methods	Return Type
addProgress(long l)	void
extractItem(int arg0, int arg1, boolean arg2)	ItemStack
getCapability(Capability<C> arg0, EnumFacing arg1)	Object
getSlotLimit(int i)	int
getStackInSlot(int i)	ItemStack
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
insertItem(int arg0, ItemStack arg1, boolean arg2)	ItemStack
insertItem(ItemStack arg0, boolean arg1, boolean arg2, EntityPlayer arg3)	ItemStack
isItemValid(int arg0, ItemStack arg1)	boolean
readProgress(long l)	void
setProgress(long l)	void
submitTask(EntityPlayerMP arg0, Collection<ItemStack> arg1, boolean arg2)	boolean
submitTask(EntityPlayerMP e)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

Inventory

Class

dev.latvian.kubejs.item.InventoryJS

Extends

Fields	Type
empty	boolean
size	int

Methods	Return Type
clear(Ingredient ingredient)	void
clear()	void
count(Ingredient filter)	int
count()	int
countNonEmpty()	int
countNonEmpty(Ingredient filter)	int
extract(int slot, int amount, boolean simulate)	ItemStack
find()	int
find(Ingredient filter)	int
get(int slot)	ItemStack
getBlock(World w)	Block
getSlotLimit(int slot)	int
insert(int slot, ItemStack arg1, boolean simulate)	ItemStack
isItemValid(int slot, ItemStack arg1)	boolean
markDirty()	void
set(int slot, ItemStack item)	void
wait(long arg0, int arg1)	void
wait(long l)	void

ItemBuilder

Class

dev.latvian.kubejs.item.ItemBuilder

Extends

Fields	Type
id	ID

Methods	Return Type
add()	void
containerItem(ID id)	ItemBuilder
glow(boolean glow)	ItemBuilder
maxDamage(int damage)	ItemBuilder
maxStackSize(int size)	ItemBuilder
model(String model)	ItemBuilder
rarity(EnumRarity rarity)	ItemBuilder
tool(String type, int level)	ItemBuilder
tooltip(Text text)	ItemBuilder

Methods	Return Type
translationKey(String translationKey)	ItemBuilder
unstackable()	ItemBuilder
wait(long arg0, int arg1)	void
wait(long l)	void

Advancement

Class

dev.latvian.kubejs.player.AdvancementJS

Extends

Fields	Type
advancement	Advancement
children	Set<Advancement>
description	Text
displayText	Text
parent	Advancement
title	Text

Methods	Return Type
addChild(Advancement a)	void
hasDisplay()	boolean
id()	ID
wait(long arg0, int arg1)	void
wait(long l)	void

Container

Class

net.minecraft.inventory.Container

Extends

Fields	Type
field_75149_d	List<ContainerListener>
field_75151_b	List<Slot>
field_75152_c	int
field_75153_a	NonNullList<ItemStack>

Methods	Return Type
func_184996_a(int arg0, int arg1, ClickType arg2, EntityPlayer arg3)	ItemStack
func_190896_a(List<ItemStack> l)	void
func_75128_a(EntityPlayer arg0, boolean arg1)	void
func_75129_b(EntityPlayer e)	boolean
func_75130_a(Inventory i)	void
func_75132_a(ContainerListener c)	void

Methods	Return Type
func_75134_a(EntityPlayer e)	void
func_75136_a(InventoryPlayer i)	short
func_75137_b(int arg0, int arg1)	void
func_75138_a()	NonNullList<ItemStack>
func_75139_a(int i)	Slot
func_75140_a(EntityPlayer arg0, int arg1)	boolean
func_75141_a(int arg0, ItemStack arg1)	void
func_75142_b()	void
func_75145_c(EntityPlayer e)	boolean
func_75147_a(Inventory arg0, int arg1)	Slot
func_82846_b(EntityPlayer arg0, int arg1)	ItemStack
func_82847_b(ContainerListener c)	void
func_94530_a(ItemStack arg0, Slot arg1)	boolean
func_94531_b(Slot s)	boolean
invtweaks$largeChest()	boolean
invtweaks$rowSize()	int
invtweaks$showButtons()	boolean
invtweaks$slotMap()	Map
invtweaks$validChest()	boolean
invtweaks$validInventory()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

Inventory

Interface

net.minecraft.inventory.IInventory

Extends

WorldNameable

Methods	Return Type
func_145748_c_()	TextComponent
func_145818_k_()	boolean
func_174885_b(int arg0, int arg1)	void
func_174886_c(EntityPlayer e)	void
func_174887_a_(int i)	int
func_174888_l()	void
func_174889_b(EntityPlayer e)	void
func_174890_g()	int
func_191420_l()	boolean
func_70005_c_()	String
func_70296_d()	void
func_70297_j_()	int

Methods	Return Type
func_70298_a(int arg0, int arg1)	ItemStack
func_70299_a(int arg0, ItemStack arg1)	void
func_70300_a(EntityPlayer e)	boolean
func_70301_a(int i)	ItemStack
func_70302_i_()	int
func_70304_b(int i)	ItemStack
func_94041_b(int arg0, ItemStack arg1)	boolean

RecipeEventBase

Class

dev.latvian.kubejs.crafting.RecipeEventBaseJS

Extends

Event

Fields	Type
mod	String

Methods	Return Type
add(Map<String, Object> m)	void
remove(Object o)	void
removeInput(Object o)	void
wait(long arg0, int arg1)	void
wait(long l)	void

AlloySmelterRecipeEventJS$AlloySmelterRecipe

Class

dev.latvian.kubejs.crafting.AlloySmelterRecipeEventJS$AlloySmelterRecipe

Extends

Recipe

Fields	Type
input	List<Ingredient>
output	ItemStack
power	float
secondaryOutput	ItemStack
secondaryOutputChance	float

Methods	Return Type
add()	void
input(Object o)	AlloySmelterRecipeEventJS$AlloySmelterRecipe
output(Object o)	AlloySmelterRecipeEventJS$AlloySmelterRecipe
power(float f)	AlloySmelterRecipeEventJS$AlloySmelterRecipe
secondary(Object arg0, float arg1)	AlloySmelterRecipeEventJS$AlloySmelterRecipe

Methods	Return Type
secondary(Object o)	AlloySmelterRecipeEventJS$AlloySmelterRecipe
set(Map m)	Recipe
set(Map<String, Object> m)	AlloySmelterRecipeEventJS$AlloySmelterRecipe
wait(long arg0, int arg1)	void
wait(long l)	void

CompressorRecipeEventJS$CompressorRecipe

Class

dev.latvian.kubejs.crafting.CompressorRecipeEventJS$CompressorRecipe

Extends

Recipe

Fields	Type
input	Ingredient
output	ItemStack
power	float

Methods	Return Type
add()	void
input(Object o)	CompressorRecipeEventJS$CompressorRecipe
output(Object o)	CompressorRecipeEventJS$CompressorRecipe
power(float f)	CompressorRecipeEventJS$CompressorRecipe
set(Map m)	Recipe
set(Map<String, Object> m)	CompressorRecipeEventJS$CompressorRecipe
wait(long arg0, int arg1)	void
wait(long l)	void

Recipe

Interface

net.minecraft.item.crafting.IRecipe

Extends

ForgeRegistryEntry

Fields	Type
registryName	ResourceLocation
registryType	Class<V>

Methods	Return Type
func_179532_b(InventoryCrafting i)	NonNullList<ItemStack>
func_192399_d()	boolean
func_192400_c()	NonNullList<Ingredient>
func_193358_e()	String
func_194133_a(int arg0, int arg1)	boolean

Methods	Return Type
func_77569_a(InventoryCrafting arg0, World arg1)	boolean
func_77571_b()	ItemStack
func_77572_b(InventoryCrafting i)	ItemStack

FurnaceRecipeEventJS$FurnaceRecipe

Class

dev.latvian.kubejs.crafting.FurnaceRecipeEventJS$FurnaceRecipe

Extends

Recipe

Fields	Type
experience	float
input	Ingredient
output	ItemStack

Methods	Return Type
add()	void
input(Object o)	FurnaceRecipeEventJS$FurnaceRecipe
output(Object o)	FurnaceRecipeEventJS$FurnaceRecipe
set(Map m)	Recipe
set(Map<String, Object> m)	FurnaceRecipeEventJS$FurnaceRecipe
wait(long arg0, int arg1)	void
wait(long l)	void
xp(float f)	FurnaceRecipeEventJS$FurnaceRecipe

PulverizerRecipeEventJS$PulverizerRecipe

Class

dev.latvian.kubejs.crafting.PulverizerRecipeEventJS$PulverizerRecipe

Extends

Recipe

Fields	Type
input	Ingredient
output	ItemStack
power	float
secondaryOutput	ItemStack
secondaryOutputChance	float

Methods	Return Type
add()	void
input(Object o)	PulverizerRecipeEventJS$PulverizerRecipe
output(Object o)	PulverizerRecipeEventJS$PulverizerRecipe
power(float f)	PulverizerRecipeEventJS$PulverizerRecipe

Methods	Return Type
secondary(Object arg0, float arg1)	PulverizerRecipeEventJS$PulverizerRecipe
secondary(Object o)	PulverizerRecipeEventJS$PulverizerRecipe
set(Map m)	Recipe
set(Map<String, Object> m)	PulverizerRecipeEventJS$PulverizerRecipe
wait(long arg0, int arg1)	void
wait(long l)	void

ExplosionEvent

Class

dev.latvian.kubejs.world.ExplosionEventJS

Extends

WorldEvent

Fields	Type
block	Block
exploder	LivingEntity
position	Vec3d
server	Server
world	World
x	double
y	double
z	double

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

LivingEntity

Class

dev.latvian.kubejs.entity.LivingEntityJS

Extends

Entity

Fields	Type
absorptionAmount	float
alive	boolean
ambientCreature	boolean
animal	boolean
attackingEntity	LivingEntity
block Block position of the entity	Block
boss	boolean
child	boolean
customName Custom display name	String

Fields	Type
customNameAlwaysVisible Custom display name will always be visible above head	boolean
displayName	Text
elytraFlying	boolean
eyeHeight	float
facing	EnumFacing
fallDistance	float
frame	boolean
fullNBT Entity NBT	NBTCompound
glowing	boolean
hasCustomName Checks if custom display name is set	boolean
health	float
horizontalFacing	EnumFacing
id	UUID
idleTime	int
invisible	boolean
item	ItemStack
lastAttackedEntity	LivingEntity
lastAttackedEntityTime	int
lastDamageSource	DamageSource
living	boolean
mainHandItem	ItemStack
maxHealth	float
minecraftEntity	Entity
minecraftLivingEntity	EntityLivingBase
monster	boolean
motionX	double
motionY	double
motionZ	double
movementSpeed	float
name	String
nbt Custom NBT you can use for saving custom data	NBTCompound
noClip	boolean
noGravity	boolean
offHandItem	ItemStack
onGround	boolean
onLadder	boolean
passengers	EntityArrayList
pitch	float
player	boolean
potionEffects	EntityPotionEffects
profile	GameProfile
reachDistance	double

Fields	Type
recursivePassengers	EntityArrayList
revengeTarget	LivingEntity
revengeTimer	int
ridingEntity	Entity
server	Server
silent	boolean
sleeping	boolean
sneaking	boolean
sprinting	boolean
stepHeight	float
tags	Set<String>
teamID Scoreboard team ID	String
ticksExisted	int
type	ID
undead	boolean
waterCreature	boolean
world	World
x	double
y	double
yaw	float
z	double

Methods	Return Type
addMotion(double x, double y, double z)	void
attack(float hp)	void
attack(String source, float hp)	void
canEntityBeSeen(Entity entity)	boolean
damageHeldItem()	void
damageHeldItem(EnumHand hand, int amount)	void
dismountRidingEntity()	void
extinguish()	void
getEquipment(EntityEquipmentSlot slot)	ItemStack
getHeldItem(EnumHand hand)	ItemStack
getNBTData(String key) Get specific value from custom NBT	NBTBase
heal(float hp)	void
isHoldingInAnyHand(Ingredient ingredient)	boolean
isOnSameTeam(Entity entity) Checks if this entity is on the same scoreboard team as another entity	boolean
isOnScoreboardTeam(String teamID) Checks if this entity is on scoreboard team	boolean
isPassenger(Entity entity)	boolean
kill()	void
playSound(Object id, float volume, float pitch) Play sound at entity. Must be played from server side	void
playSound(Object id) Play sound at entity. Must be played from server side	void
rayTrace()	Map<String, Object>

Methods	Return Type
rayTrace(double distance)	Map<String, Object>
removePassengers()	void
runCommand(String command) Runs command as if the sender was running it, ignoring permissions	int
setEquipment(EntityEquipmentSlot slot, ItemStack item)	void
setHeldItem(EnumHand hand, ItemStack item)	void
setMotion(double x, double y, double z)	void
setNBTData(String key, Object nbt) Set specific value in custom NBT	void
setOnFire(int seconds) Sets entity on fire for x seconds	void
setPosition(double x, double y, double z)	void
setPosition(Block block)	void
setPositionAndRotation(double x, double y, double z, float yaw, float pitch)	void
setRotation(float yaw, float pitch)	void
setStatusMessage(Text text) Set status message	void
spawn() Spawn entity in world	void
startRiding(Entity entity, boolean force)	boolean
swingArm(EnumHand hand)	void
tell(Text message) Tell message in chat	void
wait(long arg0, int arg1)	void
wait(long l)	void

WorldEvent

Class

dev.latvian.kubejs.world.WorldEventJS

Extends

Event

Fields	Type
server	Server
world	World

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

RegistryEvent$MissingMappings$Mapping

Class

net.minecraftforge.event.RegistryEvent$MissingMappings$Mapping

Extends

Fields	Type
action	RegistryEvent$MissingMappings$Action
id	int
key	ResourceLocation

Fields	Type
registry	ForgeRegistry<T>
target	ForgeRegistryEntry

Methods	Return Type
fail()	void
ignore()	void
remap(ForgeRegistryEntry f)	void
wait(long arg0, int arg1)	void
wait(long l)	void
warn()	void

StringSerializable

Interface

net.minecraft.util.IStringSerializable

Extends

Methods	Return Type
func_176610_l()	String

Vec3i

Class

net.minecraft.util.math.Vec3i

Extends

Comparable

Methods	Return Type
compareTo(Vec3i v)	int
compareTo(Object o)	int
func_177951_i(Vec3i v)	double
func_177952_p()	int
func_177954_c(double arg0, double arg1, double arg2)	double
func_177955_d(Vec3i v)	Vec3i
func_177956_o()	int
func_177957_d(double arg0, double arg1, double arg2)	double
func_177958_n()	int
func_185332_f(int arg0, int arg1, int arg2)	double
wait(long arg0, int arg1)	void
wait(long l)	void

EnumFacing$Axis

Class

net.minecraft.util.EnumFacing$Axis

Extends

Enum

Predicate

StringSerializable

Fields	Type
declaringClass	Class<E>

Methods	Return Type
and(Predicate<? super T> p)	Predicate<T>
apply(EnumFacing e)	boolean
apply(Object o)	boolean
compareTo(Object o)	int
compareTo(Enum e)	int
func_176610_l()	String
func_176716_d()	EnumFacing$Plane
func_176719_a()	String
func_176720_b()	boolean
func_176722_c()	boolean
name()	String
negate()	Predicate<T>
or(Predicate<? super T> p)	Predicate<T>
ordinal()	int
test(Object o)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

EnumFacing$AxisDirection

Class

net.minecraft.util.EnumFacing$AxisDirection

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_179524_a()	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

BlockEntityPredicateDataCheck

Interface

dev.latvian.kubejs.block.predicate.BlockEntityPredicateDataCheck

Extends

Methods	Return Type
checkData(NBTCompound n)	boolean

IForgeRegistryEntry$Impl

Class

net.minecraftforge.registries.IForgeRegistryEntry$Impl

Extends

ForgeRegistryEntry

Fields	Type
delegate	RegistryDelegate<T>
registryName	ResourceLocation
registryType	Class<T>

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

BlockIDPredicate$PropertyObject

Class

dev.latvian.kubejs.block.predicate.BlockIDPredicate$PropertyObject

Extends

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

Gui

Class

net.minecraft.client.gui.Gui

Extends

Fields	Type
field_73735_i	float

Methods	Return Type
func_175174_a(float arg0, float arg1, int arg2, int arg3, int arg4, int arg5)	void
func_175175_a(int arg0, int arg1, TextureAtlasSprite arg2, int arg3, int arg4)	void
func_73729_b(int arg0, int arg1, int arg2, int arg3, int arg4, int arg5)	void

Methods	Return Type
func_73731_b(FontRenderer arg0, String arg1, int arg2, int arg3, int arg4)	void
func_73732_a(FontRenderer arg0, String arg1, int arg2, int arg3, int arg4)	void
func_73733_a(int arg0, int arg1, int arg2, int arg3, int arg4, int arg5)	void
wait(long arg0, int arg1)	void
wait(long l)	void

GuiYesNoCallback

Interface

net.minecraft.client.gui.GuiYesNoCallback

Extends

Methods	Return Type
func_73878_a(boolean arg0, int arg1)	void

GuiButton

Class

net.minecraft.client.gui.GuiButton

Extends

Gui

Fields	Type
field_146120_f	int
field_146121_g	int
field_146124_l	boolean
field_146125_m	boolean
field_146126_j	String
field_146127_k	int
field_146128_h	int
field_146129_i	int
field_73735_i	float
packedFGColour	int

Methods	Return Type
func_146111_b(int arg0, int arg1)	void
func_146113_a(SoundHandler s)	void
func_146115_a()	boolean
func_146116_c(Minecraft arg0, int arg1, int arg2)	boolean
func_146117_b()	int
func_146118_a(int arg0, int arg1)	void
func_175174_a(float arg0, float arg1, int arg2, int arg3, int arg4, int arg5)	void
func_175175_a(int arg0, int arg1, TextureAtlasSprite arg2, int arg3, int arg4)	void
func_175211_a(int i)	void
func_191745_a(Minecraft arg0, int arg1, int arg2, float arg3)	void

Methods	Return Type
func_73729_b(int arg0, int arg1, int arg2, int arg3, int arg4, int arg5)	void
func_73731_b(FontRenderer arg0, String arg1, int arg2, int arg3, int arg4)	void
func_73732_a(FontRenderer arg0, String arg1, int arg2, int arg3, int arg4)	void
func_73733_a(int arg0, int arg1, int arg2, int arg3, int arg4, int arg5)	void
wait(long arg0, int arg1)	void
wait(long l)	void

TextureAtlasSprite

Class

net.minecraft.client.renderer.texture.TextureAtlasSprite

Extends

Fields	Type
animationActive	boolean
animationIndex	int
animationMetadata	AnimationMetadataSection
baseU	float
baseV	float
dependencies	Collection<ResourceLocation>
field_110982_k	AnimationMetadataSection
framesTextureData	List<int[][]>
glSpriteTextureId	int
indexInMap	int
isDependencyParent	boolean
isEmissive	boolean
isShadersSprite	boolean
isSpriteSingle	boolean
mipmapLevels	int
sheetHeight	int
sheetWidth	int
spriteEmissive	TextureAtlasSprite
spriteNormal	TextureAtlasSprite
spriteSingle	TextureAtlasSprite
spriteSpecular	TextureAtlasSprite

Methods	Return Type
bindSpriteTexture()	void
deleteSpriteTexture()	void
func_110966_b(int i)	void
func_110967_i()	int
func_110968_a(List<int[][]> l)	void
func_110969_c(int i)	void
func_110970_k()	int

Methods	Return Type
func_110971_a(int arg0, int arg1, int arg2, int arg3, boolean arg4)	void
func_130010_a()	int
func_130098_m()	boolean
func_130099_d(int i)	void
func_130102_n()	void
func_130103_l()	void
func_147963_d(int i)	void
func_147965_a(int i)	int[][]
func_180599_n()	void
func_188536_b(float f)	float
func_188537_a(float f)	float
func_188538_a(PngSizeInfo arg0, boolean arg1)	void
func_188539_a(Resource arg0, int arg1)	void
func_94206_g()	float
func_94207_b(double d)	float
func_94209_e()	float
func_94210_h()	float
func_94211_a()	int
func_94212_f()	float
func_94214_a(double d)	float
func_94215_i()	String
func_94216_b()	int
func_94217_a(TextureAtlasSprite t)	void
func_94219_l()	void
getSpriteU16(float f)	double
getSpriteV16(float f)	double
hasCustomLoader(ResourceManager arg0, ResourceLocation arg1)	boolean
load(ResourceManager arg0, ResourceLocation arg1, Function<ResourceLocation, TextureAtlasSprite> arg2)	boolean
toSingleU(float f)	float
toSingleV(float f)	float
updateIndexInMap(CounterInt c)	void
wait(long arg0, int arg1)	void
wait(long l)	void

TextComponent

Interface

net.minecraft.util.text.ITextComponent

Extends

Iterable

Methods	Return Type
forEach(Consumer<? super T> c)	void

Methods	Return Type
func_150253_a()	List<TextComponent>
func_150254_d()	String
func_150255_a(Style s)	TextComponent
func_150256_b()	Style
func_150257_a(TextComponent t)	TextComponent
func_150258_a(String s)	TextComponent
func_150259_f()	TextComponent
func_150260_c()	String
func_150261_e()	String
iterator()	Iterator<T>
spliterator()	Spliterator<T>

ThreadListener

Interface

net.minecraft.util.IThreadListener

Extends

Methods	Return Type
func_152344_a(Runnable r)	ListenableFuture<Object>
func_152345_ab()	boolean

SnooperInfo

Interface

net.minecraft.profiler.ISnooperInfo

Extends

Methods	Return Type
func_70000_a(Snooper s)	void
func_70001_b(Snooper s)	void
func_70002_Q()	boolean

ResourcePack

Interface

net.minecraft.client.resources.IResourcePack

Extends

Methods	Return Type
func_110586_a()	BufferedImage
func_110587_b()	Set<String>
func_110589_b(ResourceLocation r)	boolean
func_110590_a(ResourceLocation r)	InputStream
func_130077_b()	String

Methods	Return Type
func_135058_a(MetadataSerializer arg0, String arg1)	MetadataSection

DefaultResourcePack

Class

net.minecraft.client.resources.DefaultResourcePack

Extends

ResourcePack

Methods	Return Type
func_110586_a()	BufferedImage
func_110587_b()	Set<String>
func_110589_b(ResourceLocation r)	boolean
func_110590_a(ResourceLocation r)	InputStream
func_130077_b()	String
func_135058_a(MetadataSerializer arg0, String arg1)	MetadataSection
func_152780_c(ResourceLocation r)	InputStream
wait(long arg0, int arg1)	void
wait(long l)	void

ReloadableResourceManager

Interface

net.minecraft.client.resources.IReloadableResourceManager

Extends

ResourceManager

Methods	Return Type
func_110536_a(ResourceLocation r)	Resource
func_110541_a(List<ResourcePack> l)	void
func_110542_a(ResourceManagerReloadListener r)	void
func_135055_a()	Set<String>
func_135056_b(ResourceLocation r)	List<Resource>

BlockRendererDispatcher

Class

net.minecraft.client.renderer.BlockRendererDispatcher

Extends

ResourceManagerReloadListener

Methods	Return Type
func_110549_a(ResourceManager r)	void
func_175016_a(BlockState arg0, float arg1)	void
func_175018_a(BlockState arg0, BlockPos arg1, BlockAccess arg2, BufferBuilder arg3)	boolean

Methods	Return Type
func_175019_b()	BlockModelRenderer
func_175020_a(BlockState arg0, BlockPos arg1, TextureAtlasSprite arg2, BlockAccess arg3)	void
func_175023_a()	BlockModelShapes
func_184389_a(BlockState b)	BakedModel
wait(long arg0, int arg1)	void
wait(long l)	void

FrameTimer

Class

net.minecraft.util.FrameTimer

Extends

Methods	Return Type
func_181746_c()	long[]
func_181747_a(long l)	void
func_181748_a(long arg0, int arg1)	int
func_181749_a()	int
func_181750_b()	int
func_181751_b(int i)	int
wait(long arg0, int arg1)	void
wait(long l)	void

DebugRenderer

Class

net.minecraft.client.renderer.debug.DebugRenderer

Extends

Fields	Type
field_188286_a	DebugRenderer$IDebugRenderer
field_188287_b	DebugRenderer$IDebugRenderer
field_190077_c	DebugRenderer$IDebugRenderer
field_190078_d	DebugRenderer$IDebugRenderer
field_191325_e	DebugRenderer$IDebugRenderer
field_191557_f	DebugRenderer$IDebugRenderer
field_193852_g	DebugRenderer$IDebugRenderer

Methods	Return Type
func_190073_a(float arg0, long arg1)	void
func_190074_a()	boolean
func_190075_b()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

CreativeSettings

Class

net.minecraft.client.settings.CreativeSettings

Extends

Methods	Return Type
func_192562_a()	void
func_192563_a(int i)	HotbarSnapshot
func_192564_b()	void
wait(long arg0, int arg1)	void
wait(long l)	void

MouseHelper

Class

net.minecraft.util.MouseHelper

Extends

Fields	Type
field_74375_b	int
field_74377_a	int

Methods	Return Type
func_74372_a()	void
func_74373_b()	void
func_74374_c()	void
wait(long arg0, int arg1)	void
wait(long l)	void

Profiler

Class

net.minecraft.profiler.Profiler

Extends

Fields	Type
field_76327_a	boolean
profilerGlobalEnabled	boolean

Methods	Return Type
func_194339_b(Supplier<String> s)	void
func_194340_a(Supplier<String> s)	void
func_76317_a()	void
func_76318_c(String s)	void
func_76319_b()	void
func_76320_a(String s)	void

Methods	Return Type
func_76321_b(String s)	List<Profiler$Result>
func_76322_c()	String
startSection(Class<?> c)	void
wait(long arg0, int arg1)	void
wait(long l)	void

Timer

Class

net.minecraft.util.Timer

Extends

Fields	Type
field_194147_b	float
field_194148_c	float
field_194149_e	float
field_74280_b	int

Methods	Return Type
func_74275_a()	void
wait(long arg0, int arg1)	void
wait(long l)	void

RenderGlobal

Class

net.minecraft.client.renderer.RenderGlobal

Extends

WorldEventListener

ResourceManagerReloadListener

Fields	Type
chunksToResortTransparency	Set
chunksToUpdateForced	Set
chunksToUpdatePrev	Set<RenderChunk>
cloudRenderer	CloudRenderer
countActiveRenderers	int
countChunksToUpdate	int
countEntitiesRendered	int
countLoadedChunks	int
countLoadedChunksPrev	int
countRenderers	int
countTileEntitiesRendered	int
field_147593_P	Map<BlockPos, Sound>
field_147595_R	boolean

Fields	Type
field_147596_f	double
field_147597_g	double
field_147602_h	double
field_174987_D	double
field_174988_E	int
field_174989_F	int
field_174990_G	int
field_174991_A	ShaderGroup
field_174992_B	double
field_174993_C	double
field_174994_L	double
field_174995_M	ChunkRenderDispatcher
field_174996_N	ChunkRenderContainer
field_174997_H	double
field_174998_I	double
field_174999_J	double
field_175000_K	double
field_175001_U	ClippingHelper
field_175002_T	boolean
field_175003_W	Vector3d
field_175004_V	Vector4f[]
field_175005_X	boolean
field_175007_a	RenderChunkFactory
field_175008_n	ViewFrustum
field_175009_l	Set<RenderChunk>
field_175010_j	RenderManager
field_175011_u	VertexBuffer
field_175012_t	VertexBuffer
field_175013_s	VertexBuffer
field_175014_r	VertexFormat
field_175015_z	Framebuffer
field_181024_n	Set<TileEntity>
field_184386_ad	boolean
field_184387_ae	Set<BlockPos>
field_72738_E	Map<int, DestroyBlockProgress>
field_72739_F	int
field_72740_G	int
field_72748_H	int
field_72749_I	int
field_72750_J	int
field_72755_R	List<RenderGlobal$ContainerLocalRenderInformation>
field_72769_h	WorldClient

Fields	Type
field_72770_i	TextureManager
field_72771_w	int
field_72772_v	int
field_72773_u	int
field_72777_q	Minecraft
field_72781_x	int
field_94141_F	TextureAtlasSprite[]
renderDistance	int
renderDistanceSq	int
renderedEntity	Entity
renderEnv	RenderEnv
renderInfosEntities	List
renderInfosEntitiesNormal	List
renderInfosEntitiesShadow	List
renderInfosNormal	List
renderInfosShadow	List
renderInfosTileEntities	List
renderInfosTileEntitiesNormal	List
renderInfosTileEntitiesShadow	List
renderOverlayDamaged	boolean
renderOverlayEyes	boolean
visibilityDeque	Deque
world	WorldClient
worldChunkProvider	ChunkProvider
worldChunkProviderMap	Long2ObjectMap<Chunk>

Methods	Return Type
clearRenderInfos()	void
func_110549_a(ResourceManager r)	void
func_147585_a(int arg0, int arg1, int arg2, int arg3, int arg4, int arg5)	void
func_174959_b(BlockPos b)	void
func_174962_a(Entity arg0, double arg1)	Vector3f
func_174963_q()	void
func_174964_o()	void
func_174965_a(Iterator<DestroyBlockProgress> i)	void
func_174966_b()	void
func_174967_a(long l)	void
func_174968_a(BufferBuilder arg0, float arg1, boolean arg2)	void
func_174969_t()	void
func_174970_a(Entity arg0, double arg1, Camera arg2, int arg3, boolean arg4)	void
func_174971_n()	void
func_174972_a(EnumParticleTypes arg0, double arg1, double arg2, double arg3, double arg4, double arg5, double arg6, int[] arg7)	void
func_174974_b(int arg0, boolean arg1, double arg2, double arg3, double arg4, double arg5, double arg6, double arg7, int[] arg8)	Particle

Methods	Return Type
func_174975_c()	void
func_174976_a(float arg0, int arg1)	void
func_174977_a(BlockRenderLayer arg0, double arg1, int arg2, Entity arg3)	int
func_174978_c(BlockPos b)	Set<EnumFacing>
func_174979_m()	void
func_174980_p()	void
func_174981_a(Tessellator arg0, BufferBuilder arg1, Entity arg2, float arg3)	void
func_174982_a(BlockRenderLayer b)	void
func_174984_a(double arg0, double arg1, double arg2)	void
func_174985_d()	boolean
func_174986_e()	void
func_180439_a(EntityPlayer arg0, int arg1, BlockPos arg2, int arg3)	void
func_180440_a(int arg0, BlockPos arg1, int arg2)	void
func_180441_b(int arg0, BlockPos arg1, int arg2)	void
func_180442_a(int arg0, boolean arg1, double arg2, double arg3, double arg4, double arg5, double arg6, double arg7, int[] arg8)	void
func_180443_s()	void
func_180444_a(BufferBuilder b)	void
func_180445_c(float arg0, int arg1, double arg2, double arg3, double arg4)	void
func_180446_a(Entity arg0, Camera arg1, float arg2)	void
func_180447_b(float arg0, int arg1, double arg2, double arg3, double arg4)	void
func_180448_r()	void
func_180449_a(Entity arg0, float arg1)	void
func_181023_a(Collection<TileEntity> arg0, Collection<TileEntity> arg1)	void
func_184375_a(EntityPlayer arg0, SoundEvent arg1, SoundCategory arg2, double arg3, double arg4, double arg5, float arg6, float arg7)	void
func_184376_a(World arg0, BlockPos arg1, BlockState arg2, BlockState arg3, int arg4)	void
func_184377_a(SoundEvent arg0, BlockPos arg1)	void
func_184382_g()	int
func_184383_a(Entity arg0, Entity arg1, Camera arg2)	boolean
func_184384_n()	boolean
func_184385_a(int arg0, int arg1, int arg2, int arg3, int arg4, int arg5, boolean arg6)	void
func_190570_a(int arg0, boolean arg1, boolean arg2, double arg3, double arg4, double arg5, double arg6, double arg7, double arg8, int[] arg9)	void
func_190571_b(int arg0, boolean arg1, boolean arg2, double arg3, double arg4, double arg5, double arg6, double arg7, double arg8, int[] arg9)	Particle
func_190572_a(boolean b)	int
func_193054_a(World arg0, BlockPos arg1, boolean arg2)	void
func_72703_a(Entity e)	void
func_72709_b(Entity e)	void
func_72712_a()	void
func_72720_a(int arg0, int arg1)	void
func_72721_a(double arg0, double arg1, double arg2, float arg3)	boolean
func_72723_d()	String

Methods	Return Type
func_72728_f()	void
func_72731_b(EntityPlayer arg0, RayTraceResult arg1, int arg2, float arg3)	void
func_72732_a(WorldClient w)	void
func_72734_e()	void
func_72735_c()	String
getRenderChunk(BlockPos b)	RenderChunk
getRenderChunkOffset(BlockPos arg0, RenderChunk arg1, EnumFacing arg2, boolean arg3, int arg4)	RenderChunk
resetClouds()	void
wait(long arg0, int arg1)	void
wait(long l)	void

EntityPlayerSP

Class

net.minecraft.client.entity.EntityPlayerSP

Extends

AbstractClientPlayer

Fields	Type
addedToWorld	boolean
capturedDrops	ArrayList<EntityItem>
captureDrops	boolean
defaultEyeHeight	float
displayNameString	String
entityData	NBTTagCompound
entityShoulderLeft	EntityShoulderRiding
entityShoulderRight	EntityShoulderRiding
eyeHeight	float
field_110153_bc	float
field_110158_av	int
field_175152_f	int
field_181016_an	BlockPos
field_184239_as	Entity
field_184617_aD	int
field_184618_aE	float
field_184619_aG	float
field_184622_au	EnumHand
field_184627_bm	ItemStack
field_184628_bn	int
field_184835_a	float
field_184836_b	float
field_184837_c	float
field_190534_ay	int

Fields	Type
field_191988_bg	float
field_192036_cb	RecipeBook
field_70116_cv	long
field_70117_cu	long
field_70118_ct	long
field_70122_E	boolean
field_70123_F	boolean
field_70124_G	boolean
field_70125_A	float
field_70126_B	float
field_70127_C	float
field_70128_L	boolean
field_70130_N	float
field_70131_O	float
field_70132_H	boolean
field_70133_I	boolean
field_70136_U	double
field_70137_T	double
field_70138_W	float
field_70140_Q	float
field_70141_P	float
field_70142_S	double
field_70143_R	float
field_70144_Y	float
field_70145_X	boolean
field_70156_m	boolean
field_70158_ak	boolean
field_70159_w	double
field_70160_al	boolean
field_70161_v	double
field_70162_ai	int
field_70163_u	double
field_70164_aj	int
field_70165_t	double
field_70166_s	double
field_70167_r	double
field_70169_q	double
field_70170_p	World
field_70172_ad	int
field_70173_aa	int
field_70175_ag	boolean
field_70176_ah	int

Fields	Type
field_70177_z	float
field_70178_ae	boolean
field_70179_y	double
field_70180_af	EntityDataManager
field_70181_x	double
field_70701_bs	float
field_70702_br	float
field_70703_bu	boolean
field_70704_bt	float
field_70718_bc	int
field_70720_be	int
field_70721_aZ	float
field_70725_aQ	int
field_70726_aT	float
field_70727_aS	float
field_70732_aI	float
field_70733_aJ	float
field_70737_aN	int
field_70738_aO	int
field_70739_aP	float
field_70747_aH	float
field_70755_b	EntityLivingBase
field_70758_at	float
field_70759_as	float
field_70760_ar	float
field_70761_aq	float
field_70769_ao	float
field_70770_ap	float
field_70771_an	int
field_71067_cb	int
field_71068_ca	int
field_71069_bz	Container
field_71070_bA	Container
field_71071_by	InventoryPlayer
field_71075_bZ	PlayerCapabilities
field_71076_b	int
field_71079_bU	float
field_71080_cy	float
field_71081_bT	BlockPos
field_71082_cx	float
field_71083_bS	boolean
field_71085_bR	double

Fields	Type
field_71086_bY	float
field_71087_bX	boolean
field_71088_bW	int
field_71089_bV	float
field_71090_bL	int
field_71091_bM	double
field_71093_bK	int
field_71094_bP	double
field_71095_bQ	double
field_71096_bN	double
field_71097_bO	double
field_71104_cf	EntityFishHook
field_71106_cc	float
field_71107_bF	float
field_71109_bG	float
field_71154_f	float
field_71155_g	float
field_71156_d	int
field_71157_e	int
field_71158_b	MovementInput
field_71163_h	float
field_71164_i	float
field_71174_a	NetHandlerPlayClient
field_82151_R	float
field_82153_h	int
field_82175_bq	boolean
field_98038_p	boolean
itemInUseMaxDuration	int
locationOfCape	ResourceLocation
nameClear	String
persistentID	UUID
prefixes	Collection<TextComponent>
spawnDimension	int
suffixes	Collection<TextComponent>
updateBlocked	boolean

Methods	Return Type
addPrefix(TextComponent t)	void
addSuffix(TextComponent t)	void
canRiderInteract()	boolean
canTrample(World arg0, Block arg1, BlockPos arg2, float arg3)	boolean
changeDimension(int arg0, Teleporter arg1)	Entity
curePotionEffects(ItemStack i)	void

Methods	Return Type
deserializeNBT(NBTTagCompound n)	void
deserializeNBT(NBTBase n)	void
func_110124_au()	UUID
func_110138_aP()	float
func_110139_bj()	float
func_110140_aT()	AbstractAttributeMap
func_110142_aN()	CombatTracker
func_110143_aJ()	float
func_110144_aD()	EntityLivingBase
func_110145_l(Entity e)	void
func_110148_a(Attribute a)	AttributeInstance
func_110149_m(float f)	void
func_110303_q()	ResourceLocation
func_110306_p()	ResourceLocation
func_110317_t()	boolean
func_110319_bJ()	float
func_130011_c(Entity e)	void
func_130014_f_()	World
func_142013_aG()	int
func_142015_aE()	int
func_142021_k()	String
func_145747_a(TextComponent t)	void
func_145748_c_()	TextComponent
func_145769_d(int i)	void
func_145770_h(double arg0, double arg1, double arg2)	boolean
func_145773_az()	boolean
func_145778_a(Item arg0, int arg1, float arg2)	EntityItem
func_145779_a(Item arg0, int arg1)	EntityItem
func_145782_y()	int
func_145818_k_()	boolean
func_146097_a(ItemStack arg0, boolean arg1, boolean arg2)	EntityItem
func_146103_bH()	GameProfile
func_146105_b(TextComponent arg0, boolean arg1)	void
func_146107_m()	StatisticsManager
func_152111_bt()	void
func_152112_bu()	void
func_152122_n()	boolean
func_152123_o()	boolean
func_174791_d()	Vec3d
func_174792_t_()	boolean
func_174793_f()	Entity
func_174794_a(CommandResultStats$Type arg0, int arg1)	void

Methods	Return Type
func_174805_g(boolean b)	void
func_174807_aT()	CommandResultStats
func_174810_b(boolean b)	void
func_174811_aO()	EnumFacing
func_174812_G()	void
func_174813_aQ()	AxisAlignedBB
func_174814_R()	boolean
func_174816_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3, float arg4)	boolean
func_174817_o(Entity e)	void
func_174818_b(BlockPos b)	double
func_174820_d(int arg0, ItemStack arg1)	boolean
func_174821_h(boolean b)	void
func_174822_a(double arg0, float arg1)	RayTraceResult
func_174824_e(float f)	Vec3d
func_174826_a(AxisAlignedBB a)	void
func_174827_a(EntityPlayerMP e)	boolean
func_174828_a(BlockPos arg0, float arg1, float arg2)	void
func_174829_m()	void
func_174830_Y()	void
func_174831_c(BlockPos b)	double
func_174832_aS()	boolean
func_174833_aM()	boolean
func_175138_ci()	int
func_175140_cp()	boolean
func_175141_a(TileEntitySign t)	void
func_175142_cm()	boolean
func_175144_cb()	boolean
func_175145_a(StatBase s)	void
func_175146_a(LockCode l)	boolean
func_175148_a(EnumPlayerModelParts e)	boolean
func_175149_v()	boolean
func_175150_k(boolean b)	void
func_175151_a(BlockPos arg0, EnumFacing arg1, ItemStack arg2)	boolean
func_175154_l()	String
func_175155_b()	NetworkPlayerInfo
func_175156_o()	float
func_175158_f(String s)	void
func_175159_q()	void
func_175163_u()	void
func_180425_c()	BlockPos
func_180426_a(double arg0, double arg1, double arg2, float arg3, float arg4, int arg5, boolean arg6)	void
func_180427_aV()	boolean

Methods	Return Type
func_180428_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3)	float
func_180430_e(float arg0, float arg1)	void
func_180431_b(DamageSource d)	boolean
func_180432_n(Entity e)	void
func_180468_a(InteractionObject i)	void
func_180469_a(BlockPos b)	EntityPlayer$SleepResult
func_180470_cg()	BlockPos
func_180472_a(Merchant m)	void
func_180473_a(BlockPos arg0, boolean arg1)	void
func_180799_ab()	boolean
func_181012_aH()	EnumFacing
func_181013_g(float f)	void
func_181014_aG()	Vec3d
func_181015_d(BlockPos b)	void
func_184102_h()	MinecraftServer
func_184172_bi()	EnumFacing
func_184174_b(boolean b)	void
func_184176_by()	SoundCategory
func_184177_bl()	AxisAlignedBB
func_184178_b(EntityPlayerMP e)	void
func_184179_bs()	Entity
func_184180_b(Class<T> c)	Collection<T>
func_184182_bu()	Collection<Entity>
func_184185_a(SoundEvent arg0, float arg1, float arg2)	void
func_184186_bw()	boolean
func_184187_bx()	Entity
func_184188_bt()	List<Entity>
func_184189_br()	boolean
func_184190_l(Entity e)	void
func_184191_r(Entity e)	boolean
func_184192_z()	EnumPushReaction
func_184193_aE()	Iterable<ItemStack>
func_184194_a(Team t)	boolean
func_184195_f(boolean b)	void
func_184196_w(Entity e)	boolean
func_184197_b(String s)	boolean
func_184198_c(NBTTagCompound n)	boolean
func_184199_a(EntityPlayer arg0, Vec3d arg1, EnumHand arg2)	EnumActionResult
func_184201_a(EntityEquipmentSlot arg0, ItemStack arg1)	void
func_184202_aL()	boolean
func_184203_c(EntityPlayerMP e)	void
func_184204_a(int i)	Entity

Methods	Return Type
func_184205_a(Entity arg0, boolean arg1)	boolean
func_184206_a(DataParameter<?> d)	void
func_184207_aI()	boolean
func_184208_bv()	Entity
func_184209_aF()	Iterable<ItemStack>
func_184210_p()	void
func_184211_a(String s)	boolean
func_184212_Q()	EntityDataManager
func_184213_bq()	boolean
func_184214_aD()	Iterable<ItemStack>
func_184215_y(Entity e)	boolean
func_184216_O()	Set<String>
func_184217_a(Mirror m)	float
func_184218_aH()	boolean
func_184220_m(Entity e)	boolean
func_184221_a(UUID u)	void
func_184222_aU()	boolean
func_184223_x(Entity e)	boolean
func_184224_h(boolean b)	void
func_184226_ay()	void
func_184229_a(Rotation r)	float
func_184230_a(EntityPlayer arg0, EnumHand arg1)	boolean
func_184232_k(Entity e)	void
func_184582_a(EntityEquipmentSlot e)	ItemStack
func_184583_d(DamageSource d)	boolean
func_184585_cz()	boolean
func_184586_b(EnumHand e)	ItemStack
func_184587_cr()	boolean
func_184589_d(Potion p)	void
func_184591_cq()	EnumHandSide
func_184592_cb()	ItemStack
func_184595_k(double arg0, double arg1, double arg2)	boolean
func_184596_c(Potion p)	PotionEffect
func_184597_cx()	void
func_184598_c(EnumHand e)	void
func_184599_cB()	int
func_184600_cs()	EnumHand
func_184602_cy()	void
func_184603_cC()	boolean
func_184605_cv()	int
func_184607_cu()	ItemStack
func_184609_a(EnumHand e)	void

Methods	Return Type
func_184611_a(EnumHand arg0, ItemStack arg1)	void
func_184612_cw()	int
func_184613_cA()	boolean
func_184614_ca()	ItemStack
func_184809_a(CommandBlockBaseLogic c)	void
func_184810_cG()	void
func_184811_cZ()	CooldownTracker
func_184812_l_()	boolean
func_184813_a(BlockState b)	float
func_184814_a(ItemStack arg0, EnumHand arg1)	void
func_184816_a(EntityItem e)	ItemStack
func_184817_da()	float
func_184818_cX()	float
func_184819_a(EnumHandSide e)	void
func_184821_cY()	void
func_184823_b(BlockState b)	boolean
func_184824_a(TileEntityCommandBlock t)	void
func_184825_o(float f)	float
func_184826_a(AbstractHorse arg0, Inventory arg1)	void
func_184833_s()	boolean
func_184834_t()	ResourceLocation
func_184838_M()	boolean
func_184839_n(int i)	void
func_184840_I()	int
func_189511_e(NBTTagCompound n)	NBTTagCompound
func_189512_bd()	String
func_189651_aD()	Vec3d
func_189652_ae()	boolean
func_189653_aC()	Vec2f
func_189654_d(boolean b)	void
func_189748_bU()	DamageSource
func_189807_a(TileEntityStructure t)	void
func_189808_dh()	boolean
func_189809_N()	boolean
func_190530_aW()	boolean
func_190630_a(EntityEquipmentSlot e)	boolean
func_190631_cK()	boolean
func_190775_a(Entity arg0, EnumHand arg1)	EnumActionResult
func_190777_m(boolean b)	void
func_191521_c(ItemStack i)	boolean
func_191953_am()	boolean
func_191956_a(Entity arg0, int arg1, DamageSource arg2)	void

Methods	Return Type
func_191958_b(float arg0, float arg1, float arg2, float arg3)	void
func_191986_a(float arg0, float arg1, float arg2)	void
func_191987_a(BlockPos arg0, boolean arg1)	void
func_192021_a(List<Recipe> l)	void
func_192022_b(List<Recipe> l)	void
func_192023_dk()	NBTTagCompound
func_192024_a(ItemStack arg0, int arg1)	void
func_192025_dl()	NBTTagCompound
func_192027_g(NBTTagCompound n)	boolean
func_192035_E()	RecipeBook
func_193076_bZ()	Map<Potion, PotionEffect>
func_193102_a(ResourceLocation[] r)	void
func_193103_a(Recipe r)	void
func_70003_b(int arg0, String arg1)	boolean
func_70005_c_()	String
func_70011_f(double arg0, double arg1, double arg2)	double
func_70012_b(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70013_c()	float
func_70014_b(NBTTagCompound n)	void
func_70015_d(int i)	void
func_70016_h(double arg0, double arg1, double arg2)	void
func_70020_e(NBTTagCompound n)	void
func_70021_al()	Entity[]
func_70024_g(double arg0, double arg1, double arg2)	void
func_70026_G()	boolean
func_70027_ad()	boolean
func_70028_i(Entity e)	boolean
func_70029_a(World w)	void
func_70030_z()	void
func_70031_b(boolean b)	void
func_70032_d(Entity e)	float
func_70033_W()	double
func_70034_d(float f)	void
func_70037_a(NBTTagCompound n)	void
func_70038_c(double arg0, double arg1, double arg2)	boolean
func_70039_c(NBTTagCompound n)	boolean
func_70040_Z()	Vec3d
func_70042_X()	double
func_70045_F()	boolean
func_70046_E()	AxisAlignedBB
func_70047_e()	float
func_70050_g(int i)	void

Methods	Return Type
func_70051_ag()	boolean
func_70055_a(Material m)	boolean
func_70057_ab()	void
func_70065_x()	void
func_70066_B()	void
func_70067_L()	boolean
func_70068_e(Entity e)	double
func_70070_b()	int
func_70071_h_()	void
func_70072_I()	boolean
func_70074_a(EntityLivingBase e)	void
func_70075_an()	boolean
func_70077_a(EntityLightningBolt e)	void
func_70079_am()	float
func_70080_a(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70082_c(float arg0, float arg1)	void
func_70086_ai()	int
func_70089_S()	boolean
func_70090_H()	boolean
func_70091_d(MoverType arg0, double arg1, double arg2, double arg3)	void
func_70092_e(double arg0, double arg1, double arg2)	double
func_70093_af()	boolean
func_70094_T()	boolean
func_70095_a(boolean b)	void
func_70097_a(DamageSource arg0, float arg1)	boolean
func_70098_U()	void
func_70099_a(ItemStack arg0, float arg1)	EntityItem
func_70100_b_(EntityPlayer e)	void
func_70103_a(byte b)	void
func_70104_M()	boolean
func_70106_y()	void
func_70107_b(double arg0, double arg1, double arg2)	void
func_70108_f(Entity e)	void
func_70110_aj()	void
func_70111_Y()	float
func_70112_a(double d)	boolean
func_70114_g(Entity e)	AxisAlignedBB
func_70604_c(EntityLivingBase e)	void
func_70606_j(float f)	void
func_70608_bn()	boolean
func_70613_aW()	boolean
func_70617_f_()	boolean

Methods	Return Type
func_70626_be()	void
func_70631_g_()	boolean
func_70634_a(double arg0, double arg1, double arg2)	void
func_70636_d()	void
func_70637_d(boolean b)	void
func_70643_av()	EntityLivingBase
func_70644_a(Potion p)	boolean
func_70645_a(DamageSource d)	void
func_70648_aU()	boolean
func_70651_bq()	Collection<PotionEffect>
func_70652_k(Entity e)	boolean
func_70653_a(Entity arg0, float arg1, double arg2, double arg3)	void
func_70654_ax()	int
func_70658_aO()	int
func_70659_e(float f)	void
func_70660_b(Potion p)	PotionEffect
func_70662_br()	boolean
func_70664_aZ()	void
func_70668_bt()	EnumCreatureAttribute
func_70669_a(ItemStack i)	void
func_70674_bp()	void
func_70676_i(float f)	Vec3d
func_70678_g(float f)	float
func_70681_au()	Random
func_70685_l(Entity e)	boolean
func_70687_e(PotionEffect p)	boolean
func_70689_ay()	float
func_70690_d(PotionEffect p)	void
func_70691_i(float f)	void
func_70996_bM()	boolean
func_70999_a(boolean arg0, boolean arg1, boolean arg2)	void
func_71000_j(double arg0, double arg1, double arg2)	void
func_71001_a(Entity arg0, int arg1)	void
func_71004_bE()	void
func_71005_bN()	InventoryEnderChest
func_71007_a(Inventory i)	void
func_71009_b(Entity e)	void
func_71016_p()	void
func_71019_a(ItemStack arg0, boolean arg1)	EntityItem
func_71020_j(float f)	void
func_71023_q(int i)	void
func_71024_bL()	FoodStats

Methods	Return Type
func_71026_bH()	boolean
func_71029_a(StatBase s)	void
func_71033_a(GameType g)	void
func_71037_bA()	int
func_71040_bB(boolean b)	EntityItem
func_71043_e(boolean b)	boolean
func_71047_c(Entity e)	void
func_71050_bK()	int
func_71051_bG()	float
func_71053_j()	void
func_71059_n(Entity e)	void
func_71060_bI()	int
func_71064_a(StatBase arg0, int arg1)	void
func_71150_b(float f)	void
func_71152_a(float arg0, int arg1, int arg2)	void
func_71165_d(String s)	void
func_82142_c(boolean b)	void
func_82143_as()	int
func_82145_z()	int
func_82147_ab()	int
func_82149_j(Entity e)	void
func_82150_aj()	boolean
func_82242_a(int i)	void
func_82243_bO()	float
func_82245_bX()	boolean
func_85029_a(CrashReportCategory c)	void
func_85031_j(Entity e)	boolean
func_85034_r(int i)	void
func_85035_bI()	int
func_85039_t(int i)	void
func_85040_s(int i)	void
func_90999_ad()	boolean
func_94059_bO()	boolean
func_94060_bK()	EntityLivingBase
func_95999_t()	String
func_96092_aw()	boolean
func_96094_a(String s)	void
func_96122_a(EntityPlayer e)	boolean
func_96123_co()	Scoreboard
func_96124_cp()	Team
func_98034_c(EntityPlayer e)	boolean
getBedLocation(int i)	BlockPos

Methods	Return Type
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
getDigSpeed(BlockState arg0, BlockPos arg1)	float
getPickedResult(RayTraceResult r)	ItemStack
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
hasElytraCape()	boolean
hasSpawnDimension()	boolean
isCreatureType(EnumCreatureType arg0, boolean arg1)	boolean
isSpawnForced(int i)	boolean
onAddedToWorld()	void
onRemovedFromWorld()	void
openGui(Object arg0, int arg1, World arg2, int arg3, int arg4, int arg5)	void
refreshDisplayName()	void
resetEntityId()	void
serializeNBT()	NBTTagCompound
serializeNBT()	NBTBase
setSpawnChunk(BlockPos arg0, boolean arg1, int arg2)	void
shouldDismountInWater(Entity e)	boolean
shouldRenderInPass(int i)	boolean
shouldRiderFaceForward(EntityPlayer e)	boolean
shouldRiderSit()	boolean
updateSyncFields(EntityPlayerSP e)	void
wait(long arg0, int arg1)	void
wait(long l)	void

WorldClient

Class

net.minecraft.client.multiplayer.WorldClient

Extends

World

Fields	Type
captureBlockSnapshots	boolean
capturedBlockSnapshots	ArrayList<BlockSnapshot>
currentMoonPhaseFactorBody	float
field_147482_g	List<TileEntity>
field_175730_i	List<TileEntity>
field_72982_D	VillageCollection
field_72984_F	Profiler
field_72995_K	boolean
field_72996_f	List<Entity>
field_73003_n	float
field_73004_o	float

Fields	Type
field_73007_j	List<Entity>
field_73010_i	List<EntityPlayer>
field_73011_w	WorldProvider
field_73012_v	Random
field_73017_q	float
field_73018_p	float
persistentChunks	ImmutableSetMultimap<ChunkPos, ForgeChunkManager$Ticket>
perWorldStorage	MapStorage
playerUpdate	boolean
restoringBlockSnapshots	boolean

Methods	Return Type
calculateInitialWeatherBody()	void
canBlockFreezeBody(BlockPos arg0, boolean arg1)	boolean
canMineBlockBody(EntityPlayer arg0, BlockPos arg1)	boolean
canSnowAtBody(BlockPos arg0, boolean arg1)	boolean
countEntities(EnumCreatureType arg0, boolean arg1)	int
foamfix_removeUnloadedEntities()	void
func_130001_d()	float
func_147442_i(float f)	void
func_147447_a(Vec3d arg0, Vec3d arg1, boolean arg2, boolean arg3, boolean arg4)	RayTraceResult
func_147448_a(Collection<TileEntity> c)	void
func_147457_a(TileEntity t)	void
func_147458_c(int arg0, int arg1, int arg2, int arg3, int arg4, int arg5)	void
func_147470_e(AxisAlignedBB a)	boolean
func_152378_a(UUID u)	EntityPlayer
func_175623_d(BlockPos b)	boolean
func_175624_G()	WorldType
func_175625_s(BlockPos b)	TileEntity
func_175626_b(BlockPos arg0, int arg1)	int
func_175627_a(BlockPos arg0, EnumFacing arg1)	int
func_175636_b(double arg0, double arg1, double arg2, double arg3)	boolean
func_175639_b(StructureBoundingBox arg0, boolean arg1)	boolean
func_175640_z(BlockPos b)	boolean
func_175641_c(BlockPos arg0, Block arg1, int arg2, int arg3)	void
func_175642_b(EnumSkyBlock arg0, BlockPos arg1)	int
func_175643_b()	World
func_175644_a(Class<? extends T> arg0, Predicate<? super T> arg1)	List<T>
func_175645_m(BlockPos b)	BlockPos
func_175646_b(BlockPos arg0, TileEntity arg1)	void
func_175647_a(Class<? extends T> arg0, AxisAlignedBB arg1, Predicate<? super T> arg2)	List<T>
func_175648_a(BlockPos arg0, int arg1, boolean arg2)	boolean
func_175649_E(BlockPos b)	DifficultyInstance

Methods	Return Type
func_175650_b(Collection<Entity> c)	void
func_175651_c(BlockPos arg0, EnumFacing arg1)	int
func_175652_B(BlockPos b)	void
func_175653_a(EnumSkyBlock arg0, BlockPos arg1, int arg2)	void
func_175654_a(BlockPos arg0, Block arg1, int arg2, int arg3)	void
func_175655_b(BlockPos arg0, boolean arg1)	boolean
func_175656_a(BlockPos arg0, BlockState arg1)	boolean
func_175657_ab()	int
func_175658_ac()	int
func_175659_aa()	EnumDifficulty
func_175660_a(EntityPlayer arg0, BlockPos arg1)	boolean
func_175661_b(Class<? extends T> arg0, Predicate<? super T> arg1)	List<T>
func_175662_w(BlockPos b)	boolean
func_175664_x(BlockPos b)	boolean
func_175665_u(BlockPos b)	boolean
func_175666_e(BlockPos arg0, Block arg1)	void
func_175667_e(BlockPos b)	boolean
func_175668_a(BlockPos arg0, boolean arg1)	boolean
func_175669_a(int arg0, BlockPos arg1, int arg2)	void
func_175670_e(BlockPos arg0, boolean arg1)	boolean
func_175671_l(BlockPos b)	int
func_175672_r(BlockPos b)	BlockPos
func_175674_a(Entity arg0, AxisAlignedBB arg1, Predicate<? super net.minecraft.entity.Entity> arg2)	List<Entity>
func_175675_v(BlockPos b)	boolean
func_175676_y(BlockPos b)	int
func_175677_d(BlockPos arg0, boolean arg1)	boolean
func_175678_i(BlockPos b)	boolean
func_175679_n(BlockPos b)	void
func_175681_c(Collection<Entity> c)	void
func_175682_a(EnumParticleTypes arg0, boolean arg1, double arg2, double arg3, double arg4, double arg5, double arg6, double arg7, int[] arg8)	void
func_175684_a(BlockPos arg0, Block arg1, int arg2)	void
func_175685_c(BlockPos arg0, Block arg1, boolean arg2)	void
func_175687_A(BlockPos b)	int
func_175688_a(EnumParticleTypes arg0, double arg1, double arg2, double arg3, double arg4, double arg5, double arg6, int[] arg7)	void
func_175690_a(BlockPos arg0, TileEntity arg1)	void
func_175691_a(BlockPos arg0, Block arg1)	boolean
func_175692_b(int i)	void
func_175693_T()	MapStorage
func_175694_M()	BlockPos
func_175695_a(BlockPos arg0, Block arg1, EnumFacing arg2)	void
func_175697_a(BlockPos arg0, int arg1)	boolean

Methods	Return Type
func_175698_g(BlockPos b)	boolean
func_175699_k(BlockPos b)	int
func_175700_a(TileEntity t)	boolean
func_175701_a(BlockPos b)	boolean
func_175702_c(int i)	void
func_175704_b(BlockPos arg0, BlockPos arg1)	void
func_175705_a(EnumSkyBlock arg0, BlockPos arg1)	int
func_175706_a(BlockPos arg0, BlockPos arg1, boolean arg2)	boolean
func_175707_a(BlockPos arg0, BlockPos arg1)	boolean
func_175708_f(BlockPos arg0, boolean arg1)	boolean
func_175709_b(BlockPos arg0, EnumFacing arg1)	boolean
func_175710_j(BlockPos b)	boolean
func_175711_a(StructureBoundingBox s)	boolean
func_175712_a(StructureBoundingBox arg0, boolean arg1)	List<NextTickListEntry>
func_175713_t(BlockPos b)	void
func_175714_ae()	VillageCollection
func_175715_c(int arg0, BlockPos arg1, int arg2)	void
func_175718_b(int arg0, BlockPos arg1, int arg2)	void
func_175719_a(EntityPlayer arg0, BlockPos arg1, EnumFacing arg2)	boolean
func_175721_c(BlockPos arg0, boolean arg1)	int
func_175722_b(BlockPos arg0, Block arg1, boolean arg2)	void
func_175723_af()	WorldBorder
func_175724_o(BlockPos b)	float
func_175725_q(BlockPos b)	BlockPos
func_175726_f(BlockPos b)	Chunk
func_175727_C(BlockPos b)	boolean
func_180494_b(BlockPos b)	Biome
func_180495_p(BlockPos b)	BlockState
func_180497_b(BlockPos arg0, Block arg1, int arg2, int arg3)	void
func_180498_a(EntityPlayer arg0, int arg1, BlockPos arg2, int arg3)	void
func_180500_c(EnumSkyBlock arg0, BlockPos arg1)	boolean
func_180501_a(BlockPos arg0, BlockState arg1, int arg2)	boolean
func_180502_D(BlockPos b)	boolean
func_180503_b(BlockPos arg0, BlockState arg1)	boolean
func_181544_b(int i)	void
func_181545_F()	int
func_184133_a(EntityPlayer arg0, BlockPos arg1, SoundEvent arg2, SoundCategory arg3, float arg4, float arg5)	void
func_184134_a(double arg0, double arg1, double arg2, SoundEvent arg3, SoundCategory arg4, float arg5, float arg6, boolean arg7)	void
func_184135_a(Packet<?> p)	void
func_184136_b(Entity arg0, double arg1)	EntityPlayer
func_184137_a(double arg0, double arg1, double arg2, double arg3, boolean arg4)	EntityPlayer
func_184138_a(BlockPos arg0, BlockState arg1, BlockState arg2, int arg3)	void

Methods	Return Type
func_184139_a(BlockPos arg0, double arg1, double arg2)	EntityPlayer
func_184141_c(BlockPos b)	BlockState
func_184142_a(Entity arg0, double arg1, double arg2)	EntityPlayer
func_184143_b(AxisAlignedBB a)	boolean
func_184144_a(Entity arg0, AxisAlignedBB arg1)	List<AxisAlignedBB>
func_184145_b(BlockPos arg0, Block arg1)	boolean
func_184146_ak()	LootTableManager
func_184148_a(EntityPlayer arg0, double arg1, double arg2, double arg3, SoundEvent arg4, SoundCategory arg5, float arg6, float arg7)	void
func_184149_a(BlockPos arg0, SoundEvent arg1)	void
func_184150_a(double arg0, double arg1, double arg2, double arg3, double arg4, Function<EntityPlayer, double> arg5, Predicate<EntityPlayer> arg6)	EntityPlayer
func_184153_a(int arg0, int arg1, int arg2, int arg3, Random arg4, boolean arg5, BlockPos$MutableBlockPos arg6)	void
func_184156_a(BlockPos arg0, SoundEvent arg1, SoundCategory arg2, float arg3, float arg4, boolean arg5)	void
func_189507_a(BlockPos arg0, BlockState arg1, Random arg2)	void
func_189509_E(BlockPos b)	boolean
func_189649_b(int arg0, int arg1)	int
func_190522_c(BlockPos arg0, Block arg1)	void
func_190523_a(int arg0, double arg1, double arg2, double arg3, double arg4, double arg5, double arg6, int[] arg7)	void
func_190524_a(BlockPos arg0, Block arg1, BlockPos arg2)	void
func_190525_a(double arg0, double arg1, double arg2, double arg3, Predicate<Entity> arg4)	EntityPlayer
func_190526_b(int arg0, int arg1)	boolean
func_190527_a(Block arg0, BlockPos arg1, boolean arg2, EnumFacing arg3, Entity arg4)	boolean
func_190528_a(String arg0, BlockPos arg1, boolean arg2)	BlockPos
func_190529_b(BlockPos arg0, Block arg1, BlockPos arg2)	void
func_191503_g(Entity e)	boolean
func_72800_K()	int
func_72819_i(float f)	float
func_72820_D()	long
func_72823_a(String arg0, WorldSavedData arg1)	void
func_72824_f(float f)	Vec3d
func_72826_c(float f)	float
func_72827_u()	String
func_72829_c(AxisAlignedBB a)	boolean
func_72833_a(Entity arg0, float arg1)	Vec3d
func_72835_b()	void
func_72838_d(Entity e)	boolean
func_72839_b(Entity arg0, AxisAlignedBB arg1)	List<Entity>
func_72841_b(String s)	int
func_72842_a(Vec3d arg0, AxisAlignedBB arg1)	float
func_72843_D(int arg0, int arg1, int arg2)	Random
func_72847_b(Entity e)	void
func_72848_b(WorldEventListener w)	void

Methods	Return Type
func_72853_d()	int
func_72854_c()	void
func_72855_b(AxisAlignedBB a)	boolean
func_72857_a(Class<? extends T> arg0, AxisAlignedBB arg1, Entity arg2)	Entity
func_72860_G()	SaveHandler
func_72863_F()	ChunkProvider
func_72863_F()	ChunkProviderClient
func_72866_a(Entity arg0, boolean arg1)	void
func_72867_j(float f)	float
func_72870_g(Entity e)	void
func_72872_a(Class<? extends T> arg0, AxisAlignedBB arg1)	List<T>
func_72875_a(AxisAlignedBB arg0, Material arg1)	boolean
func_72876_a(Entity arg0, double arg1, double arg2, double arg3, float arg4, boolean arg5)	Explosion
func_72877_b(long l)	void
func_72880_h(float f)	float
func_72882_A()	void
func_72885_a(Entity arg0, double arg1, double arg2, double arg3, float arg4, boolean arg5, boolean arg6)	Explosion
func_72890_a(Entity arg0, double arg1)	EntityPlayer
func_72891_a(boolean arg0, boolean arg1)	void
func_72894_k(float f)	void
func_72896_J()	boolean
func_72897_h(Entity e)	void
func_72900_e(Entity e)	void
func_72901_a(Vec3d arg0, Vec3d arg1, boolean arg2)	RayTraceResult
func_72905_C()	long
func_72906_B()	void
func_72907_a(Class<?> c)	int
func_72910_y()	List<Entity>
func_72911_I()	boolean
func_72912_H()	WorldInfo
func_72914_a(CrashReport c)	CrashReportCategory
func_72916_c(int arg0, int arg1)	boolean
func_72917_a(AxisAlignedBB arg0, Entity arg1)	boolean
func_72918_a(AxisAlignedBB arg0, Material arg1, Entity arg2)	boolean
func_72919_O()	double
func_72920_a(Chunk arg0, boolean arg1)	List<NextTickListEntry>
func_72923_a(Entity e)	void
func_72924_a(String s)	EntityPlayer
func_72929_e(float f)	float
func_72933_a(Vec3d arg0, Vec3d arg1)	RayTraceResult
func_72935_r()	boolean
func_72939_s()	void

Methods	Return Type
func_72940_L()	int
func_72942_c(Entity e)	boolean
func_72943_a(Class<? extends net.minecraft.world.storage.WorldSavedData> arg0, String arg1)	WorldSavedData
func_72948_g(float f)	Vec3d
func_72953_d(AxisAlignedBB a)	boolean
func_72954_a(WorldEventListener w)	void
func_72955_a(boolean b)	boolean
func_72959_q()	BiomeProvider
func_72960_a(Entity arg0, byte arg1)	void
func_72963_a(WorldSettings w)	void
func_72964_e(int arg0, int arg1)	Chunk
func_72966_v()	void
func_72967_a(float f)	int
func_72971_b(float f)	float
func_72973_f(Entity e)	void
func_72974_f()	void
func_72975_g(int arg0, int arg1, int arg2, int arg3)	void
func_72981_t()	String
func_73022_a()	void
func_73025_a(int arg0, int arg1, boolean arg2)	void
func_73027_a(int arg0, Entity arg1)	void
func_73028_b(int i)	Entity
func_73029_E(int arg0, int arg1, int arg2)	void
func_73031_a(int arg0, int arg1, int arg2, int arg3, int arg4, int arg5)	void
func_73045_a(int i)	Entity
func_73046_m()	MinecraftServer
func_82734_g(int arg0, int arg1)	int
func_82736_K()	GameRules
func_82737_E()	long
func_82738_a(long l)	void
func_83015_S()	Calendar
func_92088_a(double arg0, double arg1, double arg2, double arg3, double arg4, double arg5, NBTTagCompound arg6)	void
func_96441_U()	Scoreboard
func_96443_a(Scoreboard s)	void
getBiomeForCoordsBody(BlockPos b)	Biome
getBlockLightOpacity(BlockPos b)	int
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
getCloudColorBody(float f)	Vec3d
getPersistentChunkIterable(Iterator<Chunk> i)	Iterator<Chunk>
getSkyColorBody(Entity arg0, float arg1)	Vec3d
getStarBrightnessBody(float f)	float
getSunBrightnessBody(float f)	float

Methods	Return Type
getSunBrightnessFactor(float f)	float
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
isSideSolid(BlockPos arg0, EnumFacing arg1, boolean arg2)	boolean
isSideSolid(BlockPos arg0, EnumFacing arg1)	boolean
markAndNotifyBlock(BlockPos arg0, Chunk arg1, BlockState arg2, BlockState arg3, int arg4)	void
markTileEntitiesInChunkForRemoval(Chunk c)	void
updateWeatherBody()	void
wait(long arg0, int arg1)	void
wait(long l)	void

PlayerControllerMP

Class
net.minecraft.client.multiplayer.PlayerControllerMP

Extends

Fields	Type
field_178895_c	BlockPos
field_78770_f	float
field_78778_j	boolean
field_85183_f	ItemStack

Methods	Return Type
func_110738_j()	boolean
func_178887_k()	boolean
func_178889_l()	GameType
func_180511_b(BlockPos arg0, EnumFacing arg1)	boolean
func_180512_c(BlockPos arg0, EnumFacing arg1)	boolean
func_181040_m()	boolean
func_187097_a(EntityPlayer arg0, Entity arg1, EnumHand arg2)	EnumActionResult
func_187098_a(int arg0, int arg1, int arg2, ClickType arg3, EntityPlayer arg4)	ItemStack
func_187099_a(EntityPlayerSP arg0, WorldClient arg1, BlockPos arg2, EnumFacing arg3, Vec3d arg4, EnumHand arg5)	EnumActionResult
func_187100_a(int i)	void
func_187101_a(EntityPlayer arg0, World arg1, EnumHand arg2)	EnumActionResult
func_187102_a(EntityPlayer arg0, Entity arg1, RayTraceResult arg2, EnumHand arg3)	EnumActionResult
func_187103_a(BlockPos b)	boolean
func_192830_a(World arg0, StatisticsManager arg1, RecipeBook arg2)	EntityPlayerSP
func_194338_a(int arg0, Recipe arg1, boolean arg2, EntityPlayer arg3)	void
func_78745_b(EntityPlayer e)	void
func_78746_a(GameType g)	void
func_78747_a()	boolean
func_78748_a(EntityPlayer e)	void
func_78749_i()	boolean
func_78752_a(ItemStack i)	void

Methods	Return Type
func_78755_b()	boolean
func_78756_a(int arg0, int arg1)	void
func_78757_d()	float
func_78758_h()	boolean
func_78761_a(ItemStack arg0, int arg1)	void
func_78762_g()	boolean
func_78763_f()	boolean
func_78764_a(EntityPlayer arg0, Entity arg1)	void
func_78765_e()	void
func_78766_c(EntityPlayer e)	void
func_78767_c()	void
wait(long arg0, int arg1)	void
wait(long l)	void

TextureManager

Class

net.minecraft.client.renderer.texture.TextureManager

Extends

Tickable

ResourceManagerReloadListener

Fields	Type
field_110585_a	Map<ResourceLocation, TextureObject>

Methods	Return Type
func_110549_a(ResourceManager r)	void
func_110550_d()	void
func_110577_a(ResourceLocation r)	void
func_110578_a(String arg0, DynamicTexture arg1)	ResourceLocation
func_110579_a(ResourceLocation arg0, TextureObject arg1)	boolean
func_110580_a(ResourceLocation arg0, TickableTextureObject arg1)	boolean
func_110581_b(ResourceLocation r)	TextureObject
func_147645_c(ResourceLocation r)	void
reloadBannerTextures()	void
wait(long arg0, int arg1)	void
wait(long l)	void

GuiIngame

Class

net.minecraft.client.gui.GuiIngame

Extends

Gui

Fields	Type
field_191743_I	Map<ChatType, java.util.List<net.minecraft.client.gui.chat.IChatListener>>
field_73735_i	float
field_73843_a	float
field_92017_k	int

Methods	Return Type
func_110326_a(String arg0, boolean arg1)	void
func_146158_b()	GuiNewChat
func_175174_a(float arg0, float arg1, int arg2, int arg3, int arg4, int arg5)	void
func_175175_a(int arg0, int arg1, TextureAtlasSprite arg2, int arg3, int arg4)	void
func_175176_b(ScaledResolution arg0, int arg1)	void
func_175177_a()	void
func_175178_a(String arg0, String arg1, int arg2, int arg3, int arg4)	void
func_175179_f()	FontRenderer
func_175180_a(float f)	void
func_175181_h()	GuiPlayerTabOverlay
func_175185_b(ScaledResolution s)	void
func_175186_a(ScaledResolution arg0, int arg1)	void
func_175187_g()	GuiSpectator
func_175188_a(TextComponent arg0, boolean arg1)	void
func_181029_i()	void
func_181551_a(ScaledResolution s)	void
func_184046_j()	GuiBossOverlay
func_191742_a(ChatType arg0, TextComponent arg1)	void
func_73729_b(int arg0, int arg1, int arg2, int arg3, int arg4, int arg5)	void
func_73731_b(FontRenderer arg0, String arg1, int arg2, int arg3, int arg4)	void
func_73732_a(FontRenderer arg0, String arg1, int arg2, int arg3, int arg4)	void
func_73733_a(int arg0, int arg1, int arg2, int arg3, int arg4, int arg5)	void
func_73831_a()	void
func_73833_a(String s)	void
func_73834_c()	int
wait(long arg0, int arg1)	void
wait(long l)	void

EntityRenderer

Class
net.minecraft.client.renderer.EntityRenderer

Extends
ResourceManagerReloadListener

Fields	Type
avgServerTickDiff	float
avgServerTimeDiff	float

Fields	Type
clipDistance	float
field_110922_T	ResourceLocation
field_147707_d	ShaderGroup
field_147709_v	MapItemRenderer
field_147711_ac	ResourceManager
field_147713_ae	int
field_175073_D	boolean
field_175074_C	boolean
field_175075_L	float
field_175076_N	float[]
field_175077_O	float[]
field_175078_W	boolean
field_175079_V	int
field_175080_Q	float
field_175081_S	float
field_175082_R	float
field_175083_ad	boolean
field_175084_ae	int
field_184374_E	long
field_190566_ab	ItemStack
field_190567_ac	int
field_190568_ad	float
field_190569_ae	float
field_78490_B	float
field_78491_C	float
field_78492_L	float
field_78496_H	float
field_78497_I	float
field_78498_J	float
field_78499_K	float
field_78500_U	boolean
field_78502_W	double
field_78503_V	double
field_78504_Q	int[]
field_78506_S	float
field_78507_R	float
field_78508_Y	long
field_78509_X	double
field_78510_Z	long
field_78513_d	DynamicTexture
field_78514_e	float
field_78516_c	ItemRenderer

Fields	Type
field_78521_m	FloatBuffer
field_78526_w	MouseFilter
field_78527_v	MouseFilter
field_78528_u	Entity
field_78529_t	int
field_78530_s	float
field_78531_r	Minecraft
field_78534_ac	int
field_78535_ad	float
field_78536_aa	boolean
field_78537_ab	Random
field_78539_ae	float
field_82831_U	float
field_82832_V	float
fogStandard	boolean
fxaaShaders	ShaderGroup[]
initialized	boolean
lastServerTicks	int
lastServerTime	long
loadVisibleChunks	boolean
serverWaitTime	int
serverWaitTimeCurrent	int
updatedWorld	World

Methods	Return Type
checkLoadVisibleChunks(Entity arg0, float arg1, Camera arg2, boolean arg3)	void
frameFinish()	void
frameInit()	void
func_110549_a(ResourceManager r)	void
func_147701_i()	MapItemRenderer
func_147702_a()	boolean
func_147704_a(int arg0, int arg1)	void
func_147706_e()	ShaderGroup
func_152430_c(float f)	void
func_175066_a(Entity e)	void
func_175068_a(int arg0, float arg1, long arg2)	void
func_175069_a(ResourceLocation r)	void
func_175070_n()	boolean
func_175071_c()	void
func_175072_h()	void
func_180436_i()	void
func_180437_a(RenderGlobal arg0, float arg1, int arg2, double arg3, double arg4, double arg5)	void
func_180438_a(EntityLivingBase arg0, float arg1)	float

Methods	Return Type
func_181022_b()	void
func_181560_a(float arg0, long arg1)	void
func_184373_n()	void
func_190563_a(int arg0, int arg1, float arg2)	void
func_190564_k()	void
func_190565_a(ItemStack i)	void
func_191514_d(boolean b)	void
func_78464_a()	void
func_78466_h(float f)	void
func_78467_g(float f)	void
func_78468_a(int arg0, float arg1)	void
func_78469_a(float arg0, float arg1, float arg2, float arg3)	FloatBuffer
func_78470_f()	void
func_78471_a(float arg0, long arg1)	void
func_78472_g(float f)	void
func_78473_a(float f)	void
func_78474_d(float f)	void
func_78475_f(float f)	void
func_78476_b(float arg0, int arg1)	void
func_78477_e()	void
func_78478_c()	void
func_78479_a(float arg0, int arg1)	void
func_78481_a(float arg0, boolean arg1)	float
func_78482_e(float f)	void
func_78484_h()	void
loadAllVisibleChunks(Entity arg0, double arg1, Camera arg2, boolean arg3)	void
renderHand(float arg0, int arg1, boolean arg2, boolean arg3, boolean arg4)	void
setFxaaShader(int i)	boolean
updateMainMenu(GuiMainMenu g)	void
wait(long arg0, int arg1)	void
wait(long l)	void
waitForServerThread()	void

LoadingScreenRenderer

Class

net.minecraft.client.LoadingScreenRenderer

Extends

ProgressUpdate

Methods	Return Type
func_146586_a()	void
func_73718_a(int i)	void

Methods	Return Type
func_73719_c(String s)	void
func_73720_a(String s)	void
func_73721_b(String s)	void
wait(long arg0, int arg1)	void
wait(long l)	void

GameSettings

Class

net.minecraft.client.settings.GameSettings

Extends

Fields	Type
field_151442_I	int
field_151444_V	KeyBinding
field_151445_Q	KeyBinding
field_151447_Z	KeyBinding
field_151448_g	boolean
field_151451_c	int
field_151452_as	float
field_151453_l	List<String>
field_151455_aw	boolean
field_151456_ac	KeyBinding[]
field_151457_aa	KeyBinding
field_151458_ab	KeyBinding
field_152395_am	KeyBinding
field_178879_v	boolean
field_178881_t	boolean
field_178883_an	KeyBinding
field_181150_U	boolean
field_181151_V	boolean
field_181657_aC	boolean
field_183018_l	List<String>
field_183509_X	boolean
field_186715_A	EnumHandSide
field_186716_M	int
field_186717_N	boolean
field_186718_X	KeyBinding
field_189422_N	boolean
field_189989_R	boolean
field_192571_R	int
field_193629_ap	KeyBinding
field_193630_aq	KeyBinding

Fields	Type
field_193631_S	TutorialSteps
field_194146_ao	KeyBinding
field_74310_D	KeyBinding
field_74311_E	KeyBinding
field_74312_F	KeyBinding
field_74313_G	KeyBinding
field_74314_A	KeyBinding
field_74316_C	KeyBinding
field_74318_M	EnumDifficulty
field_74319_N	boolean
field_74320_O	int
field_74321_H	KeyBinding
field_74322_I	KeyBinding
field_74323_J	KeyBinding
field_74324_K	KeyBinding[]
field_74325_U	boolean
field_74326_T	boolean
field_74329_Q	boolean
field_74330_P	boolean
field_74332_R	String
field_74333_Y	float
field_74334_X	float
field_74335_Z	int
field_74336_f	boolean
field_74337_g	boolean
field_74338_d	boolean
field_74341_c	float
field_74343_n	EntityPlayer$EnumChatVisibility
field_74344_o	boolean
field_74345_l	int
field_74347_j	boolean
field_74348_k	int
field_74350_i	int
field_74351_w	KeyBinding
field_74352_v	boolean
field_74353_u	boolean
field_74355_t	boolean
field_74357_r	float
field_74358_q	boolean
field_74359_p	boolean
field_74362_aa	int
field_74363_ab	String

Fields	Type
field_74366_z	KeyBinding
field_74368_y	KeyBinding
field_74370_x	KeyBinding
field_80005_w	boolean
field_82881_y	boolean
field_82882_x	boolean
field_85185_A	boolean
field_92117_D	boolean
field_92118_B	int
field_92119_C	int
field_96691_E	float
field_96692_F	float
field_96693_G	float
field_96694_H	float
ofAaLevel	int
ofAfLevel	int
ofAlternateBlocks	boolean
ofAnimatedExplosion	boolean
ofAnimatedFire	boolean
ofAnimatedFlame	boolean
ofAnimatedLava	int
ofAnimatedPortal	boolean
ofAnimatedRedstone	boolean
ofAnimatedSmoke	boolean
ofAnimatedTerrain	boolean
ofAnimatedTextures	boolean
ofAnimatedWater	int
ofAoLevel	float
ofAutoSaveTicks	int
ofBetterGrass	int
ofBetterSnow	boolean
ofChunkUpdates	int
ofChunkUpdatesDynamic	boolean
ofClearWater	boolean
ofClouds	int
ofCloudsHeight	float
ofConnectedTextures	int
ofCustomColors	boolean
ofCustomEntityModels	boolean
ofCustomFonts	boolean
ofCustomGuis	boolean
ofCustomItems	boolean

Fields	Type
ofCustomSky	boolean
ofDrippingWaterLava	boolean
ofDroppedItems	int
ofDynamicFov	boolean
ofDynamicLights	int
ofEmissiveTextures	boolean
ofFastMath	boolean
ofFastRender	boolean
ofFireworkParticles	boolean
ofFogStart	float
ofFogType	int
ofFullscreenMode	String
ofKeyBindZoom	KeyBinding
ofLagometer	boolean
ofLazyChunkLoading	boolean
ofMipmapType	int
ofNaturalTextures	boolean
ofOcclusionFancy	boolean
ofPortalParticles	boolean
ofPotionParticles	boolean
ofProfiler	boolean
ofRain	int
ofRainSplash	boolean
ofRandomEntities	boolean
ofRenderRegions	boolean
ofScreenshotSize	int
ofShowCapes	boolean
ofShowFps	boolean
ofShowGlErrors	boolean
ofSky	boolean
ofSmartAnimations	boolean
ofSmoothBiomes	boolean
ofSmoothFps	boolean
ofSmoothWorld	boolean
ofStars	boolean
ofSunMoon	boolean
ofSwampColors	boolean
ofTime	int
ofTranslucentBlocks	int
ofTrees	int
ofVignette	int
ofVoidParticles	boolean

Fields	Type
ofWaterParticles	boolean
ofWeather	boolean

Methods	Return Type
func_151440_a(KeyBinding arg0, int arg1)	void
func_178876_d()	Set<EnumPlayerModelParts>
func_178877_a(EnumPlayerModelParts e)	void
func_178878_a(EnumPlayerModelParts arg0, boolean arg1)	void
func_181147_e()	int
func_181148_f()	boolean
func_186711_a(SoundCategory s)	float
func_186712_a(SoundCategory arg0, float arg1)	void
func_74296_a(GameSettings$Options g)	float
func_74297_c(GameSettings$Options g)	String
func_74300_a()	void
func_74303_b()	void
func_74304_a(GameSettings$Options arg0, float arg1)	void
func_74306_a(GameSettings$Options arg0, int arg1)	void
func_74308_b(GameSettings$Options g)	boolean
func_82879_c()	void
loadOfOptions()	void
onGuiClosed()	void
resetSettings()	void
saveOfOptions()	void
setAllAnimations(boolean b)	void
updateVSync()	void
wait(long arg0, int arg1)	void
wait(long l)	void

ItemColors

Class

net.minecraft.client.renderer.color.ItemColors

Extends

Methods	Return Type
func_186728_a(ItemStack arg0, int arg1)	int
func_186730_a(ItemColor arg0, Item[] arg1)	void
func_186731_a(ItemColor arg0, Block[] arg1)	void
wait(long arg0, int arg1)	void
wait(long l)	void

SearchTreeManager

Class

Class

net.minecraft.client.util.SearchTreeManager

Extends

ResourceManagerReloadListener

Methods	Return Type
func_110549_a(ResourceManager r)	void
func_194009_a(SearchTreeManager$Key<T> arg0, SearchTree<T> arg1)	void
func_194010_a(SearchTreeManager$Key<T> s)	SearchTree<T>
onResourceManagerReload_foamfix_old(ResourceManager r)	void
wait(long arg0, int arg1)	void
wait(long l)	void

Session

Class

net.minecraft.util.Session

Extends

Methods	Return Type
func_111285_a()	String
func_111286_b()	String
func_148254_d()	String
func_148255_b()	String
func_148256_e()	GameProfile
hasCachedProperties()	boolean
setProperties(PropertyMap p)	void
wait(long arg0, int arg1)	void
wait(long l)	void

ResourcePackRepository

Class

net.minecraft.client.resources.ResourcePackRepository

Extends

Fields	Type
field_110617_f	List<ResourcePackRepository$Entry>
field_110620_b	ResourcePack
field_110621_c	MetadataSerializer

Methods	Return Type
func_110609_b()	List<ResourcePackRepository$Entry>
func_110611_a()	void
func_110612_e()	File
func_110613_c()	List<ResourcePackRepository$Entry>

Methods	Return Type
func_148527_a(List<ResourcePackRepository$Entry> l)	void
func_148529_f()	void
func_148530_e()	ResourcePack
func_177319_a(File f)	ListenableFuture<Object>
func_180601_a(String arg0, String arg1)	ListenableFuture<Object>
func_188565_b()	ResourcePackRepository$Entry
wait(long arg0, int arg1)	void
wait(long l)	void

ResourceManager

Interface

net.minecraft.client.resources.IResourceManager

Extends

Methods	Return Type
func_110536_a(ResourceLocation r)	Resource
func_135055_a()	Set<String>
func_135056_b(ResourceLocation r)	List<Resource>

LanguageManager

Class

net.minecraft.client.resources.LanguageManager

Extends

ResourceManagerReloadListener

Fields	Type
field_135048_c	String

Methods	Return Type
func_110549_a(ResourceManager r)	void
func_135040_d()	SortedSet<Language>
func_135041_c()	Language
func_135042_a()	boolean
func_135043_a(List<ResourcePack> l)	void
func_135044_b()	boolean
func_135045_a(Language l)	void
func_191960_a(String s)	Language
wait(long arg0, int arg1)	void
wait(long l)	void

ServerData

Class

net.minecraft.client.multiplayer.ServerData

Extends

Fields	Type
field_147412_i	String
field_78841_f	boolean
field_78843_d	String
field_78844_e	long
field_78845_b	String
field_78846_c	String
field_78847_a	String
field_82821_f	int
field_82822_g	String

Methods	Return Type
func_147407_a(String s)	void
func_147409_e()	String
func_152583_a(ServerData s)	void
func_152584_a(ServerData$ServerResourceMode s)	void
func_152586_b()	ServerData$ServerResourceMode
func_181041_d()	boolean
func_78836_a()	NBTTagCompound
wait(long arg0, int arg1)	void
wait(long l)	void

MusicTicker$MusicType

Class

net.minecraft.client.audio.MusicTicker$MusicType

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_148633_c()	int
func_148634_b()	int
func_188768_a()	SoundEvent
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

Framebuffer

Class

net.minecraft.client.shader.Framebuffer

Extends

Fields	Type
field_147616_f	int
field_147617_g	int
field_147618_d	int
field_147619_e	boolean
field_147620_b	int
field_147621_c	int
field_147622_a	int
field_147623_j	int
field_147624_h	int
field_147625_i	float[]
stencilEnabled	boolean

Methods	Return Type
enableStencil()	boolean
func_147604_a(float arg0, float arg1, float arg2, float arg3)	void
func_147605_b(int arg0, int arg1)	void
func_147606_d()	void
func_147607_a(int i)	void
func_147608_a()	void
func_147609_e()	void
func_147610_a(boolean b)	void
func_147611_b()	void
func_147612_c()	void
func_147613_a(int arg0, int arg1)	void
func_147614_f()	void
func_147615_c(int arg0, int arg1)	void
func_178038_a(int arg0, int arg1, boolean arg2)	void
wait(long arg0, int arg1)	void
wait(long l)	void

NetHandlerPlayClient

Class

net.minecraft.client.network.NetHandlerPlayClient

Extends

NetHandlerPlayClient

Fields	Type
field_147304_c	int
field_147310_i	Map<UUID, NetworkPlayerInfo>

Methods	Return Type
func_147231_a(TextComponent t)	void
func_147234_a(SPacketBlockChange s)	void
func_147235_a(SPacketSpawnObject s)	void
func_147236_a(SPacketEntityStatus s)	void
func_147237_a(SPacketSpawnPlayer s)	void
func_147238_a(SPacketDestroyEntities s)	void
func_147239_a(SPacketConfirmTransaction s)	void
func_147240_a(SPacketCustomPayload s)	void
func_147241_a(SPacketWindowItems s)	void
func_147242_a(SPacketEntityEquipment s)	void
func_147243_a(SPacketEntityAttach s)	void
func_147244_a(SPacketEntityVelocity s)	void
func_147245_a(SPacketWindowProperty s)	void
func_147246_a(SPacketCollectItem s)	void
func_147247_a(SPacketTeams s)	void
func_147249_a(SPacketUpdateHealth s)	void
func_147250_a(SPacketUpdateScore s)	void
func_147251_a(SPacketChat s)	void
func_147252_a(SPacketChangeGameState s)	void
func_147253_a(SPacketDisconnect s)	void
func_147254_a(SPacketDisplayObjective s)	void
func_147256_a(SPacketPlayerListItem s)	void
func_147257_a(SPacketHeldItemChange s)	void
func_147259_a(SPacketEntity s)	void
func_147260_a(SPacketEntityEffect s)	void
func_147261_a(SPacketBlockAction s)	void
func_147262_a(SPacketRemoveEntityEffect s)	void
func_147263_a(SPacketChunkData s)	void
func_147264_a(SPacketMaps s)	void
func_147265_a(SPacketOpenWindow s)	void
func_147266_a(SPacketSetSlot s)	void
func_147267_a(SPacketEntityHeadLook s)	void
func_147268_a(SPacketSignEditorOpen s)	void
func_147270_a(SPacketPlayerAbilities s)	void
func_147271_a(SPacketSpawnPosition s)	void
func_147272_a(SPacketKeepAlive s)	void
func_147273_a(SPacketUpdateTileEntity s)	void
func_147274_a(SPacketTabComplete s)	void
func_147275_a(SPacketEntityTeleport s)	void
func_147276_a(SPacketCloseWindow s)	void
func_147277_a(SPacketEffect s)	void
func_147278_a(SPacketUseBed s)	void

Methods	Return Type
func_147279_a(SPacketAnimation s)	void
func_147280_a(SPacketRespawn s)	void
func_147281_a(SPacketSpawnMob s)	void
func_147282_a(SPacketJoinGame s)	void
func_147283_a(SPacketExplosion s)	void
func_147284_a(SPacketEntityMetadata s)	void
func_147285_a(SPacketTimeUpdate s)	void
func_147286_a(SPacketSpawnExperienceOrb s)	void
func_147287_a(SPacketMultiBlockChange s)	void
func_147288_a(SPacketSpawnPainting s)	void
func_147289_a(SPacketParticles s)	void
func_147290_a(SPacketEntityProperties s)	void
func_147291_a(SPacketScoreboardObjective s)	void
func_147292_a(SPacketSpawnGlobalEntity s)	void
func_147293_a(SPacketStatistics s)	void
func_147294_a(SPacketBlockBreakAnim s)	void
func_147295_a(SPacketSetExperience s)	void
func_147296_c()	void
func_147297_a(Packet<?> p)	void
func_147298_b()	NetworkManager
func_175093_a(SPacketWorldBorder s)	void
func_175094_a(SPacketCamera s)	void
func_175095_a(SPacketResourcePackSend s)	void
func_175096_a(SPacketPlayerListHeaderFooter s)	void
func_175098_a(SPacketCombatEvent s)	void
func_175099_a(SPacketTitle s)	void
func_175101_a(SPacketServerDifficulty s)	void
func_175102_a(UUID u)	NetworkPlayerInfo
func_175104_a(String s)	NetworkPlayerInfo
func_175105_e()	GameProfile
func_175106_d()	Collection<NetworkPlayerInfo>
func_184323_a(SPacketMoveVehicle s)	void
func_184324_a(SPacketCooldown s)	void
func_184325_a(SPacketUpdateBossInfo s)	void
func_184326_a(SPacketUnloadChunk s)	void
func_184327_a(SPacketSoundEffect s)	void
func_184328_a(SPacketSetPassengers s)	void
func_184329_a(SPacketCustomSound s)	void
func_184330_a(SPacketPlayerPosLook s)	void
func_191980_a(SPacketRecipeBook s)	void
func_191981_a(SPacketAdvancementInfo s)	void
func_191982_f()	ClientAdvancementManager

Methods	Return Type
func_194022_a(SPacketSelectAdvancementsTab s)	void
func_194307_a(SPacketPlaceGhostRecipe s)	void
wait(long arg0, int arg1)	void
wait(long l)	void

TextureMap

Class

net.minecraft.client.renderer.texture.TextureMap

Extends

AbstractTexture

TickableTextureObject

Fields	Type
atlasHeight	int
atlasWidth	int
basePath	String
countAnimations	int
countAnimationsActive	int
countRegisteredSprites	int
field_110574_e	Map<String, TextureAtlasSprite>
field_94252_e	Map<String, TextureAtlasSprite>
mipmapLevels	int
multiTex	MultiTexID
multiTexID	MultiTexID
textureBound	boolean

Methods	Return Type
completeResourceLocation(ResourceLocation r)	ResourceLocation
func_110550_d()	void
func_110551_a(ResourceManager r)	void
func_110552_b()	int
func_110571_b(ResourceManager r)	void
func_110572_b(String s)	TextureAtlasSprite
func_147631_c()	void
func_147633_a(int i)	void
func_174935_a()	void
func_174936_b(boolean arg0, boolean arg1)	void
func_174937_a(boolean arg0, boolean arg1)	void
func_174942_a(ResourceLocation r)	TextureAtlasSprite
func_174943_a(ResourceManager arg0, TextureMapPopulator arg1)	void
func_174944_f()	TextureAtlasSprite
func_184396_a(TextureAtlasSprite t)	ResourceLocation
func_184397_a(ResourceManager arg0, TextureAtlasSprite arg1)	boolean

Methods	Return Type
func_94248_c()	void
getIconByUV(double arg0, double arg1)	TextureAtlasSprite
getRegisteredSprite(ResourceLocation r)	TextureAtlasSprite
getSpriteSafe(String s)	TextureAtlasSprite
getTextureExtry(String s)	TextureAtlasSprite
setTextureEntry(TextureAtlasSprite t)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

SoundHandler

Class
net.minecraft.client.audio.SoundHandler

Extends
ResourceManagerReloadListener
Tickable

Fields	Type
field_147694_f	SoundManager

Methods	Return Type
func_110549_a(ResourceManager r)	void
func_147681_a(Sound arg0, int arg1)	void
func_147682_a(Sound s)	void
func_147683_b(Sound s)	void
func_147685_d()	void
func_147687_e()	void
func_147689_b()	void
func_147690_c()	void
func_147691_a(EntityPlayer arg0, float arg1)	void
func_147692_c(Sound s)	boolean
func_184398_a(ResourceLocation r)	SoundEventAccessor
func_184399_a(SoundCategory arg0, float arg1)	void
func_184400_b(SoundEventListener s)	void
func_184402_a(SoundEventListener s)	void
func_189520_a(String arg0, SoundCategory arg1)	void
func_73660_a()	void
setListener(Entity arg0, float arg1)	void
wait(long arg0, int arg1)	void
wait(long l)	void

SkinManager

Class
net.minecraft.client.resources.SkinManager

Extends

Methods	Return Type
func_152788_a(GameProfile g)	Map<MinecraftProfileTexture$Type, MinecraftProfileTexture>
func_152789_a(MinecraftProfileTexture arg0, MinecraftProfileTexture$Type arg1, SkinManager$SkinAvailableCallback arg2)	ResourceLocation
func_152790_a(GameProfile arg0, SkinManager$SkinAvailableCallback arg1, boolean arg2)	void
func_152792_a(MinecraftProfileTexture arg0, MinecraftProfileTexture$Type arg1)	ResourceLocation
wait(long arg0, int arg1)	void
wait(long l)	void

MinecraftSessionService

Interface

com.mojang.authlib.minecraft.MinecraftSessionService

Extends

Methods	Return Type
fillProfileProperties(GameProfile arg0, boolean arg1)	GameProfile
getTextures(GameProfile arg0, boolean arg1)	Map<MinecraftProfileTexture$Type, MinecraftProfileTexture>
hasJoinedServer(GameProfile arg0, String arg1, InetAddress arg2)	GameProfile
joinServer(GameProfile arg0, String arg1, String arg2)	void

ItemRenderer

Class

net.minecraft.client.renderer.ItemRenderer

Extends

Fields	Type
field_178111_g	RenderManager
field_178112_h	RenderItem
field_187467_d	ItemStack
field_187468_e	ItemStack
field_187469_f	float
field_187470_g	float
field_187471_h	float
field_187472_i	float
field_78455_a	Minecraft

Methods	Return Type
func_178099_a(EntityLivingBase arg0, ItemStack arg1, ItemCameraTransforms$TransformType arg2)	void
func_178100_c(float f)	float
func_178101_a(float arg0, float arg1)	void
func_178108_a(TextureAtlasSprite t)	void

Methods	Return Type
func_187453_a(EnumHandSide arg0, float arg1)	void
func_187454_a(float arg0, EnumHandSide arg1, ItemStack arg2)	void
func_187455_a(EnumHandSide e)	void
func_187456_a(float arg0, float arg1, EnumHandSide arg2)	void
func_187457_a(AbstractClientPlayer arg0, float arg1, float arg2, EnumHand arg3, float arg4, ItemStack arg5, float arg6)	void
func_187458_c(float f)	void
func_187459_b(EnumHandSide arg0, float arg1)	void
func_187460_a(EnumHand e)	void
func_187461_a(ItemStack i)	void
func_187462_a(EntityLivingBase arg0, ItemStack arg1, ItemCameraTransforms$TransformType arg2, boolean arg3)	void
func_187463_a(float arg0, float arg1, float arg2)	void
func_187464_b()	void
func_187465_a(float arg0, EnumHandSide arg1, float arg2, ItemStack arg3)	void
func_187466_c()	void
func_78440_a(float f)	void
func_78441_a()	void
func_78442_d()	void
func_78447_b(float f)	void
func_78448_c(float f)	void
wait(long arg0, int arg1)	void
wait(long l)	void

RenderManager

Class

net.minecraft.client.renderer.entity.RenderManager

Extends

Fields	Type
entityRenderMap	Map<Class, Render>
field_147941_i	Entity
field_178636_l	Map<String, RenderPlayer>
field_178637_m	RenderPlayer
field_78722_g	World
field_78723_d	double
field_78724_e	TextureManager
field_78725_b	double
field_78726_c	double
field_78728_n	double
field_78729_o	Map<java.lang.Class<? extends net.minecraft.entity.Entity>, net.minecraft.client.renderer.entity.Render<? extends net.minecraft.entity.Entity>>
field_78730_l	double
field_78731_m	double
field_78732_j	float

Fields	Type
field_78733_k	GameSettings
field_78734_h	Entity
field_78735_i	float
renderRender	Render
skinMap	Map<String, RenderPlayer>

Methods	Return Type
func_178627_a()	boolean
func_178628_a(double arg0, double arg1, double arg2)	void
func_178629_b(boolean b)	void
func_178631_a(float f)	void
func_178632_c(boolean b)	void
func_178633_a(boolean b)	void
func_178634_b()	boolean
func_178635_a(Entity arg0, Camera arg1, double arg2, double arg3, double arg4)	boolean
func_180597_a(World arg0, FontRenderer arg1, Entity arg2, Entity arg3, GameSettings arg4, float arg5)	void
func_188388_a(Entity arg0, float arg1, boolean arg2)	void
func_188389_a(Entity arg0, float arg1)	void
func_188390_b(Entity e)	boolean
func_188391_a(Entity arg0, double arg1, double arg2, double arg3, float arg4, float arg5, boolean arg6)	void
func_78713_a(Entity e)	Render<T>
func_78714_a(double arg0, double arg1, double arg2)	double
func_78715_a(Class<? extends net.minecraft.entity.Entity> c)	Render<T>
func_78716_a()	FontRenderer
func_78717_a(World w)	void
wait(long arg0, int arg1)	void
wait(long l)	void

RenderItem

Class
net.minecraft.client.renderer.RenderItem

Extends
ResourceManagerReloadListener

Fields	Type
field_175057_n	TextureManager
field_175059_m	ItemModelMesher
field_184395_f	ItemColors
field_77023_b	float
modelManager	ModelManager

Methods	Return Type
func_110549_a(ResourceManager r)	void

Methods	Return Type
func_175030_a(FontRenderer arg0, ItemStack arg1, int arg2, int arg3)	void
func_175037_a()	ItemModelMesher
func_175041_b()	void
func_175042_a(ItemStack arg0, int arg1, int arg2)	void
func_175048_a(Item arg0, int arg1, String arg2)	void
func_175050_a(ItemStack i)	boolean
func_180450_b(ItemStack arg0, int arg1, int arg2)	void
func_180452_a(int arg0, int arg1, boolean arg2)	void
func_180453_a(FontRenderer arg0, ItemStack arg1, int arg2, int arg3, String arg4)	void
func_180454_a(ItemStack arg0, BakedModel arg1)	void
func_181564_a(ItemStack arg0, ItemCameraTransforms$TransformType arg1)	void
func_181565_a(BufferBuilder arg0, int arg1, int arg2, int arg3, int arg4, int arg5, int arg6, int arg7, int arg8)	void
func_184391_a(EntityLivingBase arg0, ItemStack arg1, int arg2, int arg3)	void
func_184392_a(ItemStack arg0, EntityLivingBase arg1, ItemCameraTransforms$TransformType arg2, boolean arg3)	void
func_184393_a(ItemStack arg0, World arg1, EntityLivingBase arg2)	BakedModel
func_184394_a(ItemStack arg0, BakedModel arg1, ItemCameraTransforms$TransformType arg2, boolean arg3)	void
func_191961_a(BakedModel arg0, ItemStack arg1)	void
func_191962_a(ItemStack arg0, int arg1, int arg2, BakedModel arg3)	void
func_191965_a(BakedModel arg0, int arg1)	void
func_191970_a(BufferBuilder arg0, List<BakedQuad> arg1, int arg2, ItemStack arg3)	void
wait(long arg0, int arg1)	void
wait(long l)	void

PropertyMap

Class

com.mojang.authlib.properties.PropertyMap

Extends

ForwardingMultimap

Fields	Type
empty	boolean

Methods	Return Type
asMap()	Map<K, java.util.Collection<V>>
clear()	void
containsEntry(Object arg0, Object arg1)	boolean
containsKey(Object o)	boolean
containsValue(Object o)	boolean
entries()	Collection<java.util.Map$Entry<K, V>>
forEach(BiConsumer<? super K, ? super V> b)	void
get(Object o)	Collection<V>
keys()	Multiset<K>
keySet()	Set<K>

Methods	Return Type
put(Object arg0, Object arg1)	boolean
putAll(Object arg0, Iterable<? extends V> arg1)	boolean
putAll(Multimap<? extends K, ? extends V> m)	boolean
remove(Object arg0, Object arg1)	boolean
removeAll(Object o)	Collection<V>
replaceValues(Object arg0, Iterable<? extends V> arg1)	Collection<V>
size()	int
values()	Collection<V>
wait(long arg0, int arg1)	void
wait(long l)	void

MusicTicker

Class
net.minecraft.client.audio.MusicTicker

Extends
Tickable

Fields	Type
field_147676_d	int
field_147678_c	Sound

Methods	Return Type
func_181558_a(MusicTicker$MusicType m)	void
func_73660_a()	void
wait(long arg0, int arg1)	void
wait(long l)	void

BlockColors

Class
net.minecraft.client.renderer.color.BlockColors

Extends

Methods	Return Type
func_186722_a(BlockColor arg0, Block[] arg1)	void
func_186724_a(BlockState arg0, BlockAccess arg1, BlockPos arg2, int arg3)	int
func_189991_a(BlockState arg0, World arg1, BlockPos arg2)	int
wait(long arg0, int arg1)	void
wait(long l)	void

DataFixer

Class
net.minecraft.util.datafix.DataFixer

Extends

DataFixer

Fields	Type
field_188262_d	int

Methods	Return Type
func_188251_a(FixType arg0, NBTTagCompound arg1, int arg2)	NBTTagCompound
func_188255_a(FixType arg0, DataWalker arg1)	void
func_188256_a(FixType arg0, FixableData arg1)	void
func_188257_a(FixType arg0, NBTTagCompound arg1)	NBTTagCompound
func_188258_a(FixTypes arg0, DataWalker arg1)	void
wait(long arg0, int arg1)	void
wait(long l)	void

Tutorial

Class

net.minecraft.client.tutorial.Tutorial

Extends

Methods	Return Type
func_193292_a(TutorialSteps t)	void
func_193293_a(MovementInput m)	void
func_193294_a(WorldClient arg0, BlockPos arg1, BlockState arg2, float arg3)	void
func_193295_e()	Minecraft
func_193296_a()	void
func_193297_a(WorldClient arg0, RayTraceResult arg1)	void
func_193299_a(MouseHelper m)	void
func_193300_b()	void
func_193301_a(ItemStack i)	void
func_193302_c()	void
func_193303_d()	void
func_194072_f()	GameType
wait(long arg0, int arg1)	void
wait(long l)	void

GuiToast

Class

net.minecraft.client.gui.toasts.GuiToast

Extends

Gui

Fields	Type
field_73735_i	float

Methods	Return Type
func_175174_a(float arg0, float arg1, int arg2, int arg3, int arg4, int arg5)	void
func_175175_a(int arg0, int arg1, TextureAtlasSprite arg2, int arg3, int arg4)	void
func_191783_a(ScaledResolution s)	void
func_191788_b()	void
func_192988_a(Toast t)	void
func_192989_b()	Minecraft
func_192990_a(Class<? extends T> arg0, Object arg1)	Toast
func_73729_b(int arg0, int arg1, int arg2, int arg3, int arg4, int arg5)	void
func_73731_b(FontRenderer arg0, String arg1, int arg2, int arg3, int arg4)	void
func_73732_a(FontRenderer arg0, String arg1, int arg2, int arg3, int arg4)	void
func_73733_a(int arg0, int arg1, int arg2, int arg3, int arg4, int arg5)	void
wait(long arg0, int arg1)	void
wait(long l)	void

SearchTreeManager$Key

Class

net.minecraft.client.util.SearchTreeManager$Key

Extends

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

SearchTree

Interface

net.minecraft.client.util.ISearchTree

Extends

Methods	Return Type
func_194038_a(String s)	List<T>

Snooper

Class

net.minecraft.profiler.Snooper

Extends

Methods	Return Type
func_130105_g()	long
func_152767_b(String arg0, Object arg1)	void
func_152768_a(String arg0, Object arg1)	void
func_76463_a()	void
func_76465_c()	Map<String, String>

Methods	Return Type
func_76468_d()	boolean
func_76470_e()	void
func_76471_b()	void
func_80006_f()	String
wait(long arg0, int arg1)	void
wait(long l)	void

SaveFormat

Interface

net.minecraft.world.storage.ISaveFormat

Extends

Methods	Return Type
func_154333_a()	String
func_154334_a(String s)	boolean
func_154335_d(String s)	boolean
func_186352_b(String arg0, String arg1)	File
func_75799_b()	List<WorldSummary>
func_75800_d()	void
func_75801_b(String s)	boolean
func_75802_e(String s)	boolean
func_75803_c(String s)	WorldInfo
func_75804_a(String arg0, boolean arg1)	SaveHandler
func_75805_a(String arg0, ProgressUpdate arg1)	boolean
func_75806_a(String arg0, String arg1)	void
func_90033_f(String s)	boolean

WorldSettings

Class

net.minecraft.world.WorldSettings

Extends

Methods	Return Type
func_77158_f()	boolean
func_77159_a()	WorldSettings
func_77160_d()	long
func_77162_e()	GameType
func_77163_i()	boolean
func_77164_g()	boolean
func_77165_h()	WorldType
func_77166_b()	WorldSettings
func_77167_c()	boolean

Methods	Return Type
func_82749_j()	String
func_82750_a(String s)	WorldSettings
wait(long arg0, int arg1)	void
wait(long l)	void

CrashReport

Class

net.minecraft.crash.CrashReport

Extends

Methods	Return Type
func_147149_a(File f)	boolean
func_71497_f()	File
func_71498_d()	String
func_71501_a()	String
func_71502_e()	String
func_71505_b()	Throwable
func_71506_a(StringBuilder s)	void
func_85056_g()	CrashReportCategory
func_85057_a(String arg0, int arg1)	CrashReportCategory
func_85058_a(String s)	CrashReportCategory
wait(long arg0, int arg1)	void
wait(long l)	void

IntegratedServer

Class

net.minecraft.server.integrated.IntegratedServer

Extends

MinecraftServer

Fields	Type
dataFixer	DataFixer
field_175589_i	Queue<java.util.concurrent.FutureTask<?>>
field_71302_d	String
field_71303_e	int
field_71304_b	Profiler
field_71305_c	WorldServer[]
field_71308_o	File
field_71311_j	long[]
field_71321_q	CommandManager
serverModName	String
worldTickTimes	Hashtable<int, long[]>

Methods	Return Type
func_104056_am()	boolean
func_110454_ao()	Proxy
func_110455_j()	int
func_130014_f_()	World
func_143006_e(int i)	void
func_143007_ar()	int
func_145747_a(TextComponent t)	void
func_145748_c_()	TextComponent
func_147130_as()	MinecraftSessionService
func_147132_au()	void
func_147133_T()	String
func_147134_at()	ServerStatusResponse
func_147135_j()	EnumDifficulty
func_147137_ag()	NetworkSystem
func_147139_a(EnumDifficulty e)	void
func_152344_a(Runnable r)	ListenableFuture<Object>
func_152345_ab()	boolean
func_152357_F()	GameProfile[]
func_152358_ax()	PlayerProfileCache
func_152359_aw()	GameProfileRepository
func_174791_d()	Vec3d
func_174792_t_()	boolean
func_174793_f()	Entity
func_174794_a(CommandResultStats$Type arg0, int arg1)	void
func_175576_a(UUID u)	Entity
func_175577_al()	int
func_175578_N()	boolean
func_175579_a(World arg0, BlockPos arg1, EntityPlayer arg2)	boolean
func_175580_aG()	int
func_175581_ab()	String
func_175582_h()	ServerCommandManager
func_175584_a(String arg0, SaveHandler arg1)	void
func_175586_a(Callable<V> c)	ListenableFuture<V>
func_180425_c()	BlockPos
func_180507_a_(String arg0, String arg1)	void
func_181034_q()	boolean
func_181035_ah()	boolean
func_183002_r()	boolean
func_184102_h()	MinecraftServer
func_184103_al()	PlayerList
func_184104_a(CommandSender arg0, String arg1, BlockPos arg2, boolean arg3)	List<String>
func_184105_a(PlayerList p)	void

Methods	Return Type
func_184106_y()	boolean
func_184107_a(ServerStatusResponse s)	void
func_184108_a(WorldServer w)	int
func_184109_z()	File
func_190518_ac()	boolean
func_191949_aK()	AdvancementManager
func_193030_aL()	FunctionManager
func_193031_aM()	void
func_70000_a(Snooper s)	void
func_70001_b(Snooper s)	void
func_70002_Q()	boolean
func_70003_b(int arg0, String arg1)	boolean
func_70005_c_()	String
func_71187_D()	CommandManager
func_71188_g(boolean b)	void
func_71190_q()	void
func_71191_d(int i)	void
func_71193_K()	boolean
func_71194_c(boolean b)	void
func_71195_b_()	String
func_71197_b()	boolean
func_71199_h()	boolean
func_71200_ad()	boolean
func_71204_b(boolean b)	void
func_71205_p(String s)	void
func_71206_a(GameType arg0, boolean arg1)	String
func_71207_Z()	int
func_71209_f(String s)	File
func_71213_z()	String[]
func_71214_G()	String
func_71217_p()	void
func_71218_a(int i)	WorldServer
func_71219_W()	boolean
func_71220_V()	boolean
func_71221_J()	String
func_71222_d()	void
func_71223_ag()	void
func_71224_l(String s)	void
func_71225_e()	boolean
func_71228_a(CrashReport c)	void
func_71229_d(boolean b)	void
func_71230_b(CrashReport c)	CrashReport

Methods	Return Type
func_71231_X()	boolean
func_71233_x()	int
func_71235_a(GameType g)	void
func_71236_h(String s)	void
func_71237_c(String s)	void
func_71238_n()	File
func_71240_o()	void
func_71241_aa()	boolean
func_71242_L()	boolean
func_71245_h(boolean b)	void
func_71246_n(String s)	void
func_71247_a(String arg0, String arg1, long arg2, WorldType arg3, String arg4)	void
func_71249_w()	String
func_71250_E()	KeyPair
func_71251_e(boolean b)	void
func_71253_a(KeyPair k)	void
func_71254_M()	SaveFormat
func_71255_r()	boolean
func_71256_s()	void
func_71257_f(boolean b)	void
func_71259_af()	int
func_71260_j()	void
func_71261_m(String s)	void
func_71262_S()	boolean
func_71263_m()	void
func_71264_H()	boolean
func_71265_f()	GameType
func_71266_T()	boolean
func_71267_a(boolean b)	void
func_71268_U()	boolean
func_71270_I()	String
func_71273_Y()	String
func_71275_y()	int
func_71278_l()	boolean
func_71279_ae()	boolean
func_71344_c()	boolean
func_80003_ah()	Snooper
func_82356_Z()	boolean
run()	void
wait(long arg0, int arg1)	void
wait(long l)	void

AttachedData

Class

dev.latvian.kubejs.util.AttachedData

Extends

HashMap

Fields	Type
empty	boolean
parent	Object

Methods	Return Type
clear()	void
clone()	Object
compute(Object arg0, BiFunction<? super K, ? super V, ? extends V> arg1)	Object
computeIfAbsent(Object arg0, Function<? super K, ? extends V> arg1)	Object
computeIfPresent(Object arg0, BiFunction<? super K, ? super V, ? extends V> arg1)	Object
containsKey(Object o)	boolean
containsValue(Object o)	boolean
entrySet()	Set<java.util.Map$Entry<K, V>>
forEach(BiConsumer<? super K, ? super V> b)	void
get(Object o)	Object
getOrDefault(Object arg0, Object arg1)	Object
keySet()	Set<K>
merge(Object arg0, Object arg1, BiFunction<? super V, ? super V, ? extends V> arg2)	Object
put(Object arg0, Object arg1)	Object
putAll(Map<? extends K, ? extends V> m)	void
putIfAbsent(Object arg0, Object arg1)	Object
remove(Object o)	Object
remove(Object arg0, Object arg1)	boolean
replace(Object arg0, Object arg1, Object arg2)	boolean
replace(Object arg0, Object arg1)	Object
replaceAll(BiFunction<? super K, ? super V, ? extends V> b)	void
size()	int
values()	Collection<V>
wait(long arg0, int arg1)	void
wait(long l)	void

EntityPotionEffects

Class

dev.latvian.kubejs.entity.EntityPotionEffectsJS

Extends

Fields	Type
active	Collection<PotionEffect>
map	Map<Potion, PotionEffect>

Methods	Return Type
add(Object potion, int duration)	void
add(Object potion, int duration, int amplifier)	void
add(Object potion)	void
add(Object potion, int duration, int amplifier, boolean ambient, boolean showParticles)	void
clear()	void
isApplicable(PotionEffect effect)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

GameProfile

Class

com.mojang.authlib.GameProfile

Extends

Fields	Type
complete	boolean
id	UUID
legacy	boolean
name	String
properties	PropertyMap

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

PlayerStats

Class

dev.latvian.kubejs.player.PlayerStatsJS

Extends

Fields	Type
player	Player

Methods	Return Type
add(Object arg0, int arg1)	void
get(Object o)	int
set(Object arg0, int arg1)	void
wait(long arg0, int arg1)	void
wait(long l)	void

ClientPlayerData

Class

dev.latvian.kubejs.player.ClientPlayerDataJS

Extends

PlayerData

Fields	Type
data Temporary data, mods can attach objects to this	AttachedData
id	UUID
name	String
overworld	World
player	ClientPlayer
playerEntity	EntityPlayer
profile	GameProfile
world	ClientWorld

Methods	Return Type
hasClientMod()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

GameRules

Class

dev.latvian.kubejs.server.GameRulesJS

Extends

Methods	Return Type
getBoolean(String s)	boolean
getInt(String s)	int
getString(String s)	String
set(String arg0, Object arg1)	void
wait(long arg0, int arg1)	void
wait(long l)	void

Explosion

Class

dev.latvian.kubejs.world.ExplosionJS

Extends

Fields	Type
causesFire	boolean
damagesTerrain	boolean
exploder	Entity
strength	float
x	double
y	double
z	double

Methods	Return Type
causesFire(boolean b)	Explosion
damagesTerrain(boolean b)	Explosion
explode()	void
exploder(Entity e)	Explosion
strength(float f)	Explosion
wait(long arg0, int arg1)	void
wait(long l)	void

PlayerData

Class

dev.latvian.kubejs.player.PlayerDataJS

Extends

WithAttachedData

Fields	Type
data Temporary data, mods can attach objects to this	AttachedData
id	UUID
name	String
overworld	World
player	Player
playerEntity	EntityPlayer
profile	GameProfile

Methods	Return Type
hasClientMod()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

FluidStack

Class

net.minecraftforge.fluids.FluidStack

Extends

Fields	Type
amount	int
fluid	Fluid
localizedName	String
tag	NBTTagCompound
unlocalizedName	String

Methods	Return Type
containsFluid(FluidStack f)	boolean
copy()	FluidStack

Methods	Return Type
isFluidEqual(ItemStack i)	boolean
isFluidEqual(FluidStack f)	boolean
isFluidStackIdentical(FluidStack f)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void
writeToNBT(NBTTagCompound n)	NBTTagCompound

WithID

Interface

com.feed_the_beast.ftblib.lib.util.IWithID

Extends

Fields	Type
id	String

Methods	Return Type

Icon

Class

com.feed_the_beast.ftblib.lib.icon.Icon

Extends

Fields	Type
empty	boolean
ingredient	Object
json	JsonElement

Methods	Return Type
bindTexture()	void
combineWith(Icon[] i)	Icon
combineWith(Icon i)	Icon
copy()	Icon
createPixelBuffer()	PixelBuffer
draw(int arg0, int arg1, int arg2, int arg3)	void
draw(int arg0, int arg1, int arg2, int arg3, Color4I arg4)	void
draw3D(Color4I c)	void
drawStatic(int arg0, int arg1, int arg2, int arg3)	void
hasPixelBuffer()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void
withBorder(int i)	Icon
withOutline(Color4I arg0, boolean arg1)	Icon
withTint(Color4I c)	Icon

ImageIcon

Class

com.feed_the_beast.ftblib.lib.icon.ImageIcon

Extends

Icon

Fields	Type
empty	boolean
ingredient	Object
json	JsonElement
maxU	double
maxV	double
minU	double
minV	double
texture	ResourceLocation

Methods	Return Type
bindTexture()	void
combineWith(Icon[] i)	Icon
combineWith(Icon i)	Icon
copy()	Icon
createPixelBuffer()	PixelBuffer
draw(int arg0, int arg1, int arg2, int arg3, Color4I arg4)	void
draw(int arg0, int arg1, int arg2, int arg3)	void
draw3D(Color4I c)	void
drawStatic(int arg0, int arg1, int arg2, int arg3)	void
hasPixelBuffer()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void
withBorder(int i)	Icon
withOutline(Color4I arg0, boolean arg1)	Icon
withTint(Color4I c)	Icon
withUV(double arg0, double arg1, double arg2, double arg3)	ImageIcon
withUVfromCoords(int arg0, int arg1, int arg2, int arg3, int arg4, int arg5)	ImageIcon

PixelBuffer

Interface

com.feed_the_beast.ftblib.lib.client.IPixelBuffer

Extends

Fields	Type
height	int
pixels	int[]

Fields	Type
width	int

Methods	Return Type
copy()	PixelBuffer
fill(int i)	void
fill(int arg0, int arg1, int arg2, int arg3, int arg4)	void
getRGB(int arg0, int arg1)	int
getRGB(int arg0, int arg1, int arg2, int arg3, int[] arg4)	int[]
getSubimage(int arg0, int arg1, int arg2, int arg3)	PixelBuffer
setRGB(int arg0, int arg1, int arg2)	void
setRGB(int arg0, int arg1, int arg2, int arg3, int[] arg4)	void
setRGB(int arg0, int arg1, PixelBuffer arg2)	void
toByteBuffer(boolean b)	ByteBuffer

Color4I

Class
com.feed_the_beast.ftblib.lib.icon.Color4I

Extends
Icon

Fields	Type
empty	boolean
ingredient	Object
json	JsonElement
mutable	boolean

Methods	Return Type
addBrightness(float f)	Color4I
alphaf()	float
alphai()	int
bindTexture()	void
bluef()	float
bluei()	int
combineWith(Icon[] i)	Icon
combineWith(Icon i)	Icon
copy()	Color4I
copy()	Icon
createPixelBuffer()	PixelBuffer
draw(int arg0, int arg1, int arg2, int arg3, Color4I arg4)	void
draw(int arg0, int arg1, int arg2, int arg3)	void
draw3D(Color4I c)	void
drawStatic(int arg0, int arg1, int arg2, int arg3)	void
greenf()	float

Methods	Return Type
greeni()	int
hasPixelBuffer()	boolean
lerp(Color4I arg0, float arg1)	Color4I
mutable()	MutableColor4I
redf()	float
redi()	int
rgb()	int
rgba()	int
wait(long arg0, int arg1)	void
wait(long l)	void
whiteIfEmpty()	Color4I
withAlpha(int i)	Color4I
withAlphaf(float f)	Color4I
withBorder(int i)	Icon
withOutline(Color4I arg0, boolean arg1)	Icon
withTint(Color4I c)	Color4I
withTint(Color4I c)	Icon

WithAttachedData

Interface

dev.latvian.kubejs.util.WithAttachedData

Extends

Fields	Type
data Temporary data, mods can attach objects to this	AttachedData

Methods	Return Type

Int2ByteOpenHashMap

Class

it.unimi.dsi.fastutil.ints.Int2ByteOpenHashMap

Extends

AbstractInt2ByteMap

Serializable

Cloneable

Hash

Fields	Type
empty	boolean

Methods	Return Type
addTo(int arg0, byte arg1)	byte
clear()	void

Methods	Return Type
clone()	Object
clone()	Int2ByteOpenHashMap
compute(Object arg0, BiFunction<? super K, ? super V, ? extends V> arg1)	Object
computeIfAbsent(Object arg0, Function<? super K, ? extends V> arg1)	Object
computeIfPresent(Object arg0, BiFunction<? super K, ? super V, ? extends V> arg1)	Object
containsKey(int i)	boolean
containsKey(Object o)	boolean
containsValue(byte b)	boolean
containsValue(Object o)	boolean
defaultReturnValue(byte b)	void
defaultReturnValue()	byte
entrySet()	ObjectSet<java.util.Map$Entry<java.lang.Integer, java.lang.Byte>>
entrySet()	Set
forEach(BiConsumer<? super K, ? super V> b)	void
get(int i)	byte
get(int i)	byte
get(Object o)	byte
get(Object o)	Object
getOrDefault(Object arg0, Object arg1)	Object
growthFactor()	int
growthFactor(int i)	void
int2ByteEntrySet()	Int2ByteMap$FastEntrySet
int2ByteEntrySet()	ObjectSet
keySet()	IntSet
keySet()	Set
merge(Object arg0, Object arg1, BiFunction<? super V, ? super V, ? extends V> arg2)	Object
put(int arg0, byte arg1)	byte
put(int arg0, byte arg1)	byte
put(Object arg0, Object arg1)	Object
putAll(Map<? extends java.lang.Integer, ? extends java.lang.Byte> m)	void
putIfAbsent(Object arg0, Object arg1)	Object
rehash()	boolean
remove(Object o)	Object
remove(Object o)	byte
remove(int i)	byte
remove(Object arg0, Object arg1)	boolean
replace(Object arg0, Object arg1)	Object
replace(Object arg0, Object arg1, Object arg2)	boolean
replaceAll(BiFunction<? super K, ? super V, ? extends V> b)	void
size()	int
trim()	boolean
trim(int i)	boolean

Methods	Return Type
values()	Collection
values()	ByteCollection
wait(long arg0, int arg1)	void
wait(long l)	void

IntOpenHashSet

Class

it.unimi.dsi.fastutil.ints.IntOpenHashSet

Extends

AbstractIntSet

Serializable

Cloneable

Hash

Fields	Type
empty	boolean

Methods	Return Type
add(int i)	boolean
add(int i)	boolean
add(Object o)	boolean
addAll(Collection<? extends java.lang.Integer> c)	boolean
addAll(IntCollection i)	boolean
clear()	void
clone()	Object
clone()	IntOpenHashSet
contains(int i)	boolean
contains(Object o)	boolean
containsAll(Collection<?> c)	boolean
containsAll(IntCollection i)	boolean
forEach(Consumer<? super T> c)	void
growthFactor()	int
growthFactor(int i)	void
intIterator()	IntIterator
iterator()	Iterator
iterator()	IntIterator
parallelStream()	Stream<E>
rehash()	boolean
rem(int i)	boolean
rem(Object o)	boolean
remove(int i)	boolean
remove(Object o)	boolean
removeAll(Collection<?> c)	boolean

Methods	Return Type
removeAll(IntCollection i)	boolean
removeIf(Predicate<? super E> p)	boolean
retainAll(Collection<?> c)	boolean
retainAll(IntCollection i)	boolean
size()	int
spliterator()	Spliterator<E>
stream()	Stream<E>
toArray()	Object[]
toArray(Object[] o)	Object[]
toArray(int[] i)	int[]
toIntArray()	int[]
toIntArray(int[] i)	int[]
trim(int i)	boolean
trim()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

Int2ObjectOpenHashMap

Class

it.unimi.dsi.fastutil.ints.Int2ObjectOpenHashMap

Extends

AbstractInt2ObjectMap

Serializable

Cloneable

Hash

Fields	Type
empty	boolean

Methods	Return Type
clear()	void
clone()	Int2ObjectOpenHashMap<V>
clone()	Object
compute(Object arg0, BiFunction<? super K, ? super V, ? extends V> arg1)	Object
computeIfAbsent(Object arg0, Function<? super K, ? extends V> arg1)	Object
computeIfPresent(Object arg0, BiFunction<? super K, ? super V, ? extends V> arg1)	Object
containsKey(int i)	boolean
containsKey(Object o)	boolean
containsValue(Object o)	boolean
defaultReturnValue(Object o)	void
defaultReturnValue()	Object
entrySet()	Set
entrySet()	ObjectSet<java.util.Map$Entry<java.lang.Integer, V>>

Methods	Return Type
forEach(BiConsumer<? super K, ? super V> b)	void
get(int i)	Object
get(int i)	Object
get(Object o)	Object
getOrDefault(Object arg0, Object arg1)	Object
growthFactor(int i)	void
growthFactor()	int
int2ObjectEntrySet()	ObjectSet
int2ObjectEntrySet()	Int2ObjectMap$FastEntrySet<V>
keySet()	IntSet
keySet()	Set
merge(Object arg0, Object arg1, BiFunction<? super V, ? super V, ? extends V> arg2)	Object
put(int arg0, Object arg1)	Object
put(int arg0, Object arg1)	Object
put(Object arg0, Object arg1)	Object
putAll(Map<? extends java.lang.Integer, ? extends V> m)	void
putIfAbsent(Object arg0, Object arg1)	Object
rehash()	boolean
remove(Object o)	Object
remove(int i)	Object
remove(Object arg0, Object arg1)	boolean
replace(Object arg0, Object arg1)	Object
replace(Object arg0, Object arg1, Object arg2)	boolean
replaceAll(BiFunction<? super K, ? super V, ? extends V> b)	void
size()	int
trim(int i)	boolean
trim()	boolean
values()	Collection
values()	ObjectCollection<V>
wait(long arg0, int arg1)	void
wait(long l)	void

Quest

Class

com.feed_the_beast.ftbquests.quest.Quest

Extends

QuestObject

Fields	Type
altIcon	Icon
altTitle	String
canRepeat	boolean

Fields	Type
chapter	Chapter
codeString	String
customClick	String
dependencies	List<QuestObject>
dependencyRequirement	DependencyRequirement
description	String
disableJEI	EnumTristate
disableToast	boolean
file	File
guidePage	String
hide	boolean
hideDependencyLines	boolean
hideTextUntilComplete	boolean
icon	Icon
id	int
invalid	boolean
minRequiredDependencies	int
objectType	QuestObjectType
parentID	int
questChapter	Chapter
questFile	QuestFile
rewards	List<Reward>
shape	QuestShape
tags	Set<String>
tasks	List<Task>
text	String[]
title	String
unformattedTitle	String
x	byte
y	byte
yellowDisplayName	String

Methods	Return Type
areDependenciesComplete(QuestData q)	boolean
cacheProgress()	boolean
canStartTasks(QuestData q)	boolean
changeProgress(QuestData arg0, ChangeProgress arg1)	void
checkRepeatableQuests(QuestData arg0, UUID arg1)	void
clearCachedData()	void
createSubGroup(ConfigGroup c)	ConfigGroup
createTabContent()	Optional<Node>
deleteChildren()	void
deleteSelf()	void

Methods	Return Type
editedFromGUI()	void
forceProgress(QuestData arg0, ChangeProgress arg1, boolean arg2)	void
getConfig(ConfigGroup c)	void
getRelativeProgress(QuestData q)	int
getRelativeProgressFromChildren(QuestData q)	int
getTask(int i)	Task
getUnclaimedRewards(UUID arg0, QuestData arg1, boolean arg2)	int
hasDependency(QuestObject q)	boolean
hasTag(String s)	boolean
hasUnclaimedRewards(UUID arg0, QuestData arg1, boolean arg2)	boolean
isComplete(QuestData q)	boolean
isStarted(QuestData q)	boolean
isVisible(QuestData q)	boolean
loadText()	QuestObjectText
onCompleted(QuestData arg0, List<EntityPlayerMP> arg1)	void
onCreated()	void
onEditButtonClicked()	void
readData(NBTTagCompound n)	void
readNetData(DataIn d)	void
refreshJEI()	int
verifyDependencies(boolean b)	boolean
verifyDependenciesInternal(QuestObject arg0, boolean arg1)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void
writeData(NBTTagCompound n)	void
writeNetData(DataOut d)	void

Task

Class
com.feed_the_beast.ftbquests.quest.task.Task

Extends
QuestObject

Fields	Type
altIcon	Icon
altTitle	String
buttonText	String
codeString	String
disableToast	boolean
file	File
icon	Icon
id	int

Fields	Type
ingredient	Object
invalid	boolean
maxProgress	long
maxProgressString	String
objectType	QuestObjectType
parentID	int
quest	Quest
questChapter	Chapter
questFile	QuestFile
screenCoreClass	Class<? extends com.feed_the_beast.ftbquests.tile.TileTaskScreenCore>
screenPartClass	Class<? extends com.feed_the_beast.ftbquests.tile.TileTaskScreenPart>
tags	Set<String>
title	String
type	TaskType
unformattedTitle	String
yellowDisplayName	String

Methods	Return Type
addMouseOverText(List<String> arg0, TaskData arg1)	void
addTitleInMouseOverText()	boolean
autoSubmitOnPlayerTick()	int
cacheProgress()	boolean
canInsertItem()	boolean
changeProgress(QuestData arg0, ChangeProgress arg1)	void
clearCachedData()	void
consumesResources()	boolean
createData(QuestData q)	TaskData
createScreenCore(World w)	TileTaskScreenCore
createScreenPart(World w)	TileTaskScreenPart
createSubGroup(ConfigGroup c)	ConfigGroup
createTabContent()	Optional<Node>
deleteChildren()	void
deleteSelf()	void
drawGUI(TaskData arg0, int arg1, int arg2, int arg3, int arg4)	void
drawScreen(TaskData t)	void
editedFromGUI()	void
forceProgress(QuestData arg0, ChangeProgress arg1, boolean arg2)	void
getConfig(ConfigGroup c)	void
getRelativeProgress(QuestData q)	int
getRelativeProgressFromChildren(QuestData q)	int
hasTag(String s)	boolean
hideProgressNumbers()	boolean
isComplete(QuestData q)	boolean

Methods	Return Type
isStarted(QuestData q)	boolean
isVisible(QuestData q)	boolean
loadText()	QuestObjectText
onButtonClicked(boolean b)	void
onCompleted(QuestData arg0, List<EntityPlayerMP> arg1)	void
onCreated()	void
onEditButtonClicked()	void
readData(NBTTagCompound n)	void
readNetData(DataIn d)	void
refreshJEI()	int
submitItemsOnInventoryChange()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void
writeData(NBTTagCompound n)	void
writeNetData(DataOut d)	void

Reward

Class

com.feed_the_beast.ftbquests.quest.reward.Reward

Extends

QuestObjectBase

Fields	Type
altIcon	Icon
altTitle	String
autoClaimType	RewardAutoClaim
buttonText	String
codeString	String
excludeFromClaimAll	boolean
file	File
icon	Icon
id	int
ingredient	Object
invalid	boolean
objectType	QuestObjectType
parentID	int
quest	Quest
questChapter	Chapter
questFile	QuestFile
tags	Set<String>
team	EnumTristate
teamReward	boolean

Fields	Type
title	String
type	RewardType
unformattedTitle	String
yellowDisplayName	String

Methods	Return Type
addMouseOverText(List<String> l)	void
addTitleInMouseOverText()	boolean
changeProgress(QuestData arg0, ChangeProgress arg1)	void
claim(EntityPlayerMP arg0, boolean arg1)	void
claimAutomated(TileEntity arg0, EntityPlayerMP arg1)	ItemStack
clearCachedData()	void
createSubGroup(ConfigGroup c)	ConfigGroup
createTabContent()	Optional<Node>
deleteChildren()	void
deleteSelf()	void
editedFromGUI()	void
forceProgress(QuestData arg0, ChangeProgress arg1, boolean arg2)	void
getConfig(ConfigGroup c)	void
hasTag(String s)	boolean
loadText()	QuestObjectText
onButtonClicked(boolean b)	void
onCreated()	void
onEditButtonClicked()	void
readData(NBTTagCompound n)	void
readNetData(DataIn d)	void
refreshJEI()	int
wait(long arg0, int arg1)	void
wait(long l)	void
writeData(NBTTagCompound n)	void
writeNetData(DataOut d)	void

FTB Quests Player Data

Class

com.feed_the_beast.ftbquests.integration.kubejs.FTBQuestsKubeJSPlayerData

Extends

Fields	Type
canEdit Returns true if player is in editing mode	boolean
data	QuestData
file	QuestFile

Methods	Return Type

Methods	Return Type
addProgress(Object id, long progress)	void
canStartQuest(Object id)	boolean
complete(Object id)	void
getProgress(Object id)	int
isCompleted(Object id)	boolean
isStarted(Object id)	boolean
reset(Object id)	void
wait(long arg0, int arg1)	void
wait(long l)	void

GameStagesPlayerData

Class

dev.latvian.kubejs.integration.gamestages.GameStagesPlayerData

Extends

Fields	Type
list	Collection<String>

Methods	Return Type
add(String stage)	void
clear()	void
has(String stage)	boolean
remove(String stage)	void
set(String stage, boolean value)	boolean
sync() Sends all stages from server to client	void
toggle(String stage)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

Chapter

Class

com.feed_the_beast.ftbquests.quest.Chapter

Extends

QuestObject

Fields	Type
altIcon	Icon
altTitle	String
alwaysInvisible	boolean
children	List<Chapter>
codeString	String
description	List<String>
disableToast	boolean

Fields	Type
file	File
group	Chapter
icon	Icon
id	int
index	int
invalid	boolean
objectType	QuestObjectType
parentID	int
questChapter	Chapter
questFile	QuestFile
quests	List<Quest>
tags	Set<String>
title	String
unformattedTitle	String
yellowDisplayName	String

Methods	Return Type
cacheProgress()	boolean
changeProgress(QuestData arg0, ChangeProgress arg1)	void
clearCachedData()	void
createSubGroup(ConfigGroup c)	ConfigGroup
createTabContent()	Optional<Node>
deleteChildren()	void
deleteSelf()	void
editedFromGUI()	void
forceProgress(QuestData arg0, ChangeProgress arg1, boolean arg2)	void
getConfig(ConfigGroup c)	void
getRelativeProgress(QuestData q)	int
getRelativeProgressFromChildren(QuestData q)	int
getUnclaimedRewards(UUID arg0, QuestData arg1, boolean arg2)	int
hasChildren()	boolean
hasGroup()	boolean
hasTag(String s)	boolean
hasUnclaimedRewards(UUID arg0, QuestData arg1, boolean arg2)	boolean
isComplete(QuestData q)	boolean
isStarted(QuestData q)	boolean
isVisible(QuestData q)	boolean
loadText()	QuestObjectText
onCompleted(QuestData arg0, List<EntityPlayerMP> arg1)	void
onCreated()	void
onEditButtonClicked()	void
readData(NBTTagCompound n)	void
readNetData(DataIn d)	void

Methods	Return Type
refreshJEI()	int
verifyDependenciesInternal(QuestObject arg0, boolean arg1)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void
writeData(NBTTagCompound n)	void
writeNetData(DataOut d)	void

RewardAutoClaim

Class
com.feed_the_beast.ftbquests.quest.reward.RewardAutoClaim

Extends
Enum
WithID

Fields	Type
declaringClass	Class<E>
id	String

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

Ticks

Class
com.feed_the_beast.ftblib.lib.math.Ticks

Extends

Methods	Return Type
add(long l)	Ticks
add(Ticks t)	Ticks
days()	long
daysd()	double
equalsTimer(Ticks t)	boolean
hasTicks()	boolean
hours()	long
hoursd()	double
millis()	long
minutes()	long
minutesd()	double

Methods	Return Type
seconds()	long
secondsd()	double
ticks()	long
toTimeString()	String
wait(long arg0, int arg1)	void
wait(long l)	void
weeks()	long
weeksd()	double
x(double d)	Ticks
x(long l)	Ticks

EntityWeight

Class

com.feed_the_beast.ftbquests.quest.loot.EntityWeight

Extends

Fields	Type
boss	int
monster	int
passive	int

Methods	Return Type
getWeight(Entity e)	int
readData(NBTTagCompound n)	void
readNetData(DataIn d)	void
wait(long arg0, int arg1)	void
wait(long l)	void
writeData(NBTTagCompound n)	void
writeNetData(DataOut d)	void

RewardTable

Class

com.feed_the_beast.ftbquests.quest.loot.RewardTable

Extends

QuestObjectBase

Fields	Type
altIcon	Icon
altTitle	String
codeString	String
emptyWeight	int
fakeQuest	Quest
file	File

Fields	Type
hideTooltip	boolean
icon	Icon
id	int
invalid	boolean
lootCrate	LootCrate
lootSize	int
objectType	QuestObjectType
parentID	int
questChapter	Chapter
questFile	QuestFile
rewards	List<WeightedReward>
tags	Set<String>
title	String
unformattedTitle	String
useTitle	boolean
yellowDisplayName	String

Methods	Return Type
addMouseOverText(List<String> arg0, boolean arg1, boolean arg2)	void
changeProgress(QuestData arg0, ChangeProgress arg1)	void
clearCachedData()	void
createSubGroup(ConfigGroup c)	ConfigGroup
createTabContent()	Optional<Node>
deleteChildren()	void
deleteSelf()	void
editedFromGUI()	void
forceProgress(QuestData arg0, ChangeProgress arg1, boolean arg2)	void
getConfig(ConfigGroup c)	void
getTotalWeight(boolean b)	int
hasTag(String s)	boolean
loadText()	QuestObjectText
onCreated()	void
onEditButtonClicked()	void
readData(NBTTagCompound n)	void
readNetData(DataIn d)	void
refreshJEI()	int
wait(long arg0, int arg1)	void
wait(long l)	void
writeData(NBTTagCompound n)	void
writeNetData(DataOut d)	void

ConfigGroup

Class

Class

com.feed_the_beast.ftblib.lib.config.ConfigGroup

Extends

FinalIDObject

Fields	Type
displayName	TextComponent
groups	Collection<ConfigGroup>
id	String
parent	ConfigGroup
path	String
valueKeyTree	List<String>
values	Collection<ConfigValueInstance>
valueTree	List<ConfigValueInstance>

Methods	Return Type
add(ConfigValueInstance c)	ConfigValueInstance
add(String arg0, ConfigValue arg1, ConfigValue arg2)	ConfigValueInstance
addBool(String arg0, BooleanSupplier arg1, BooleanConsumer arg2, boolean arg3)	ConfigValueInstance
addDouble(String arg0, DoubleSupplier arg1, DoubleConsumer arg2, double arg3, double arg4, double arg5)	ConfigValueInstance
addEnum(String arg0, Supplier<T> arg1, Consumer<T> arg2, NameMap<T> arg3)	ConfigValueInstance
addInt(String arg0, IntSupplier arg1, IntConsumer arg2, int arg3, int arg4, int arg5)	ConfigValueInstance
addList(String arg0, Collection<V> arg1, ConfigValue arg2, Function<V, C> arg3, Function<C, V> arg4)	ConfigValueInstance
addLong(String arg0, LongSupplier arg1, LongConsumer arg2, long arg3, long arg4, long arg5)	ConfigValueInstance
addString(String arg0, Supplier<String> arg1, Consumer<String> arg2, String arg3)	ConfigValueInstance
addString(String arg0, Supplier<String> arg1, Consumer<String> arg2, String arg3, Pattern arg4)	ConfigValueInstance
copy()	ConfigGroup
deserializeNBT(NBTTagCompound n)	void
getDisplayNameOf(ConfigValueInstance c)	TextComponent
getGroup(String s)	ConfigGroup
getInfoOf(ConfigValueInstance c)	TextComponent
getNullableGroup(String s)	ConfigGroup
getValue(String s)	ConfigValue
getValueInstance(String s)	ConfigValueInstance
hasValue(String s)	boolean
removeValue(String s)	void
serializeNBT()	NBTTagCompound
wait(long arg0, int arg1)	void
wait(long l)	void

LootCrate

Class

com.feed_the_beast.ftbquests.quest.loot.LootCrate

Extends

Fields	Type
color	Color4I
drops	EntityWeight
glow	boolean
itemName	String
stringID	String
table	RewardTable

Methods	Return Type
createStack()	ItemStack
getConfig(ConfigGroup c)	void
readData(NBTTagCompound n)	void
readNetData(DataIn d)	void
wait(long arg0, int arg1)	void
wait(long l)	void
writeData(NBTTagCompound n)	void
writeNetData(DataOut d)	void

QuestObjectText

Class

com.feed_the_beast.ftbquests.util.QuestObjectText

Extends

Methods	Return Type
getString(String s)	String
getStringArray(String s)	String[]
wait(long arg0, int arg1)	void
wait(long l)	void

EntityPlayerMP

Class

net.minecraft.entity.player.EntityPlayerMP

Extends

EntityPlayer

ContainerListener

Fields	Type
addedToWorld	boolean
capturedDrops	ArrayList<EntityItem>
captureDrops	boolean
defaultEyeHeight	float
displayNameString	String

Fields	Type
entityData	NBTTagCompound
eyeHeight	float
field_110153_bc	float
field_110158_av	int
field_175152_f	int
field_181016_an	BlockPos
field_184239_as	Entity
field_184617_aD	int
field_184618_aE	float
field_184619_aG	float
field_184622_au	EnumHand
field_184627_bm	ItemStack
field_184628_bn	int
field_190534_ay	int
field_191988_bg	float
field_70116_cv	long
field_70117_cu	long
field_70118_ct	long
field_70122_E	boolean
field_70123_F	boolean
field_70124_G	boolean
field_70125_A	float
field_70126_B	float
field_70127_C	float
field_70128_L	boolean
field_70130_N	float
field_70131_O	float
field_70132_H	boolean
field_70133_I	boolean
field_70136_U	double
field_70137_T	double
field_70138_W	float
field_70140_Q	float
field_70141_P	float
field_70142_S	double
field_70143_R	float
field_70144_Y	float
field_70145_X	boolean
field_70156_m	boolean
field_70158_ak	boolean
field_70159_w	double
field_70160_al	boolean

Fields	Type
field_70161_v	double
field_70162_ai	int
field_70163_u	double
field_70164_aj	int
field_70165_t	double
field_70166_s	double
field_70167_r	double
field_70169_q	double
field_70170_p	World
field_70172_ad	int
field_70173_aa	int
field_70175_ag	boolean
field_70176_ah	int
field_70177_z	float
field_70178_ae	boolean
field_70179_y	double
field_70180_af	EntityDataManager
field_70181_x	double
field_70701_bs	float
field_70702_br	float
field_70703_bu	boolean
field_70704_bt	float
field_70718_bc	int
field_70720_be	int
field_70721_aZ	float
field_70725_aQ	int
field_70726_aT	float
field_70727_aS	float
field_70732_aI	float
field_70733_aJ	float
field_70737_aN	int
field_70738_aO	int
field_70739_aP	float
field_70747_aH	float
field_70755_b	EntityLivingBase
field_70758_at	float
field_70759_as	float
field_70760_ar	float
field_70761_aq	float
field_70769_ao	float
field_70770_ap	float
field_70771_an	int

Fields	Type
field_71067_cb	int
field_71068_ca	int
field_71069_bz	Container
field_71070_bA	Container
field_71071_by	InventoryPlayer
field_71075_bZ	PlayerCapabilities
field_71076_b	int
field_71079_bU	float
field_71081_bT	BlockPos
field_71082_cx	float
field_71083_bS	boolean
field_71085_bR	double
field_71087_bX	boolean
field_71088_bW	int
field_71089_bV	float
field_71090_bL	int
field_71091_bM	double
field_71093_bK	int
field_71094_bP	double
field_71095_bQ	double
field_71096_bN	double
field_71097_bO	double
field_71104_cf	EntityFishHook
field_71106_cc	float
field_71107_bF	float
field_71109_bG	float
field_71131_d	double
field_71132_e	double
field_71133_b	MinecraftServer
field_71134_c	PlayerInteractionManager
field_71135_a	NetHandlerPlayServer
field_71136_j	boolean
field_71137_h	boolean
field_71138_i	int
field_71139_cq	int
field_82151_R	float
field_82153_h	int
field_82175_bq	boolean
field_98038_p	boolean
itemInUseMaxDuration	int
persistentID	UUID
prefixes	Collection<TextComponent>

Fields	Type
spawnDimension	int
suffixes	Collection<TextComponent>
updateBlocked	boolean

Methods	Return Type
addPrefix(TextComponent t)	void
addSuffix(TextComponent t)	void
canRiderInteract()	boolean
canTrample(World arg0, Block arg1, BlockPos arg2, float arg3)	boolean
changeDimension(int arg0, Teleporter arg1)	Entity
curePotionEffects(ItemStack i)	void
deserializeNBT(NBTTagCompound n)	void
deserializeNBT(NBTBase n)	void
func_110124_au()	UUID
func_110138_aP()	float
func_110139_bj()	float
func_110140_aT()	AbstractAttributeMap
func_110142_aN()	CombatTracker
func_110143_aJ()	float
func_110144_aD()	EntityLivingBase
func_110145_l(Entity e)	void
func_110148_a(Attribute a)	AttributeInstance
func_110149_m(float f)	void
func_110430_a(float arg0, float arg1, boolean arg2, boolean arg3)	void
func_130011_c(Entity e)	void
func_130014_f_()	World
func_142013_aG()	int
func_142015_aE()	int
func_143004_u()	void
func_145747_a(TextComponent t)	void
func_145748_c_()	TextComponent
func_145769_d(int i)	void
func_145770_h(double arg0, double arg1, double arg2)	boolean
func_145773_az()	boolean
func_145778_a(Item arg0, int arg1, float arg2)	EntityItem
func_145779_a(Item arg0, int arg1)	EntityItem
func_145782_y()	int
func_145818_k_()	boolean
func_146097_a(ItemStack arg0, boolean arg1, boolean arg2)	EntityItem
func_146103_bH()	GameProfile
func_146105_b(TextComponent arg0, boolean arg1)	void
func_147096_v()	EntityPlayer$EnumChatVisibility
func_147099_x()	StatisticsManagerServer

Methods	Return Type
func_147100_a(CPacketClientSettings c)	void
func_152111_bt()	void
func_152112_bu()	void
func_152339_d(Entity e)	void
func_154331_x()	long
func_174791_d()	Vec3d
func_174792_t_()	boolean
func_174793_f()	Entity
func_174794_a(CommandResultStats$Type arg0, int arg1)	void
func_174805_g(boolean b)	void
func_174807_aT()	CommandResultStats
func_174810_b(boolean b)	void
func_174811_aO()	EnumFacing
func_174812_G()	void
func_174813_aQ()	AxisAlignedBB
func_174814_R()	boolean
func_174816_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3, float arg4)	boolean
func_174817_o(Entity e)	void
func_174818_b(BlockPos b)	double
func_174820_d(int arg0, ItemStack arg1)	boolean
func_174821_h(boolean b)	void
func_174822_a(double arg0, float arg1)	RayTraceResult
func_174824_e(float f)	Vec3d
func_174826_a(AxisAlignedBB a)	void
func_174827_a(EntityPlayerMP e)	boolean
func_174828_a(BlockPos arg0, float arg1, float arg2)	void
func_174829_m()	void
func_174830_Y()	void
func_174831_c(BlockPos b)	double
func_174832_aS()	boolean
func_174833_aM()	boolean
func_175138_ci()	int
func_175140_cp()	boolean
func_175141_a(TileEntitySign t)	void
func_175142_cm()	boolean
func_175144_cb()	boolean
func_175145_a(StatBase s)	void
func_175146_a(LockCode l)	boolean
func_175148_a(EnumPlayerModelParts e)	boolean
func_175149_v()	boolean
func_175150_k(boolean b)	void
func_175151_a(BlockPos arg0, EnumFacing arg1, ItemStack arg2)	boolean

Methods	Return Type
func_175173_a(Container arg0, Inventory arg1)	void
func_175396_E()	TextComponent
func_175397_a(String arg0, String arg1)	void
func_175398_C()	Entity
func_175399_e(Entity e)	void
func_180425_c()	BlockPos
func_180426_a(double arg0, double arg1, double arg2, float arg3, float arg4, int arg5, boolean arg6)	void
func_180427_aV()	boolean
func_180428_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3)	float
func_180430_e(float arg0, float arg1)	void
func_180431_b(DamageSource d)	boolean
func_180432_n(Entity e)	void
func_180468_a(InteractionObject i)	void
func_180469_a(BlockPos b)	EntityPlayer$SleepResult
func_180470_cg()	BlockPos
func_180472_a(Merchant m)	void
func_180473_a(BlockPos arg0, boolean arg1)	void
func_180799_ab()	boolean
func_181012_aH()	EnumFacing
func_181013_g(float f)	void
func_181014_aG()	Vec3d
func_181015_d(BlockPos b)	void
func_184102_h()	MinecraftServer
func_184172_bi()	EnumFacing
func_184174_b(boolean b)	void
func_184176_by()	SoundCategory
func_184177_bl()	AxisAlignedBB
func_184178_b(EntityPlayerMP e)	void
func_184179_bs()	Entity
func_184180_b(Class<T> c)	Collection<T>
func_184182_bu()	Collection<Entity>
func_184185_a(SoundEvent arg0, float arg1, float arg2)	void
func_184186_bw()	boolean
func_184187_bx()	Entity
func_184188_bt()	List<Entity>
func_184189_br()	boolean
func_184190_l(Entity e)	void
func_184191_r(Entity e)	boolean
func_184192_z()	EnumPushReaction
func_184193_aE()	Iterable<ItemStack>
func_184194_a(Team t)	boolean
func_184195_f(boolean b)	void

Methods	Return Type
func_184196_w(Entity e)	boolean
func_184197_b(String s)	boolean
func_184198_c(NBTTagCompound n)	boolean
func_184199_a(EntityPlayer arg0, Vec3d arg1, EnumHand arg2)	EnumActionResult
func_184201_a(EntityEquipmentSlot arg0, ItemStack arg1)	void
func_184202_aL()	boolean
func_184203_c(EntityPlayerMP e)	void
func_184204_a(int i)	Entity
func_184205_a(Entity arg0, boolean arg1)	boolean
func_184206_a(DataParameter<?> d)	void
func_184207_aI()	boolean
func_184208_bv()	Entity
func_184209_aF()	Iterable<ItemStack>
func_184210_p()	void
func_184211_a(String s)	boolean
func_184212_Q()	EntityDataManager
func_184213_bq()	boolean
func_184214_aD()	Iterable<ItemStack>
func_184215_y(Entity e)	boolean
func_184216_O()	Set<String>
func_184217_a(Mirror m)	float
func_184218_aH()	boolean
func_184220_m(Entity e)	boolean
func_184221_a(UUID u)	void
func_184222_aU()	boolean
func_184223_x(Entity e)	boolean
func_184224_h(boolean b)	void
func_184226_ay()	void
func_184229_a(Rotation r)	float
func_184230_a(EntityPlayer arg0, EnumHand arg1)	boolean
func_184232_k(Entity e)	void
func_184582_a(EntityEquipmentSlot e)	ItemStack
func_184583_d(DamageSource d)	boolean
func_184585_cz()	boolean
func_184586_b(EnumHand e)	ItemStack
func_184587_cr()	boolean
func_184589_d(Potion p)	void
func_184591_cq()	EnumHandSide
func_184592_cb()	ItemStack
func_184595_k(double arg0, double arg1, double arg2)	boolean
func_184596_c(Potion p)	PotionEffect
func_184597_cx()	void

Methods	Return Type
func_184598_c(EnumHand e)	void
func_184599_cB()	int
func_184600_cs()	EnumHand
func_184602_cy()	void
func_184603_cC()	boolean
func_184605_cv()	int
func_184607_cu()	ItemStack
func_184609_a(EnumHand e)	void
func_184611_a(EnumHand arg0, ItemStack arg1)	void
func_184612_cw()	int
func_184613_cA()	boolean
func_184614_ca()	ItemStack
func_184809_a(CommandBlockBaseLogic c)	void
func_184810_cG()	void
func_184811_cZ()	CooldownTracker
func_184812_l_()	boolean
func_184813_a(BlockState b)	float
func_184814_a(ItemStack arg0, EnumHand arg1)	void
func_184816_a(EntityItem e)	ItemStack
func_184817_da()	float
func_184818_cX()	float
func_184819_a(EnumHandSide e)	void
func_184821_cY()	void
func_184823_b(BlockState b)	boolean
func_184824_a(TileEntityCommandBlock t)	void
func_184825_o(float f)	float
func_184826_a(AbstractHorse arg0, Inventory arg1)	void
func_184846_L()	void
func_184847_M()	void
func_184848_d(Entity e)	void
func_184850_K()	boolean
func_189103_N()	void
func_189511_e(NBTTagCompound n)	NBTTagCompound
func_189512_bd()	String
func_189651_aD()	Vec3d
func_189652_ae()	boolean
func_189653_aC()	Vec2f
func_189654_d(boolean b)	void
func_189748_bU()	DamageSource
func_189807_a(TileEntityStructure t)	void
func_189808_dh()	boolean
func_190530_aW()	boolean

Methods	Return Type
func_190630_a(EntityEquipmentSlot e)	boolean
func_190631_cK()	boolean
func_190775_a(Entity arg0, EnumHand arg1)	EnumActionResult
func_190777_m(boolean b)	void
func_191521_c(ItemStack i)	boolean
func_191953_am()	boolean
func_191956_a(Entity arg0, int arg1, DamageSource arg2)	void
func_191958_b(float arg0, float arg1, float arg2, float arg3)	void
func_191986_a(float arg0, float arg1, float arg2)	void
func_191987_a(BlockPos arg0, boolean arg1)	void
func_192021_a(List<Recipe> l)	void
func_192022_b(List<Recipe> l)	void
func_192023_dk()	NBTTagCompound
func_192024_a(ItemStack arg0, int arg1)	void
func_192025_dl()	NBTTagCompound
func_192027_g(NBTTagCompound n)	boolean
func_192037_E()	RecipeBookServer
func_192039_O()	PlayerAdvancements
func_193076_bZ()	Map<Potion, PotionEffect>
func_193102_a(ResourceLocation[] r)	void
func_193104_a(EntityPlayerMP arg0, boolean arg1)	void
func_193105_t()	boolean
func_193106_Q()	Vec3d
func_70003_b(int arg0, String arg1)	boolean
func_70005_c_()	String
func_70011_f(double arg0, double arg1, double arg2)	double
func_70012_b(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70013_c()	float
func_70014_b(NBTTagCompound n)	void
func_70015_d(int i)	void
func_70016_h(double arg0, double arg1, double arg2)	void
func_70020_e(NBTTagCompound n)	void
func_70021_al()	Entity[]
func_70024_g(double arg0, double arg1, double arg2)	void
func_70026_G()	boolean
func_70027_ad()	boolean
func_70028_i(Entity e)	boolean
func_70029_a(World w)	void
func_70030_z()	void
func_70031_b(boolean b)	void
func_70032_d(Entity e)	float
func_70033_W()	double

Methods	Return Type
func_70034_d(float f)	void
func_70037_a(NBTTagCompound n)	void
func_70038_c(double arg0, double arg1, double arg2)	boolean
func_70039_c(NBTTagCompound n)	boolean
func_70040_Z()	Vec3d
func_70042_X()	double
func_70045_F()	boolean
func_70046_E()	AxisAlignedBB
func_70047_e()	float
func_70050_g(int i)	void
func_70051_ag()	boolean
func_70055_a(Material m)	boolean
func_70057_ab()	void
func_70065_x()	void
func_70066_B()	void
func_70067_L()	boolean
func_70068_e(Entity e)	double
func_70070_b()	int
func_70071_h_()	void
func_70072_I()	boolean
func_70074_a(EntityLivingBase e)	void
func_70075_an()	boolean
func_70077_a(EntityLightningBolt e)	void
func_70079_am()	float
func_70080_a(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70082_c(float arg0, float arg1)	void
func_70086_ai()	int
func_70089_S()	boolean
func_70090_H()	boolean
func_70091_d(MoverType arg0, double arg1, double arg2, double arg3)	void
func_70092_e(double arg0, double arg1, double arg2)	double
func_70093_af()	boolean
func_70094_T()	boolean
func_70095_a(boolean b)	void
func_70097_a(DamageSource arg0, float arg1)	boolean
func_70098_U()	void
func_70099_a(ItemStack arg0, float arg1)	EntityItem
func_70100_b_(EntityPlayer e)	void
func_70103_a(byte b)	void
func_70104_M()	boolean
func_70106_y()	void
func_70107_b(double arg0, double arg1, double arg2)	void

Methods	Return Type
func_70108_f(Entity e)	void
func_70110_aj()	void
func_70111_Y()	float
func_70112_a(double d)	boolean
func_70114_g(Entity e)	AxisAlignedBB
func_70604_c(EntityLivingBase e)	void
func_70606_j(float f)	void
func_70608_bn()	boolean
func_70613_aW()	boolean
func_70617_f_()	boolean
func_70631_g_()	boolean
func_70634_a(double arg0, double arg1, double arg2)	void
func_70636_d()	void
func_70637_d(boolean b)	void
func_70643_av()	EntityLivingBase
func_70644_a(Potion p)	boolean
func_70645_a(DamageSource d)	void
func_70648_aU()	boolean
func_70651_bq()	Collection<PotionEffect>
func_70652_k(Entity e)	boolean
func_70653_a(Entity arg0, float arg1, double arg2, double arg3)	void
func_70654_ax()	int
func_70658_aO()	int
func_70659_e(float f)	void
func_70660_b(Potion p)	PotionEffect
func_70662_br()	boolean
func_70664_aZ()	void
func_70668_bt()	EnumCreatureAttribute
func_70669_a(ItemStack i)	void
func_70674_bp()	void
func_70676_i(float f)	Vec3d
func_70678_g(float f)	float
func_70681_au()	Random
func_70685_l(Entity e)	boolean
func_70687_e(PotionEffect p)	boolean
func_70689_ay()	float
func_70690_d(PotionEffect p)	void
func_70691_i(float f)	void
func_70996_bM()	boolean
func_70999_a(boolean arg0, boolean arg1, boolean arg2)	void
func_71000_j(double arg0, double arg1, double arg2)	void
func_71001_a(Entity arg0, int arg1)	void

Methods	Return Type
func_71004_bE()	void
func_71005_bN()	InventoryEnderChest
func_71007_a(Inventory i)	void
func_71009_b(Entity e)	void
func_71016_p()	void
func_71019_a(ItemStack arg0, boolean arg1)	EntityItem
func_71020_j(float f)	void
func_71023_q(int i)	void
func_71024_bL()	FoodStats
func_71026_bH()	boolean
func_71029_a(StatBase s)	void
func_71033_a(GameType g)	void
func_71037_bA()	int
func_71040_bB(boolean b)	EntityItem
func_71043_e(boolean b)	boolean
func_71047_c(Entity e)	void
func_71050_bK()	int
func_71051_bG()	float
func_71053_j()	void
func_71059_n(Entity e)	void
func_71060_bI()	int
func_71064_a(StatBase arg0, int arg1)	void
func_71110_a(Container arg0, NonNullList<ItemStack> arg1)	void
func_71111_a(Container arg0, int arg1, ItemStack arg2)	void
func_71112_a(Container arg0, int arg1, int arg2)	void
func_71113_k()	void
func_71114_r()	String
func_71116_b()	void
func_71117_bO()	void
func_71118_n()	void
func_71120_a(Container c)	void
func_71121_q()	WorldServer
func_71122_b(double arg0, boolean arg1)	void
func_71123_m()	void
func_71127_g()	void
func_71128_l()	void
func_82142_c(boolean b)	void
func_82143_as()	int
func_82145_z()	int
func_82147_ab()	int
func_82149_j(Entity e)	void
func_82150_aj()	boolean

Methods	Return Type
func_82242_a(int i)	void
func_82243_bO()	float
func_82245_bX()	boolean
func_85029_a(CrashReportCategory c)	void
func_85031_j(Entity e)	boolean
func_85034_r(int i)	void
func_85035_bI()	int
func_85039_t(int i)	void
func_85040_s(int i)	void
func_90999_ad()	boolean
func_94059_bO()	boolean
func_94060_bK()	EntityLivingBase
func_95999_t()	String
func_96092_aw()	boolean
func_96094_a(String s)	void
func_96122_a(EntityPlayer e)	boolean
func_96123_co()	Scoreboard
func_96124_cp()	Team
func_98034_c(EntityPlayer e)	boolean
getBedLocation(int i)	BlockPos
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
getDigSpeed(BlockState arg0, BlockPos arg1)	float
getPickedResult(RayTraceResult r)	ItemStack
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
hasSpawnDimension()	boolean
isCreatureType(EnumCreatureType arg0, boolean arg1)	boolean
isSpawnForced(int i)	boolean
onAddedToWorld()	void
onRemovedFromWorld()	void
openGui(Object arg0, int arg1, World arg2, int arg3, int arg4, int arg5)	void
refreshDisplayName()	void
resetEntityId()	void
serializeNBT()	NBTTagCompound
serializeNBT()	NBTBase
setSpawnChunk(BlockPos arg0, boolean arg1, int arg2)	void
shouldDismountInWater(Entity e)	boolean
shouldRenderInPass(int i)	boolean
shouldRiderFaceForward(EntityPlayer e)	boolean
shouldRiderSit()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

DataIn

Class

com.feed_the_beast.ftblib.lib.io.DataIn

Extends

Fields	Type
position	int

Methods	Return Type
readBlockState()	BlockState
readBoolean()	boolean
readByte()	byte
readBytes(byte[] b)	void
readBytes(byte[] arg0, int arg1, int arg2)	void
readCollection(DataIn$Deserializer<T> d)	Collection<T>
readCollection(Collection<T> arg0, DataIn$Deserializer<T> arg1)	Collection<T>
readDimPos()	BlockDimPos
readDouble()	double
readFloat()	float
readIcon()	Icon
readInt()	int
readIntList()	IntList
readItemStack()	ItemStack
readJson()	JsonElement
readLong()	long
readMap(DataIn$Deserializer<K> arg0, DataIn$Deserializer<V> arg1)	Map<K, V>
readMap(Map<K, V> arg0, DataIn$Deserializer<K> arg1, DataIn$Deserializer<V> arg2)	Map<K, V>
readNBT()	NBTTagCompound
readNBTBase()	NBTBase
readPos()	BlockPos
readResourceLocation()	ResourceLocation
readShort()	short
readString()	String
readTextComponent()	TextComponent
readUnsignedByte()	short
readUnsignedShort()	int
readUUID()	UUID
readVarInt()	int
readVarLong()	long
wait(long arg0, int arg1)	void
wait(long l)	void

DataOut

Class

com.feed_the_beast.ftblib.lib.io.DataOut

Extends

Fields	Type
position	int

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void
writeBlockState(BlockState b)	void
writeBoolean(boolean b)	void
writeByte(int i)	void
writeBytes(byte[] b)	void
writeBytes(byte[] arg0, int arg1, int arg2)	void
writeCollection(Collection<T> arg0, DataOut$Serializer<T> arg1)	void
writeDimPos(BlockDimPos b)	void
writeDouble(double d)	void
writeFloat(float f)	void
writeIcon(Icon i)	void
writeInt(int i)	void
writeIntList(IntCollection i)	void
writeItemStack(ItemStack i)	void
writeJson(JsonElement j)	int
writeLong(long l)	void
writeMap(Map<K, V> arg0, DataOut$Serializer<K> arg1, DataOut$Serializer<V> arg2)	void
writeNBT(NBTTagCompound n)	void
writeNBTBase(NBTBase n)	void
writePos(Vec3i v)	void
writeResourceLocation(ResourceLocation r)	void
writeShort(int i)	void
writeString(String s)	void
writeTextComponent(TextComponent t)	void
writeUUID(UUID u)	void
writeVarInt(int i)	void
writeVarLong(long l)	void

IgnoreNBTIngredient

Class

dev.latvian.kubejs.item.ingredient.IgnoreNBTIngredientJS

Extends

Ingredient

Fields	Type
count	int
empty	boolean

Fields	Type
first	ItemStack
stacks	Set<ItemStack>
vanillaPredicate	Predicate<ItemStack>

Methods	Return Type
count(int i)	Ingredient
filter(Ingredient i)	Ingredient
not()	Ingredient
test(ItemStack i)	boolean
testVanilla(ItemStack i)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

FireworksJS$Explosion

Class

dev.latvian.kubejs.world.FireworksJS$Explosion

Extends

Fields	Type
colors	IntOpenHashSet
fadeColors	IntOpenHashSet
flicker	boolean
shape	FireworksJS$Shape
trail	boolean

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

EntityFireworkRocket

Class

net.minecraft.entity.item.EntityFireworkRocket

Extends

Entity

Fields	Type
addedToWorld	boolean
capturedDrops	ArrayList<EntityItem>
captureDrops	boolean
entityData	NBTTagCompound
field_181016_an	BlockPos
field_184239_as	Entity
field_190534_ay	int

Fields	Type
field_70116_cv	long
field_70117_cu	long
field_70118_ct	long
field_70122_E	boolean
field_70123_F	boolean
field_70124_G	boolean
field_70125_A	float
field_70126_B	float
field_70127_C	float
field_70128_L	boolean
field_70130_N	float
field_70131_O	float
field_70132_H	boolean
field_70133_I	boolean
field_70136_U	double
field_70137_T	double
field_70138_W	float
field_70140_Q	float
field_70141_P	float
field_70142_S	double
field_70143_R	float
field_70144_Y	float
field_70145_X	boolean
field_70156_m	boolean
field_70158_ak	boolean
field_70159_w	double
field_70160_al	boolean
field_70161_v	double
field_70162_ai	int
field_70163_u	double
field_70164_aj	int
field_70165_t	double
field_70166_s	double
field_70167_r	double
field_70169_q	double
field_70170_p	World
field_70172_ad	int
field_70173_aa	int
field_70175_ag	boolean
field_70176_ah	int
field_70177_z	float
field_70178_ae	boolean

Fields	Type
field_70179_y	double
field_70180_af	EntityDataManager
field_70181_x	double
field_71087_bX	boolean
field_71088_bW	int
field_71093_bK	int
field_82151_R	float
field_82153_h	int
field_98038_p	boolean
persistentID	UUID
updateBlocked	boolean

Methods	Return Type
canRiderInteract()	boolean
canTrample(World arg0, Block arg1, BlockPos arg2, float arg3)	boolean
changeDimension(int arg0, Teleporter arg1)	Entity
deserializeNBT(NBTTagCompound n)	void
deserializeNBT(NBTBase n)	void
func_110124_au()	UUID
func_130014_f_()	World
func_145747_a(TextComponent t)	void
func_145748_c_()	TextComponent
func_145769_d(int i)	void
func_145770_h(double arg0, double arg1, double arg2)	boolean
func_145773_az()	boolean
func_145778_a(Item arg0, int arg1, float arg2)	EntityItem
func_145779_a(Item arg0, int arg1)	EntityItem
func_145782_y()	int
func_145818_k_()	boolean
func_174791_d()	Vec3d
func_174792_t_()	boolean
func_174793_f()	Entity
func_174794_a(CommandResultStats$Type arg0, int arg1)	void
func_174805_g(boolean b)	void
func_174807_aT()	CommandResultStats
func_174810_b(boolean b)	void
func_174811_aO()	EnumFacing
func_174812_G()	void
func_174813_aQ()	AxisAlignedBB
func_174814_R()	boolean
func_174816_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3, float arg4)	boolean
func_174817_o(Entity e)	void
func_174818_b(BlockPos b)	double

Methods	Return Type
func_174820_d(int arg0, ItemStack arg1)	boolean
func_174821_h(boolean b)	void
func_174822_a(double arg0, float arg1)	RayTraceResult
func_174824_e(float f)	Vec3d
func_174826_a(AxisAlignedBB a)	void
func_174827_a(EntityPlayerMP e)	boolean
func_174828_a(BlockPos arg0, float arg1, float arg2)	void
func_174829_m()	void
func_174830_Y()	void
func_174831_c(BlockPos b)	double
func_174832_aS()	boolean
func_174833_aM()	boolean
func_180425_c()	BlockPos
func_180426_a(double arg0, double arg1, double arg2, float arg3, float arg4, int arg5, boolean arg6)	void
func_180427_aV()	boolean
func_180428_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3)	float
func_180430_e(float arg0, float arg1)	void
func_180431_b(DamageSource d)	boolean
func_180432_n(Entity e)	void
func_180799_ab()	boolean
func_181012_aH()	EnumFacing
func_181013_g(float f)	void
func_181014_aG()	Vec3d
func_181015_d(BlockPos b)	void
func_184102_h()	MinecraftServer
func_184172_bi()	EnumFacing
func_184174_b(boolean b)	void
func_184176_by()	SoundCategory
func_184177_bl()	AxisAlignedBB
func_184178_b(EntityPlayerMP e)	void
func_184179_bs()	Entity
func_184180_b(Class<T> c)	Collection<T>
func_184182_bu()	Collection<Entity>
func_184185_a(SoundEvent arg0, float arg1, float arg2)	void
func_184186_bw()	boolean
func_184187_bx()	Entity
func_184188_bt()	List<Entity>
func_184189_br()	boolean
func_184190_l(Entity e)	void
func_184191_r(Entity e)	boolean
func_184192_z()	EnumPushReaction
func_184193_aE()	Iterable<ItemStack>

Methods	Return Type
func_184194_a(Team t)	boolean
func_184195_f(boolean b)	void
func_184196_w(Entity e)	boolean
func_184197_b(String s)	boolean
func_184198_c(NBTTagCompound n)	boolean
func_184199_a(EntityPlayer arg0, Vec3d arg1, EnumHand arg2)	EnumActionResult
func_184201_a(EntityEquipmentSlot arg0, ItemStack arg1)	void
func_184202_aL()	boolean
func_184203_c(EntityPlayerMP e)	void
func_184204_a(int i)	Entity
func_184205_a(Entity arg0, boolean arg1)	boolean
func_184206_a(DataParameter<?> d)	void
func_184207_aI()	boolean
func_184208_bv()	Entity
func_184209_aF()	Iterable<ItemStack>
func_184210_p()	void
func_184211_a(String s)	boolean
func_184212_Q()	EntityDataManager
func_184213_bq()	boolean
func_184214_aD()	Iterable<ItemStack>
func_184215_y(Entity e)	boolean
func_184216_O()	Set<String>
func_184217_a(Mirror m)	float
func_184218_aH()	boolean
func_184220_m(Entity e)	boolean
func_184221_a(UUID u)	void
func_184222_aU()	boolean
func_184223_x(Entity e)	boolean
func_184224_h(boolean b)	void
func_184226_ay()	void
func_184229_a(Rotation r)	float
func_184230_a(EntityPlayer arg0, EnumHand arg1)	boolean
func_184232_k(Entity e)	void
func_189511_e(NBTTagCompound n)	NBTTagCompound
func_189512_bd()	String
func_189651_aD()	Vec3d
func_189652_ae()	boolean
func_189653_aC()	Vec2f
func_189654_d(boolean b)	void
func_190530_aW()	boolean
func_191511_j()	boolean
func_191953_am()	boolean

Methods	Return Type
func_191956_a(Entity arg0, int arg1, DamageSource arg2)	void
func_191958_b(float arg0, float arg1, float arg2, float arg3)	void
func_70003_b(int arg0, String arg1)	boolean
func_70005_c_()	String
func_70011_f(double arg0, double arg1, double arg2)	double
func_70012_b(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70013_c()	float
func_70014_b(NBTTagCompound n)	void
func_70015_d(int i)	void
func_70016_h(double arg0, double arg1, double arg2)	void
func_70020_e(NBTTagCompound n)	void
func_70021_al()	Entity[]
func_70024_g(double arg0, double arg1, double arg2)	void
func_70026_G()	boolean
func_70027_ad()	boolean
func_70028_i(Entity e)	boolean
func_70029_a(World w)	void
func_70030_z()	void
func_70031_b(boolean b)	void
func_70032_d(Entity e)	float
func_70033_W()	double
func_70034_d(float f)	void
func_70037_a(NBTTagCompound n)	void
func_70038_c(double arg0, double arg1, double arg2)	boolean
func_70039_c(NBTTagCompound n)	boolean
func_70040_Z()	Vec3d
func_70042_X()	double
func_70045_F()	boolean
func_70046_E()	AxisAlignedBB
func_70047_e()	float
func_70050_g(int i)	void
func_70051_ag()	boolean
func_70055_a(Material m)	boolean
func_70057_ab()	void
func_70066_B()	void
func_70067_L()	boolean
func_70068_e(Entity e)	double
func_70070_b()	int
func_70071_h_()	void
func_70072_I()	boolean
func_70074_a(EntityLivingBase e)	void
func_70075_an()	boolean

Methods	Return Type
func_70077_a(EntityLightningBolt e)	void
func_70079_am()	float
func_70080_a(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70082_c(float arg0, float arg1)	void
func_70086_ai()	int
func_70089_S()	boolean
func_70090_H()	boolean
func_70091_d(MoverType arg0, double arg1, double arg2, double arg3)	void
func_70092_e(double arg0, double arg1, double arg2)	double
func_70093_af()	boolean
func_70094_T()	boolean
func_70095_a(boolean b)	void
func_70097_a(DamageSource arg0, float arg1)	boolean
func_70098_U()	void
func_70099_a(ItemStack arg0, float arg1)	EntityItem
func_70100_b_(EntityPlayer e)	void
func_70103_a(byte b)	void
func_70104_M()	boolean
func_70106_y()	void
func_70107_b(double arg0, double arg1, double arg2)	void
func_70108_f(Entity e)	void
func_70110_aj()	void
func_70111_Y()	float
func_70112_a(double d)	boolean
func_70114_g(Entity e)	AxisAlignedBB
func_70634_a(double arg0, double arg1, double arg2)	void
func_70676_i(float f)	Vec3d
func_82142_c(boolean b)	void
func_82143_as()	int
func_82145_z()	int
func_82147_ab()	int
func_82149_j(Entity e)	void
func_82150_aj()	boolean
func_85029_a(CrashReportCategory c)	void
func_85031_j(Entity e)	boolean
func_90999_ad()	boolean
func_94059_bO()	boolean
func_95999_t()	String
func_96092_aw()	boolean
func_96094_a(String s)	void
func_96124_cp()	Team
func_98034_c(EntityPlayer e)	boolean

Methods	Return Type
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
getPickedResult(RayTraceResult r)	ItemStack
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
isCreatureType(EnumCreatureType arg0, boolean arg1)	boolean
onAddedToWorld()	void
onRemovedFromWorld()	void
resetEntityId()	void
serializeNBT()	NBTTagCompound
serializeNBT()	NBTBase
shouldDismountInWater(Entity e)	boolean
shouldRenderInPass(int i)	boolean
shouldRiderSit()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

NBTBase

Class

net.minecraft.nbt.NBTBase

Extends

Methods	Return Type
func_74732_a()	byte
func_74737_b()	NBTBase
func_82582_d()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

JsonSerializable

Interface

dev.latvian.kubejs.util.JsonSerializable

Extends

Fields	Type
json	JsonElement

Methods	Return Type

MessageSender

Interface

dev.latvian.kubejs.util.MessageSender

Extends

Fields	Type

Fields	Type
displayName	Text
name	String

Methods	Return Type
runCommand(String command) Runs command as if the sender was running it, ignoring permissions	int
setStatusMessage(Text text) Set status message	void
tell(Text text) Tell message in chat	void

MinecraftServer

Class
net.minecraft.server.MinecraftServer

Extends
CommandSender
Runnable
ThreadListener
SnooperInfo

Fields	Type
dataFixer	DataFixer
field_175589_i	Queue<java.util.concurrent.FutureTask<?>>
field_71302_d	String
field_71303_e	int
field_71304_b	Profiler
field_71305_c	WorldServer[]
field_71308_o	File
field_71311_j	long[]
field_71321_q	CommandManager
serverModName	String
worldTickTimes	Hashtable<int, long[]>

Methods	Return Type
func_104056_am()	boolean
func_110454_ao()	Proxy
func_110455_j()	int
func_130014_f_()	World
func_143006_e(int i)	void
func_143007_ar()	int
func_145747_a(TextComponent t)	void
func_145748_c_()	TextComponent
func_147130_as()	MinecraftSessionService
func_147132_au()	void
func_147133_T()	String
func_147134_at()	ServerStatusResponse

Methods	Return Type
func_147135_j()	EnumDifficulty
func_147137_ag()	NetworkSystem
func_147139_a(EnumDifficulty e)	void
func_152344_a(Runnable r)	ListenableFuture<Object>
func_152345_ab()	boolean
func_152357_F()	GameProfile[]
func_152358_ax()	PlayerProfileCache
func_152359_aw()	GameProfileRepository
func_174791_d()	Vec3d
func_174792_t_()	boolean
func_174793_f()	Entity
func_174794_a(CommandResultStats$Type arg0, int arg1)	void
func_175576_a(UUID u)	Entity
func_175577_al()	int
func_175578_N()	boolean
func_175579_a(World arg0, BlockPos arg1, EntityPlayer arg2)	boolean
func_175580_aG()	int
func_175581_ab()	String
func_175582_h()	ServerCommandManager
func_175584_a(String arg0, SaveHandler arg1)	void
func_175586_a(Callable<V> c)	ListenableFuture<V>
func_180425_c()	BlockPos
func_180507_a_(String arg0, String arg1)	void
func_181034_q()	boolean
func_181035_ah()	boolean
func_183002_r()	boolean
func_184102_h()	MinecraftServer
func_184103_al()	PlayerList
func_184104_a(CommandSender arg0, String arg1, BlockPos arg2, boolean arg3)	List<String>
func_184105_a(PlayerList p)	void
func_184106_y()	boolean
func_184107_a(ServerStatusResponse s)	void
func_184108_a(WorldServer w)	int
func_184109_z()	File
func_190518_ac()	boolean
func_191949_aK()	AdvancementManager
func_193030_aL()	FunctionManager
func_193031_aM()	void
func_70000_a(Snooper s)	void
func_70001_b(Snooper s)	void
func_70002_Q()	boolean
func_70003_b(int arg0, String arg1)	boolean

Methods	Return Type
func_70005_c_()	String
func_71187_D()	CommandManager
func_71188_g(boolean b)	void
func_71190_q()	void
func_71191_d(int i)	void
func_71193_K()	boolean
func_71194_c(boolean b)	void
func_71195_b_()	String
func_71197_b()	boolean
func_71199_h()	boolean
func_71200_ad()	boolean
func_71204_b(boolean b)	void
func_71205_p(String s)	void
func_71206_a(GameType arg0, boolean arg1)	String
func_71207_Z()	int
func_71209_f(String s)	File
func_71213_z()	String[]
func_71214_G()	String
func_71217_p()	void
func_71218_a(int i)	WorldServer
func_71219_W()	boolean
func_71220_V()	boolean
func_71221_J()	String
func_71222_d()	void
func_71223_ag()	void
func_71224_l(String s)	void
func_71225_e()	boolean
func_71228_a(CrashReport c)	void
func_71229_d(boolean b)	void
func_71230_b(CrashReport c)	CrashReport
func_71231_X()	boolean
func_71233_x()	int
func_71235_a(GameType g)	void
func_71236_h(String s)	void
func_71237_c(String s)	void
func_71238_n()	File
func_71240_o()	void
func_71241_aa()	boolean
func_71242_L()	boolean
func_71245_h(boolean b)	void
func_71246_n(String s)	void
func_71247_a(String arg0, String arg1, long arg2, WorldType arg3, String arg4)	void

Methods	Return Type
func_71249_w()	String
func_71250_E()	KeyPair
func_71251_e(boolean b)	void
func_71253_a(KeyPair k)	void
func_71254_M()	SaveFormat
func_71255_r()	boolean
func_71256_s()	void
func_71257_f(boolean b)	void
func_71259_af()	int
func_71260_j()	void
func_71261_m(String s)	void
func_71262_S()	boolean
func_71263_m()	void
func_71264_H()	boolean
func_71265_f()	GameType
func_71266_T()	boolean
func_71267_a(boolean b)	void
func_71268_U()	boolean
func_71270_I()	String
func_71273_Y()	String
func_71275_y()	int
func_71278_l()	boolean
func_71279_ae()	boolean
func_80003_ah()	Snooper
func_82356_Z()	boolean
run()	void
wait(long arg0, int arg1)	void
wait(long l)	void

ServerWorld

Class

dev.latvian.kubejs.world.ServerWorldJS

Extends

World

Fields	Type
data Temporary data, mods can attach objects to this	AttachedData
daytime	boolean
dimension	int
entities	EntityArrayList
gameRules	GameRules
localTime	long

Fields	Type
minecraftWorld	World
overworld	boolean
players	EntityArrayList
raining	boolean
seed	long
server	Server
thundering	boolean
time	long

Methods	Return Type
createEntity(Object o)	Entity
createEntityList(Collection<? extends net.minecraft.entity.Entity> c)	EntityArrayList
createExplosion(double x, double y, double z)	Explosion
getBlock(int x, int y, int z)	Block
getBlock(BlockPos pos)	Block
getBlock(TileEntity blockEntity)	Block
getEntity(Entity e)	Entity
getLivingEntity(Entity e)	LivingEntity
getPlayer(Entity e)	Player
getPlayerData(EntityPlayer e)	PlayerData
getPlayerData(EntityPlayer e)	ServerPlayerData
setRainStrength(float strength)	void
spawnFireworks(double x, double y, double z, Fireworks properties)	void
spawnLightning(double x, double y, double z, boolean effectOnly)	void
wait(long arg0, int arg1)	void
wait(long l)	void

ScheduledEventCallback

Interface

dev.latvian.kubejs.server.IScheduledEventCallback

Extends

Methods	Return Type
onCallback(ScheduledEvent s)	void

ScheduledEvent

Class

dev.latvian.kubejs.server.ScheduledEvent

Extends

Fields	Type
data	Object
endTime	long

Fields	Type
server	Server
timer	long
timerDuration	long
usingTicks	boolean

Methods	Return Type
reschedule()	void
reschedule(long timer)	ScheduledEvent
wait(long arg0, int arg1)	void
wait(long l)	void

Attribute

Interface

net.minecraft.entity.ai.attributes.IAttribute

Extends

Methods	Return Type
func_111108_a()	String
func_111109_a(double d)	double
func_111110_b()	double
func_111111_c()	boolean
func_180372_d()	Attribute

AbstractAttributeMap

Class

net.minecraft.entity.ai.attributes.AbstractAttributeMap

Extends

Methods	Return Type
func_111146_a()	Collection<AttributeInstance>
func_111147_b(Multimap<String, AttributeModifier> m)	void
func_111148_a(Multimap<String, AttributeModifier> m)	void
func_111150_b(Attribute a)	AttributeInstance
func_111151_a(Attribute a)	AttributeInstance
func_111152_a(String s)	AttributeInstance
func_180794_a(AttributeInstance a)	void
wait(long arg0, int arg1)	void
wait(long l)	void

PotionEffect

Class

net.minecraft.potion.PotionEffect

Extends

Comparable

Fields	Type
curativeItems	List<ItemStack>
field_188421_h	boolean
field_76460_b	int

Methods	Return Type
addCurativeItem(ItemStack i)	void
compareTo(Object o)	int
compareTo(PotionEffect p)	int
func_100011_g()	boolean
func_100012_b(boolean b)	void
func_188418_e()	boolean
func_188419_a()	Potion
func_76452_a(PotionEffect p)	void
func_76453_d()	String
func_76454_e()	int
func_76455_a(EntityLivingBase e)	boolean
func_76457_b(EntityLivingBase e)	void
func_76458_c()	int
func_76459_b()	int
func_82719_a(NBTTagCompound n)	NBTTagCompound
func_82720_e()	boolean
isCurativeItem(ItemStack i)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

ScoreCriteria

Interface

net.minecraft.scoreboard.IScoreCriteria

Extends

Methods	Return Type
func_178790_c()	IScoreCriteria$EnumRenderType
func_96636_a()	String
func_96637_b()	boolean

FoamFixWorldRemovable

Interface

pl.asie.foamfix.coremod.patches.IFoamFixWorldRemovable

Extends

Methods	Return Type
foamfix_removeUnloadedEntities()	void

BlockSnapshot

Class

net.minecraftforge.common.util.BlockSnapshot

Extends

Fields	Type
currentBlock	BlockState
dimId	int
flag	int
meta	int
nbt	NBTTagCompound
pos	BlockPos
registryName	ResourceLocation
replacedBlock	BlockState
tileEntity	TileEntity
world	World

Methods	Return Type
restore()	boolean
restore(boolean b)	boolean
restore(boolean arg0, boolean arg1)	boolean
restoreToLocation(World arg0, BlockPos arg1, boolean arg2, boolean arg3)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void
writeToNBT(NBTTagCompound n)	void

VillageCollection

Class

net.minecraft.village.VillageCollection

Extends

WorldSavedData

Fields	Type
field_76190_i	String

Methods	Return Type
deserializeNBT(NBTTagCompound n)	void
deserializeNBT(NBTBase n)	void
func_176056_a(BlockPos arg0, int arg1)	Village
func_176060_a(BlockPos b)	void
func_189551_b(NBTTagCompound n)	NBTTagCompound

Methods	Return Type
func_75540_b()	List<Village>
func_75544_a()	void
func_76184_a(NBTTagCompound n)	void
func_76185_a()	void
func_76186_a(boolean b)	void
func_76188_b()	boolean
func_82566_a(World w)	void
serializeNBT()	NBTBase
serializeNBT()	NBTTagCompound
wait(long arg0, int arg1)	void
wait(long l)	void

WorldProvider

Class

net.minecraft.world.WorldProvider

Extends

Fields	Type
actualHeight	int
cloudRenderer	IRenderHandler
currentMoonPhaseFactor	float
daytime	boolean
dimension	int
field_76577_b	WorldType
field_82913_c	String
height	int
horizon	double
movementFactor	double
musicType	MusicTicker$MusicType
randomizedSpawnPoint	BlockPos
saveFolder	String
seed	long
skyRenderer	IRenderHandler
spawnPoint	BlockPos
weatherRenderer	IRenderHandler
worldTime	long

Methods	Return Type
calculateInitialWeather()	void
canBlockFreeze(BlockPos arg0, boolean arg1)	boolean
canDoLightning(Chunk c)	boolean
canDoRainSnowIce(Chunk c)	boolean
canMineBlock(EntityPlayer arg0, BlockPos arg1)	boolean

Methods	Return Type
canSleepAt(EntityPlayer arg0, BlockPos arg1)	WorldProvider$WorldSleepResult
canSnowAt(BlockPos arg0, boolean arg1)	boolean
func_177495_o()	boolean
func_177496_h()	BlockPos
func_177497_p()	float[]
func_177499_m()	BiomeProvider
func_177500_n()	boolean
func_177501_r()	WorldBorder
func_186056_c(int arg0, int arg1)	boolean
func_186057_q()	void
func_186058_p()	DimensionType
func_186059_r()	void
func_186060_c()	ChunkGenerator
func_186061_a(EntityPlayerMP e)	void
func_186062_b(EntityPlayerMP e)	void
func_191066_m()	boolean
func_76557_i()	int
func_76558_a(World w)	void
func_76559_b(long l)	int
func_76560_a(float arg0, float arg1)	float[]
func_76561_g()	boolean
func_76562_b(float arg0, float arg1)	Vec3d
func_76563_a(long arg0, float arg1)	float
func_76565_k()	double
func_76566_a(int arg0, int arg1)	boolean
func_76567_e()	boolean
func_76568_b(int arg0, int arg1)	boolean
func_76569_d()	boolean
func_76571_f()	float
getBiomeForCoords(BlockPos b)	Biome
getCloudColor(float f)	Vec3d
getLightmapColors(float arg0, float arg1, float arg2, float arg3, float[] arg4)	void
getRespawnDimension(EntityPlayerMP e)	int
getSkyColor(Entity arg0, float arg1)	Vec3d
getStarBrightness(float f)	float
getSunBrightness(float f)	float
getSunBrightnessFactor(float f)	float
initCapabilities()	CapabilityProvider
isBlockHighHumidity(BlockPos b)	boolean
resetRainAndThunder()	void
setAllowedSpawnTypes(boolean arg0, boolean arg1)	void
shouldClientCheckLighting()	boolean

Methods	Return Type
shouldMapSpin(String arg0, double arg1, double arg2, double arg3)	boolean
updateWeather()	void
wait(long arg0, int arg1)	void
wait(long l)	void

ChunkPos

Class

net.minecraft.util.math.ChunkPos

Extends

Fields	Type
field_77275_b	int
field_77276_a	int

Methods	Return Type
func_180330_f()	int
func_180331_a(int arg0, int arg1, int arg2)	BlockPos
func_180332_e()	int
func_180333_d()	int
func_180334_c()	int
func_185327_a(Entity e)	double
wait(long arg0, int arg1)	void
wait(long l)	void

ForgeChunkManager$Ticket

Class

net.minecraftforge.common.ForgeChunkManager$Ticket

Extends

Fields	Type
chunkList	ImmutableSet<ChunkPos>
chunkListDepth	int
entity	Entity
maxChunkListDepth	int
modData	NBTTagCompound
modId	String
playerName	String
playerTicket	boolean
type	ForgeChunkManager$Type
world	World

Methods	Return Type
bindEntity(Entity e)	void

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

MapStorage

Class

net.minecraft.world.storage.MapStorage

Extends

Methods	Return Type
func_75742_a(Class<? extends net.minecraft.world.storage.WorldSavedData> arg0, String arg1)	WorldSavedData
func_75743_a(String s)	int
func_75744_a()	void
func_75745_a(String arg0, WorldSavedData arg1)	void
wait(long arg0, int arg1)	void
wait(long l)	void

EnumCreatureType

Class

net.minecraft.entity.EnumCreatureType

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_75598_a()	Class<? extends net.minecraft.entity.passive.IAnimals>
func_75599_d()	boolean
func_75601_b()	int
func_82705_e()	boolean
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

WorldType

Class

net.minecraft.world.WorldType

Extends

Fields	Type

Fields	Type
cloudHeight	float
customizable	boolean

Methods	Return Type
func_151357_h()	boolean
func_151358_j()	WorldType
func_151359_c()	String
func_77125_e()	boolean
func_77126_d()	boolean
func_77127_a()	String
func_77128_b()	String
func_77131_c()	int
func_77132_a(int i)	WorldType
func_82747_f()	int
getBiomeLayer(long arg0, GenLayer arg1, ChunkGeneratorSettings arg2)	GenLayer
getBiomeProvider(World w)	BiomeProvider
getChunkGenerator(World arg0, String arg1)	ChunkGenerator
getHorizon(World w)	double
getMinimumSpawnHeight(World w)	int
getSpawnFuzz(WorldServer arg0, MinecraftServer arg1)	int
handleSlimeSpawnReduction(Random arg0, World arg1)	boolean
onCustomizeButton(Minecraft arg0, GuiCreateWorld arg1)	void
onGUICreateWorldPress()	void
voidFadeMagnitude()	double
wait(long arg0, int arg1)	void
wait(long l)	void

StructureBoundingBox

Class

net.minecraft.world.gen.structure.StructureBoundingBox

Extends

Fields	Type
field_78892_f	int
field_78893_d	int
field_78894_e	int
field_78895_b	int
field_78896_c	int
field_78897_a	int

Methods	Return Type
func_151535_h()	NBTTagIntArray
func_175896_b()	Vec3i

Methods	Return Type
func_175898_b(Vec3i v)	boolean
func_78880_d()	int
func_78882_c()	int
func_78883_b()	int
func_78884_a(StructureBoundingBox s)	boolean
func_78885_a(int arg0, int arg1, int arg2, int arg3)	boolean
func_78886_a(int arg0, int arg1, int arg2)	void
func_78888_b(StructureBoundingBox s)	void
wait(long arg0, int arg1)	void
wait(long l)	void

EnumSkyBlock

Class
net.minecraft.world.EnumSkyBlock

Extends
Enum

Fields	Type
declaringClass	Class<E>
field_77198_c	int

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

DifficultyInstance

Class
net.minecraft.world.DifficultyInstance

Extends

Methods	Return Type
func_180168_b()	float
func_180170_c()	float
func_193845_a(float f)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

EnumDifficulty

Class

Class

net.minecraft.world.EnumDifficulty

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_151525_a()	int
func_151526_b()	String
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

EnumParticleTypes

Class

net.minecraft.util.EnumParticleTypes

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_179344_e()	boolean
func_179345_d()	int
func_179346_b()	String
func_179348_c()	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

NextTickListEntry

Class

net.minecraft.world.NextTickListEntry

Extends

Comparable

Fields	Type
field_180282_a	BlockPos
field_77180_e	long
field_82754_f	int

Methods	Return Type
compareTo(NextTickListEntry n)	int
compareTo(Object o)	int
func_151351_a()	Block
func_77176_a(long l)	NextTickListEntry
func_82753_a(int i)	void
wait(long arg0, int arg1)	void
wait(long l)	void

WorldBorder

Class
net.minecraft.world.border.WorldBorder

Extends

Methods	Return Type
func_177721_g()	double
func_177722_l()	int
func_177723_b(int i)	void
func_177724_b(double d)	void
func_177725_a(int i)	void
func_177726_b()	double
func_177727_n()	double
func_177728_d()	double
func_177729_b(double arg0, double arg1)	double
func_177730_a(ChunkPos c)	boolean
func_177731_f()	double
func_177732_i()	long
func_177733_e()	double
func_177734_a()	EnumBorderStatus
func_177736_c()	double
func_177737_a(BorderListener b)	void
func_177738_a(double arg0, double arg1, long arg2)	void
func_177739_c(double arg0, double arg1)	void
func_177740_p()	int
func_177741_h()	double
func_177742_m()	double
func_177743_a(AxisAlignedBB a)	boolean
func_177744_c(double d)	void

Methods	Return Type
func_177745_a(Entity e)	double
func_177746_a(BlockPos b)	boolean
func_177747_c(int i)	void
func_177748_q()	int
func_177749_o()	double
func_177750_a(double d)	void
func_177751_j()	double
removeListener(BorderListener b)	void
wait(long arg0, int arg1)	void
wait(long l)	void

Chunk

Class

net.minecraft.world.chunk.Chunk

Extends

CapabilityProvider

Fields	Type
capabilities	CapabilityDispatcher
field_189550_d	boolean
field_76634_f	int[]
field_76635_g	int
field_76638_b	int[]
field_76647_h	int
field_76652_q	ExtendedBlockStorage[]

Methods	Return Type
func_150802_k()	boolean
func_150804_b(boolean b)	void
func_150809_p()	void
func_150813_a(TileEntity t)	void
func_177409_g(boolean b)	void
func_177410_o()	boolean
func_177411_a(BlockPos arg0, BiomeProvider arg1)	Biome
func_177412_p()	World
func_177413_a(EnumSkyBlock arg0, BlockPos arg1)	int
func_177414_a(Entity arg0, AxisAlignedBB arg1, List<Entity> arg2, Predicate<? super net.minecraft.entity.Entity> arg3)	void
func_177415_c(long l)	void
func_177416_w()	long
func_177417_c(boolean b)	void
func_177419_t()	boolean
func_177420_a(int[] i)	void
func_177421_e(boolean b)	void

Methods	Return Type
func_177423_u()	boolean
func_177424_a(BlockPos arg0, Chunk$EnumCreateEntityType arg1)	TileEntity
func_177425_e(BlockPos b)	void
func_177426_a(BlockPos arg0, TileEntity arg1)	void
func_177427_f(boolean b)	void
func_177429_s()	ClassInheritanceMultiMap[]
func_177430_a(Class<? extends T> arg0, AxisAlignedBB arg1, List<T> arg2, Predicate<? super T> arg3)	void
func_177431_a(EnumSkyBlock arg0, BlockPos arg1, int arg2)	void
func_177432_b(long l)	void
func_177433_f(BlockPos b)	int
func_177434_r()	Map<BlockPos, TileEntity>
func_177435_g(BlockPos b)	BlockState
func_177436_a(BlockPos arg0, BlockState arg1)	BlockState
func_177437_b(BlockPos b)	int
func_177440_h(BlockPos b)	BlockPos
func_177442_v()	int
func_177443_a(BlockPos arg0, int arg1)	int
func_177444_d(BlockPos b)	boolean
func_177445_q()	int[]
func_177446_d(boolean b)	void
func_186030_a(ChunkProvider arg0, ChunkGenerator arg1)	void
func_186032_a(int arg0, int arg1, int arg2)	BlockState
func_186033_a(PacketBuffer arg0, int arg1, boolean arg2)	void
func_186035_j()	boolean
func_76587_i()	ExtendedBlockStorage[]
func_76594_o()	void
func_76595_e(int arg0, int arg1)	void
func_76600_a(int arg0, int arg1)	boolean
func_76601_a(boolean b)	boolean
func_76602_a(ExtendedBlockStorage[] e)	void
func_76603_b()	void
func_76605_m()	byte[]
func_76606_c(int arg0, int arg1)	boolean
func_76608_a(Entity arg0, int arg1)	void
func_76611_b(int arg0, int arg1)	int
func_76612_a(Entity e)	void
func_76613_n()	void
func_76615_h(int arg0, int arg1, int arg2)	void
func_76616_a(byte[] b)	void
func_76617_a(long l)	Random
func_76621_g()	boolean
func_76622_b(Entity e)	void

Methods	Return Type
func_76623_d()	void
func_76625_h()	int
func_76630_e()	void
func_76631_c()	void
func_76632_l()	ChunkPos
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
removeInvalidTileEntity(BlockPos b)	void
wait(long arg0, int arg1)	void
wait(long l)	void

Biome

Class

net.minecraft.world.biome.Biome

Extends

IForgeRegistryEntry$Impl

Fields	Type
delegate	RegistryDelegate<T>
field_76752_A	BlockState
field_76753_B	BlockState
field_76760_I	BiomeDecorator
field_76791_y	String
registryName	ResourceLocation
registryType	Class<T>
waterColorMultiplier	int

Methods	Return Type
addDefaultFlowers()	void
addFlower(BlockState arg0, int arg1)	void
func_150559_j()	boolean
func_150561_m()	Biome$TempCategory
func_150562_l()	Class<? extends net.minecraft.world.biome.Biome>
func_150567_a(Random r)	WorldGenAbstractTree
func_180622_a(World arg0, Random arg1, ChunkPrimer arg2, int arg3, int arg4, double arg5)	void
func_180623_a(Random arg0, BlockPos arg1)	BlockFlower$EnumFlowerType
func_180624_a(World arg0, Random arg1, BlockPos arg2)	void
func_180625_c(BlockPos b)	int
func_180626_a(BlockPos b)	float
func_180627_b(BlockPos b)	int
func_180628_b(World arg0, Random arg1, ChunkPrimer arg2, int arg3, int arg4, double arg5)	void
func_185352_i()	boolean
func_185353_n()	float

Methods	Return Type
func_185355_j()	float
func_185359_l()	String
func_185360_m()	float
func_185361_o()	int
func_185363_b()	boolean
func_76727_i()	float
func_76729_a()	BiomeDecorator
func_76730_b(Random r)	WorldGenerator
func_76731_a(float f)	int
func_76736_e()	boolean
func_76738_d()	boolean
func_76741_f()	float
func_76746_c()	boolean
func_76747_a(EnumCreatureType e)	List<Biome$SpawnListEntry>
getModdedBiomeDecorator(BiomeDecorator b)	BiomeDecorator
getModdedBiomeFoliageColor(int i)	int
getModdedBiomeGrassColor(int i)	int
plantFlower(World arg0, Random arg1, BlockPos arg2)	void
wait(long arg0, int arg1)	void
wait(long l)	void

SoundCategory

Class

net.minecraft.util.SoundCategory

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_187948_a()	String
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

Packet

Interface

net.minecraft.network.Packet

Extends

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void

LootTableManager

Class

net.minecraft.world.storage.loot.LootTableManager

Extends

Fields	Type
field_186527_c	LoadingCache<ResourceLocation, LootTable>

Methods	Return Type
func_186521_a(ResourceLocation r)	LootTable
func_186522_a()	void
wait(long arg0, int arg1)	void
wait(long l)	void

WorldSavedData

Class

net.minecraft.world.storage.WorldSavedData

Extends

NBTSerializable

Fields	Type
field_76190_i	String

Methods	Return Type
deserializeNBT(NBTTagCompound n)	void
deserializeNBT(NBTBase n)	void
func_189551_b(NBTTagCompound n)	NBTTagCompound
func_76184_a(NBTTagCompound n)	void
func_76185_a()	void
func_76186_a(boolean b)	void
func_76188_b()	boolean
serializeNBT()	NBTBase
serializeNBT()	NBTTagCompound
wait(long arg0, int arg1)	void
wait(long l)	void

WorldEventListener

Interface

Interface

net.minecraft.world.IWorldEventListener

Extends

Methods	Return Type
func_147585_a(int arg0, int arg1, int arg2, int arg3, int arg4, int arg5)	void
func_174959_b(BlockPos b)	void
func_180439_a(EntityPlayer arg0, int arg1, BlockPos arg2, int arg3)	void
func_180440_a(int arg0, BlockPos arg1, int arg2)	void
func_180441_b(int arg0, BlockPos arg1, int arg2)	void
func_180442_a(int arg0, boolean arg1, double arg2, double arg3, double arg4, double arg5, double arg6, double arg7, int[] arg8)	void
func_184375_a(EntityPlayer arg0, SoundEvent arg1, SoundCategory arg2, double arg3, double arg4, double arg5, float arg6, float arg7)	void
func_184376_a(World arg0, BlockPos arg1, BlockState arg2, BlockState arg3, int arg4)	void
func_184377_a(SoundEvent arg0, BlockPos arg1)	void
func_190570_a(int arg0, boolean arg1, boolean arg2, double arg3, double arg4, double arg5, double arg6, double arg7, double arg8, int[] arg9)	void
func_72703_a(Entity e)	void
func_72709_b(Entity e)	void

SaveHandler

Interface

net.minecraft.world.storage.ISaveHandler

Extends

Methods	Return Type
func_186340_h()	TemplateManager
func_75755_a(WorldInfo arg0, NBTTagCompound arg1)	void
func_75756_e()	PlayerFileData
func_75757_d()	WorldInfo
func_75758_b(String s)	File
func_75759_a()	void
func_75761_a(WorldInfo w)	void
func_75762_c()	void
func_75763_a(WorldProvider w)	ChunkLoader
func_75765_b()	File

ChunkProvider

Interface

net.minecraft.world.chunk.IChunkProvider

Extends

Methods	Return Type
func_186025_d(int arg0, int arg1)	Chunk

Methods	Return Type
func_186026_b(int arg0, int arg1)	Chunk
func_191062_e(int arg0, int arg1)	boolean
func_73148_d()	String
func_73156_b()	boolean

WorldInfo

Class

net.minecraft.world.storage.WorldInfo

Extends

Methods	Return Type
func_176118_b(double d)	void
func_176119_g(boolean b)	void
func_176120_C()	double
func_176121_c(boolean b)	void
func_176122_j(int i)	void
func_176123_z()	boolean
func_176124_d(double d)	void
func_176125_f(double d)	void
func_176126_D()	double
func_176127_a(WorldSettings w)	void
func_176128_f(boolean b)	void
func_176129_e(double d)	void
func_176130_y()	EnumDifficulty
func_176131_J()	int
func_176132_G()	double
func_176133_A()	int
func_176134_F()	long
func_176135_e(long l)	void
func_176136_k(int i)	void
func_176137_E()	double
func_176138_H()	double
func_176139_K()	int
func_176140_I()	double
func_176141_c(double d)	void
func_176142_i(int i)	void
func_176143_a(BlockPos b)	void
func_176144_a(EnumDifficulty e)	void
func_176145_a(double d)	void
func_180783_e(boolean b)	void
func_186343_L()	boolean
func_186344_K()	int

Methods	Return Type
func_186345_a(DimensionType arg0, NBTTagCompound arg1)	void
func_186346_M()	String
func_186347_a(DimensionType d)	NBTTagCompound
func_76056_b(int i)	void
func_76057_l()	long
func_76058_a(int i)	void
func_76059_o()	boolean
func_76060_a(GameType g)	void
func_76061_m()	boolean
func_76062_a(String s)	void
func_76063_b()	long
func_76065_j()	String
func_76067_t()	WorldType
func_76068_b(long l)	void
func_76069_a(boolean b)	void
func_76070_v()	boolean
func_76071_n()	int
func_76072_h()	NBTTagCompound
func_76073_f()	long
func_76074_e()	int
func_76075_d()	int
func_76077_q()	GameType
func_76078_e(int i)	void
func_76079_c()	int
func_76080_g(int i)	void
func_76082_a(NBTTagCompound n)	NBTTagCompound
func_76083_p()	int
func_76084_b(boolean b)	void
func_76085_a(WorldType w)	void
func_76086_u()	boolean
func_76087_c(int i)	void
func_76088_k()	int
func_76089_r()	boolean
func_76090_f(int i)	void
func_76091_d(boolean b)	void
func_76092_g()	long
func_76093_s()	boolean
func_82571_y()	String
func_82572_b(long l)	void
func_82573_f()	long
func_82574_x()	GameRules
func_85118_a(CrashReportCategory c)	void

Methods	Return Type
getAdditionalProperty(String s)	NBTBase
getDimensionData(int i)	NBTTagCompound
setAdditionalProperties(Map<String, NBTBase> m)	void
setDimensionData(int arg0, NBTTagCompound arg1)	void
wait(long arg0, int arg1)	void
wait(long l)	void

CrashReportCategory

Class

net.minecraft.crash.CrashReportCategory

Extends

Methods	Return Type
func_147152_a()	StackTraceElement[]
func_189529_a(String arg0, CrashReportDetail<String> arg1)	void
func_71499_a(String arg0, Throwable arg1)	void
func_71507_a(String arg0, Object arg1)	void
func_85069_a(StackTraceElement arg0, StackTraceElement arg1)	boolean
func_85070_b(int i)	void
func_85072_a(StringBuilder s)	void
func_85073_a(int i)	int
wait(long arg0, int arg1)	void
wait(long l)	void

BiomeProvider

Class

net.minecraft.world.biome.BiomeProvider

Extends

Methods	Return Type
func_180300_a(BlockPos arg0, Biome arg1)	Biome
func_180630_a(int arg0, int arg1, int arg2, List<Biome> arg3, Random arg4)	BlockPos
func_180631_a(BlockPos b)	Biome
func_190943_d()	Biome
func_190944_c()	boolean
func_76931_a(Biome[] arg0, int arg1, int arg2, int arg3, int arg4, boolean arg5)	Biome[]
func_76932_a()	List<Biome>
func_76933_b(Biome[] arg0, int arg1, int arg2, int arg3, int arg4)	Biome[]
func_76937_a(Biome[] arg0, int arg1, int arg2, int arg3, int arg4)	Biome[]
func_76938_b()	void
func_76939_a(float arg0, int arg1)	float
func_76940_a(int arg0, int arg1, int arg2, List<Biome> arg3)	boolean

Methods	Return Type
getModdedBiomeGenerators(WorldType arg0, long arg1, GenLayer[] arg2)	GenLayer[]
wait(long arg0, int arg1)	void
wait(long l)	void

GameRules

Class

net.minecraft.world.GameRules

Extends

Methods	Return Type
func_180262_a(String arg0, String arg1, GameRules$ValueType arg2)	void
func_180263_c(String s)	int
func_180264_a(String arg0, GameRules$ValueType arg1)	boolean
func_82763_b()	String[]
func_82764_b(String arg0, String arg1)	void
func_82765_e(String s)	boolean
func_82766_b(String s)	boolean
func_82767_a(String s)	String
func_82768_a(NBTTagCompound n)	void
func_82770_a()	NBTTagCompound
wait(long arg0, int arg1)	void
wait(long l)	void

Scoreboard

Class

net.minecraft.scoreboard.Scoreboard

Extends

Methods	Return Type
func_151392_a(String arg0, String arg1)	boolean
func_178819_b(String arg0, ScoreObjective arg1)	boolean
func_178820_a(String arg0, ScoreObjective arg1)	void
func_178822_d(String arg0, ScoreObjective arg1)	void
func_181140_a(Entity e)	void
func_96508_e(String s)	ScorePlayerTeam
func_96509_i(String s)	ScorePlayerTeam
func_96510_d(String s)	Map<ScoreObjective, Score>
func_96511_d(ScorePlayerTeam s)	void
func_96512_b(String arg0, ScorePlayerTeam arg1)	void
func_96513_c(ScorePlayerTeam s)	void
func_96514_c()	Collection<ScoreObjective>
func_96516_a(String s)	void

Methods	Return Type
func_96518_b(String s)	ScoreObjective
func_96519_k(ScoreObjective s)	void
func_96520_a(ScoreCriteria s)	Collection<ScoreObjective>
func_96522_a(ScoreObjective s)	void
func_96523_a(ScorePlayerTeam s)	void
func_96524_g(String s)	boolean
func_96525_g()	Collection<ScorePlayerTeam>
func_96526_d()	Collection<String>
func_96527_f(String s)	ScorePlayerTeam
func_96528_e()	Collection<Score>
func_96529_a(String arg0, ScoreObjective arg1)	Score
func_96530_a(int arg0, ScoreObjective arg1)	void
func_96531_f()	Collection<String>
func_96532_b(ScoreObjective s)	void
func_96533_c(ScoreObjective s)	void
func_96534_i(ScoreObjective s)	Collection<Score>
func_96535_a(String arg0, ScoreCriteria arg1)	ScoreObjective
func_96536_a(Score s)	void
func_96538_b(ScorePlayerTeam s)	void
func_96539_a(int i)	ScoreObjective
wait(long arg0, int arg1)	void
wait(long l)	void

Capability

Class

net.minecraftforge.common.capabilities.Capability

Extends

Fields	Type
defaultInstance	Object
name	String
storage	Capability$IStorage<T>

Methods	Return Type
cast(Object o)	Object
readNBT(Object arg0, EnumFacing arg1, NBTBase arg2)	void
wait(long arg0, int arg1)	void
wait(long l)	void
writeNBT(Object arg0, EnumFacing arg1)	NBTBase

CountingMap$Entry

Class

dev.latvian.kubejs.util.CountingMap$Entry

Extends

Comparable

Fields	Type
key	Object
value	long

Methods	Return Type
compareTo(Object o)	int
compareTo(CountingMap$Entry c)	int
wait(long arg0, int arg1)	void
wait(long l)	void

EnumEnchantmentType

Class

net.minecraft.enchantment.EnumEnchantmentType

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_77557_a(Item i)	boolean
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

Property

Interface

net.minecraft.block.properties.IProperty

Extends

Methods	Return Type
func_177699_b()	Class<T>
func_177700_c()	Collection<T>
func_177701_a()	String
func_177702_a(Comparable c)	String
func_185929_b(String s)	Optional<T>

Particle

Class

net.minecraft.client.particle.Particle

Extends

Fields	Type
field_187123_c	double
field_187124_d	double
field_187125_e	double
field_187126_f	double
field_187127_g	double
field_187128_h	double
field_187129_i	double
field_187130_j	double
field_187131_k	double

Methods	Return Type
func_180434_a(BufferBuilder arg0, Entity arg1, float arg2, float arg3, float arg4, float arg5, float arg6, float arg7)	void
func_187108_a(AxisAlignedBB a)	void
func_187109_b(double arg0, double arg1, double arg2)	void
func_187110_a(double arg0, double arg1, double arg2)	void
func_187111_c()	boolean
func_187112_i()	void
func_187113_k()	boolean
func_187114_a(int i)	void
func_187116_l()	AxisAlignedBB
func_187117_a(TextureAtlasSprite t)	void
func_189213_a()	void
func_189214_a(float f)	int
func_70534_d()	float
func_70535_g()	float
func_70536_a(int i)	void
func_70537_b()	int
func_70538_b(float arg0, float arg1, float arg2)	void
func_70541_f(float f)	Particle
func_70542_f()	float
func_70543_e(float f)	Particle
func_82338_g(float f)	void
func_94053_h()	void
wait(long arg0, int arg1)	void
wait(long l)	void

ParticleFactory

Interface

net.minecraft.client.particle.IParticleFactory

Extends

Methods	Return Type
func_178902_a(int arg0, World arg1, double arg2, double arg3, double arg4, double arg5, double arg6, double arg7, int[] arg8)	Particle

BlockBehaviors

Interface

net.minecraft.block.state.IBlockBehaviors

Extends

Methods	Return Type
func_189546_a(World arg0, BlockPos arg1, Block arg2, BlockPos arg3)	void
func_189547_a(World arg0, BlockPos arg1, int arg2, int arg3)	boolean

BlockProperties

Interface

net.minecraft.block.state.IBlockProperties

Extends

Methods	Return Type
doesSideBlockChestOpening(BlockAccess arg0, BlockPos arg1, EnumFacing arg2)	boolean
doesSideBlockRendering(BlockAccess arg0, BlockPos arg1, EnumFacing arg2)	boolean
func_185887_b(World arg0, BlockPos arg1)	float
func_185888_a(World arg0, BlockPos arg1)	int
func_185889_a(BlockAccess arg0, BlockPos arg1)	int
func_185890_d(BlockAccess arg0, BlockPos arg1)	AxisAlignedBB
func_185891_c()	int
func_185892_j()	float
func_185893_b(BlockAccess arg0, BlockPos arg1, EnumFacing arg2)	int
func_185894_c(BlockAccess arg0, BlockPos arg1, EnumFacing arg2)	boolean
func_185895_e()	boolean
func_185896_q()	boolean
func_185897_m()	boolean
func_185898_k()	boolean
func_185899_b(BlockAccess arg0, BlockPos arg1)	BlockState
func_185900_c(BlockAccess arg0, BlockPos arg1)	AxisAlignedBB
func_185901_i()	EnumBlockRenderType
func_185902_a(Mirror m)	BlockState
func_185903_a(EntityPlayer arg0, World arg1, BlockPos arg2)	float
func_185904_a()	Material
func_185905_o()	EnumPushReaction
func_185906_d()	int
func_185907_a(Rotation r)	BlockState

Methods	Return Type
func_185908_a(World arg0, BlockPos arg1, AxisAlignedBB arg2, List<AxisAlignedBB> arg3, Entity arg4, boolean arg5)	void
func_185909_g(BlockAccess arg0, BlockPos arg1)	MapColor
func_185910_a(World arg0, BlockPos arg1, Vec3d arg2, Vec3d arg3)	RayTraceResult
func_185911_a(BlockAccess arg0, BlockPos arg1, EnumFacing arg2)	int
func_185912_n()	boolean
func_185913_b()	boolean
func_185914_p()	boolean
func_185915_l()	boolean
func_185916_f()	boolean
func_185917_h()	boolean
func_185918_c(World arg0, BlockPos arg1)	AxisAlignedBB
func_189884_a(Entity e)	boolean
func_191057_i()	boolean
func_191058_s()	boolean
func_191059_e(BlockAccess arg0, BlockPos arg1)	Vec3d
func_193401_d(BlockAccess arg0, BlockPos arg1, EnumFacing arg2)	BlockFaceShape
getLightOpacity(BlockAccess arg0, BlockPos arg1)	int
getLightValue(BlockAccess arg0, BlockPos arg1)	int
isSideSolid(BlockAccess arg0, BlockPos arg1, EnumFacing arg2)	boolean

RayTraceResult$Type

Class

net.minecraft.util.math.RayTraceResult$Type

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

Teleporter

Class

net.minecraft.world.Teleporter

Extends

Teleporter

Fields	Type
vanilla	boolean

Methods	Return Type
func_180266_a(Entity arg0, float arg1)	void
func_180620_b(Entity arg0, float arg1)	boolean
func_85188_a(Entity e)	boolean
func_85189_a(long l)	void
placeEntity(World arg0, Entity arg1, float arg2)	void
wait(long arg0, int arg1)	void
wait(long l)	void

Biome$SpawnListEntry

Class

net.minecraft.world.biome.Biome$SpawnListEntry

Extends

WeightedRandom$Item

Fields	Type
field_76292_a	int
field_76299_d	int
field_76300_b	Class<? extends net.minecraft.entity.EntityLiving>
field_76301_c	int

Methods	Return Type
newInstance(World w)	EntityLiving
wait(long arg0, int arg1)	void
wait(long l)	void

TemplateManager

Class

net.minecraft.world.gen.structure.template.TemplateManager

Extends

Methods	Return Type
func_186235_b(ResourceLocation r)	boolean
func_186237_a(MinecraftServer arg0, ResourceLocation arg1)	Template
func_186238_c(MinecraftServer arg0, ResourceLocation arg1)	boolean
func_189941_a(ResourceLocation r)	void
func_189942_b(MinecraftServer arg0, ResourceLocation arg1)	Template
wait(long arg0, int arg1)	void
wait(long l)	void

PlayerChunkMap

Class

net.minecraft.server.management.PlayerChunkMap

Extends

Methods	Return Type
func_152621_a(int arg0, int arg1)	boolean
func_152622_a(int i)	void
func_180244_a(BlockPos b)	void
func_187300_b()	Iterator<Chunk>
func_187301_b(int arg0, int arg1)	PlayerChunkMapEntry
func_187304_a(PlayerChunkMapEntry p)	void
func_187305_b(PlayerChunkMapEntry p)	void
func_72683_a(EntityPlayerMP e)	void
func_72685_d(EntityPlayerMP e)	void
func_72688_a()	WorldServer
func_72693_b()	void
func_72694_a(EntityPlayerMP arg0, int arg1, int arg2)	boolean
func_72695_c(EntityPlayerMP e)	void
wait(long arg0, int arg1)	void
wait(long l)	void

AdvancementManager

Class

net.minecraft.advancements.AdvancementManager

Extends

Methods	Return Type
func_192778_a(ResourceLocation r)	Advancement
func_192779_a()	void
func_192780_b()	Iterable<Advancement>
func_193767_b()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

FunctionManager

Class

net.minecraft.advancements.FunctionManager

Extends

Tickable

Methods	Return Type
func_193058_a(ResourceLocation r)	FunctionObject
func_193059_f()	void

Methods	Return Type
func_193062_a()	CommandManager
func_193065_c()	int
func_193066_d()	Map<ResourceLocation, FunctionObject>
func_194019_a(FunctionObject arg0, CommandSender arg1)	int
func_73660_a()	void
wait(long arg0, int arg1)	void
wait(long l)	void

ChunkProviderServer

Class

net.minecraft.world.gen.ChunkProviderServer

Extends

ChunkProvider

Fields	Type
field_186029_c	ChunkGenerator
field_73244_f	Long2ObjectMap<Chunk>
field_73247_e	ChunkLoader
field_73251_h	WorldServer

Methods	Return Type
func_104112_b()	void
func_177458_a(EnumCreatureType arg0, BlockPos arg1)	List<Biome$SpawnListEntry>
func_180513_a(World arg0, String arg1, BlockPos arg2, boolean arg3)	BlockPos
func_186025_d(int arg0, int arg1)	Chunk
func_186026_b(int arg0, int arg1)	Chunk
func_186027_a(boolean b)	boolean
func_186028_c(int arg0, int arg1)	Chunk
func_189548_a()	Collection<Chunk>
func_189549_a(Chunk c)	void
func_191062_e(int arg0, int arg1)	boolean
func_193413_a(World arg0, String arg1, BlockPos arg2)	boolean
func_73148_d()	String
func_73149_a(int arg0, int arg1)	boolean
func_73152_e()	int
func_73156_b()	boolean
func_73157_c()	boolean
func_73240_a()	void
loadChunk(int arg0, int arg1, Runnable arg2)	Chunk
wait(long arg0, int arg1)	void
wait(long l)	void

EntityTracker

Class

net.minecraft.entity.EntityTracker

Extends

Methods	Return Type
func_151247_a(Entity arg0, Packet<?> arg1)	void
func_151248_b(Entity arg0, Packet<?> arg1)	void
func_180245_a(EntityPlayerMP e)	void
func_187252_a(int i)	void
func_72785_a(Entity arg0, int arg1, int arg2, boolean arg3)	void
func_72786_a(Entity e)	void
func_72787_a(EntityPlayerMP e)	void
func_72788_a()	void
func_72790_b(Entity e)	void
func_72791_a(Entity arg0, int arg1, int arg2)	void
func_85172_a(EntityPlayerMP arg0, Chunk arg1)	void
getTrackingPlayers(Entity e)	Set<? extends net.minecraft.entity.player.EntityPlayer>
wait(long arg0, int arg1)	void
wait(long l)	void

ProgressUpdate

Interface

net.minecraft.util.IProgressUpdate

Extends

Methods	Return Type
func_146586_a()	void
func_73718_a(int i)	void
func_73719_c(String s)	void
func_73720_a(String s)	void
func_73721_b(String s)	void

EntityDataManager

Class

net.minecraft.network.datasync.EntityDataManager

Extends

Fields	Type
spawnBiome	Biome
spawnPosition	BlockPos

Methods	Return Type
func_187214_a(DataParameter<T> arg0, Object arg1)	void
func_187216_a(PacketBuffer p)	void

Methods	Return Type
func_187217_b(DataParameter<T> d)	void
func_187218_a(List<net.minecraft.network.datasync.EntityDataManager$DataEntry<?>> l)	void
func_187221_b()	List<net.minecraft.network.datasync.EntityDataManager$DataEntry<?>>
func_187223_a()	boolean
func_187225_a(DataParameter<T> d)	Object
func_187227_b(DataParameter<T> arg0, Object arg1)	void
func_187228_d()	boolean
func_187230_e()	void
func_187231_c()	List<net.minecraft.network.datasync.EntityDataManager$DataEntry<?>>
wait(long arg0, int arg1)	void
wait(long l)	void

Teleporter

Interface

net.minecraftforge.common.util.ITeleporter

Extends

Fields	Type
vanilla	boolean

Methods	Return Type
placeEntity(World arg0, Entity arg1, float arg2)	void

CombatTracker

Class

net.minecraft.util.CombatTracker

Extends

Methods	Return Type
func_151521_b()	TextComponent
func_180134_f()	int
func_180135_h()	EntityLivingBase
func_94545_a()	void
func_94547_a(DamageSource arg0, float arg1, float arg2)	void
func_94549_h()	void
func_94550_c()	EntityLivingBase
wait(long arg0, int arg1)	void
wait(long l)	void

AttributeInstance

Interface

Interface

net.minecraft.entity.ai.attributes.IAttributeInstance

Extends

Methods	Return Type
func_111121_a(AttributeModifier a)	void
func_111122_c()	Collection<AttributeModifier>
func_111123_a()	Attribute
func_111124_b(AttributeModifier a)	void
func_111125_b()	double
func_111126_e()	double
func_111127_a(UUID u)	AttributeModifier
func_111128_a(double d)	void
func_111130_a(int i)	Collection<AttributeModifier>
func_142049_d()	void
func_180374_a(AttributeModifier a)	boolean
func_188479_b(UUID u)	void

CommandResultStats$Type

Class

net.minecraft.command.CommandResultStats$Type

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_179636_a()	int
func_179637_b()	String
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

CommandResultStats

Class

net.minecraft.command.CommandResultStats

Extends

Methods	Return Type
func_179668_a(NBTTagCompound n)	void

Methods	Return Type
func_179670_b(NBTTagCompound n)	void
func_179671_a(CommandResultStats c)	void
func_184932_a(MinecraftServer arg0, CommandSender arg1, CommandResultStats$Type arg2, int arg3)	void
wait(long arg0, int arg1)	void
wait(long l)	void

DamageSource

Class

net.minecraft.util.DamageSource

Extends

Fields	Type
field_76373_n	String

Methods	Return Type
func_151517_h()	boolean
func_151518_m()	DamageSource
func_151519_b(EntityLivingBase e)	TextComponent
func_180136_u()	boolean
func_188404_v()	Vec3d
func_76345_d()	float
func_76346_g()	Entity
func_76347_k()	boolean
func_76348_h()	DamageSource
func_76349_b()	DamageSource
func_76350_n()	boolean
func_76351_m()	DamageSource
func_76352_a()	boolean
func_76355_l()	String
func_76357_e()	boolean
func_76359_i()	DamageSource
func_76361_j()	DamageSource
func_76363_c()	boolean
func_76364_f()	Entity
func_82725_o()	boolean
func_82726_p()	DamageSource
func_94540_d()	DamageSource
func_94541_c()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

Team

Class

Class

net.minecraft.scoreboard.Team

Extends

Methods	Return Type
func_142053_d(String s)	String
func_142054_a(Team t)	boolean
func_178770_i()	Team$EnumVisible
func_178771_j()	Team$EnumVisible
func_178775_l()	TextFormatting
func_186681_k()	Team$CollisionRule
func_96661_b()	String
func_96665_g()	boolean
func_96670_d()	Collection<String>
func_98297_h()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

DataParameter

Class

net.minecraft.network.datasync.DataParameter

Extends

Methods	Return Type
func_187155_a()	int
func_187156_b()	DataSerializer<T>
wait(long arg0, int arg1)	void
wait(long l)	void

EnumHandSide

Class

net.minecraft.util.EnumHandSide

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_188468_a()	EnumHandSide
name()	String
ordinal()	int

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

Vec2f

Class

net.minecraft.util.math.Vec2f

Extends

Fields	Type
field_189982_i	float
field_189983_j	float

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

EntityLightningBolt

Class

net.minecraft.entity.effect.EntityLightningBolt

Extends

EntityWeatherEffect

Fields	Type
addedToWorld	boolean
capturedDrops	ArrayList<EntityItem>
captureDrops	boolean
entityData	NBTTagCompound
field_181016_an	BlockPos
field_184239_as	Entity
field_190534_ay	int
field_70116_cv	long
field_70117_cu	long
field_70118_ct	long
field_70122_E	boolean
field_70123_F	boolean
field_70124_G	boolean
field_70125_A	float
field_70126_B	float
field_70127_C	float
field_70128_L	boolean
field_70130_N	float
field_70131_O	float
field_70132_H	boolean

Fields	Type
field_70133_I	boolean
field_70136_U	double
field_70137_T	double
field_70138_W	float
field_70140_Q	float
field_70141_P	float
field_70142_S	double
field_70143_R	float
field_70144_Y	float
field_70145_X	boolean
field_70156_m	boolean
field_70158_ak	boolean
field_70159_w	double
field_70160_al	boolean
field_70161_v	double
field_70162_ai	int
field_70163_u	double
field_70164_aj	int
field_70165_t	double
field_70166_s	double
field_70167_r	double
field_70169_q	double
field_70170_p	World
field_70172_ad	int
field_70173_aa	int
field_70175_ag	boolean
field_70176_ah	int
field_70177_z	float
field_70178_ae	boolean
field_70179_y	double
field_70180_af	EntityDataManager
field_70181_x	double
field_70262_b	int
field_70264_a	long
field_71087_bX	boolean
field_71088_bW	int
field_71093_bK	int
field_82151_R	float
field_82153_h	int
field_98038_p	boolean
persistentID	UUID
updateBlocked	boolean

Methods	Return Type
canRiderInteract()	boolean
canTrample(World arg0, Block arg1, BlockPos arg2, float arg3)	boolean
changeDimension(int arg0, Teleporter arg1)	Entity
deserializeNBT(NBTTagCompound n)	void
deserializeNBT(NBTBase n)	void
func_110124_au()	UUID
func_130014_f_()	World
func_145747_a(TextComponent t)	void
func_145748_c_()	TextComponent
func_145769_d(int i)	void
func_145770_h(double arg0, double arg1, double arg2)	boolean
func_145773_az()	boolean
func_145778_a(Item arg0, int arg1, float arg2)	EntityItem
func_145779_a(Item arg0, int arg1)	EntityItem
func_145782_y()	int
func_145818_k_()	boolean
func_174791_d()	Vec3d
func_174792_t_()	boolean
func_174793_f()	Entity
func_174794_a(CommandResultStats$Type arg0, int arg1)	void
func_174805_g(boolean b)	void
func_174807_aT()	CommandResultStats
func_174810_b(boolean b)	void
func_174811_aO()	EnumFacing
func_174812_G()	void
func_174813_aQ()	AxisAlignedBB
func_174814_R()	boolean
func_174816_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3, float arg4)	boolean
func_174817_o(Entity e)	void
func_174818_b(BlockPos b)	double
func_174820_d(int arg0, ItemStack arg1)	boolean
func_174821_h(boolean b)	void
func_174822_a(double arg0, float arg1)	RayTraceResult
func_174824_e(float f)	Vec3d
func_174826_a(AxisAlignedBB a)	void
func_174827_a(EntityPlayerMP e)	boolean
func_174828_a(BlockPos arg0, float arg1, float arg2)	void
func_174829_m()	void
func_174830_Y()	void
func_174831_c(BlockPos b)	double
func_174832_aS()	boolean
func_174833_aM()	boolean

Methods	Return Type
func_180425_c()	BlockPos
func_180426_a(double arg0, double arg1, double arg2, float arg3, float arg4, int arg5, boolean arg6)	void
func_180427_aV()	boolean
func_180428_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3)	float
func_180430_e(float arg0, float arg1)	void
func_180431_b(DamageSource d)	boolean
func_180432_n(Entity e)	void
func_180799_ab()	boolean
func_181012_aH()	EnumFacing
func_181013_g(float f)	void
func_181014_aG()	Vec3d
func_181015_d(BlockPos b)	void
func_184102_h()	MinecraftServer
func_184172_bi()	EnumFacing
func_184174_b(boolean b)	void
func_184176_by()	SoundCategory
func_184177_bl()	AxisAlignedBB
func_184178_b(EntityPlayerMP e)	void
func_184179_bs()	Entity
func_184180_b(Class<T> c)	Collection<T>
func_184182_bu()	Collection<Entity>
func_184185_a(SoundEvent arg0, float arg1, float arg2)	void
func_184186_bw()	boolean
func_184187_bx()	Entity
func_184188_bt()	List<Entity>
func_184189_br()	boolean
func_184190_l(Entity e)	void
func_184191_r(Entity e)	boolean
func_184192_z()	EnumPushReaction
func_184193_aE()	Iterable<ItemStack>
func_184194_a(Team t)	boolean
func_184195_f(boolean b)	void
func_184196_w(Entity e)	boolean
func_184197_b(String s)	boolean
func_184198_c(NBTTagCompound n)	boolean
func_184199_a(EntityPlayer arg0, Vec3d arg1, EnumHand arg2)	EnumActionResult
func_184201_a(EntityEquipmentSlot arg0, ItemStack arg1)	void
func_184202_aL()	boolean
func_184203_c(EntityPlayerMP e)	void
func_184204_a(int i)	Entity
func_184205_a(Entity arg0, boolean arg1)	boolean
func_184206_a(DataParameter<?> d)	void

Methods	Return Type
func_184207_aI()	boolean
func_184208_bv()	Entity
func_184209_aF()	Iterable<ItemStack>
func_184210_p()	void
func_184211_a(String s)	boolean
func_184212_Q()	EntityDataManager
func_184213_bq()	boolean
func_184214_aD()	Iterable<ItemStack>
func_184215_y(Entity e)	boolean
func_184216_O()	Set<String>
func_184217_a(Mirror m)	float
func_184218_aH()	boolean
func_184220_m(Entity e)	boolean
func_184221_a(UUID u)	void
func_184222_aU()	boolean
func_184223_x(Entity e)	boolean
func_184224_h(boolean b)	void
func_184226_ay()	void
func_184229_a(Rotation r)	float
func_184230_a(EntityPlayer arg0, EnumHand arg1)	boolean
func_184232_k(Entity e)	void
func_189511_e(NBTTagCompound n)	NBTTagCompound
func_189512_bd()	String
func_189651_aD()	Vec3d
func_189652_ae()	boolean
func_189653_aC()	Vec2f
func_189654_d(boolean b)	void
func_190530_aW()	boolean
func_191953_am()	boolean
func_191956_a(Entity arg0, int arg1, DamageSource arg2)	void
func_191958_b(float arg0, float arg1, float arg2, float arg3)	void
func_70003_b(int arg0, String arg1)	boolean
func_70005_c_()	String
func_70011_f(double arg0, double arg1, double arg2)	double
func_70012_b(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70013_c()	float
func_70015_d(int i)	void
func_70016_h(double arg0, double arg1, double arg2)	void
func_70020_e(NBTTagCompound n)	void
func_70021_al()	Entity[]
func_70024_g(double arg0, double arg1, double arg2)	void
func_70026_G()	boolean

Methods	Return Type
func_70027_ad()	boolean
func_70028_i(Entity e)	boolean
func_70029_a(World w)	void
func_70030_z()	void
func_70031_b(boolean b)	void
func_70032_d(Entity e)	float
func_70033_W()	double
func_70034_d(float f)	void
func_70038_c(double arg0, double arg1, double arg2)	boolean
func_70039_c(NBTTagCompound n)	boolean
func_70040_Z()	Vec3d
func_70042_X()	double
func_70045_F()	boolean
func_70046_E()	AxisAlignedBB
func_70047_e()	float
func_70050_g(int i)	void
func_70051_ag()	boolean
func_70055_a(Material m)	boolean
func_70057_ab()	void
func_70066_B()	void
func_70067_L()	boolean
func_70068_e(Entity e)	double
func_70070_b()	int
func_70071_h_()	void
func_70072_I()	boolean
func_70074_a(EntityLivingBase e)	void
func_70075_an()	boolean
func_70077_a(EntityLightningBolt e)	void
func_70079_am()	float
func_70080_a(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70082_c(float arg0, float arg1)	void
func_70086_ai()	int
func_70089_S()	boolean
func_70090_H()	boolean
func_70091_d(MoverType arg0, double arg1, double arg2, double arg3)	void
func_70092_e(double arg0, double arg1, double arg2)	double
func_70093_af()	boolean
func_70094_T()	boolean
func_70095_a(boolean b)	void
func_70097_a(DamageSource arg0, float arg1)	boolean
func_70098_U()	void
func_70099_a(ItemStack arg0, float arg1)	EntityItem

Methods	Return Type
func_70100_b_(EntityPlayer e)	void
func_70103_a(byte b)	void
func_70104_M()	boolean
func_70106_y()	void
func_70107_b(double arg0, double arg1, double arg2)	void
func_70108_f(Entity e)	void
func_70110_aj()	void
func_70111_Y()	float
func_70112_a(double d)	boolean
func_70114_g(Entity e)	AxisAlignedBB
func_70634_a(double arg0, double arg1, double arg2)	void
func_70676_i(float f)	Vec3d
func_82142_c(boolean b)	void
func_82143_as()	int
func_82145_z()	int
func_82147_ab()	int
func_82149_j(Entity e)	void
func_82150_aj()	boolean
func_85029_a(CrashReportCategory c)	void
func_85031_j(Entity e)	boolean
func_90999_ad()	boolean
func_94059_bO()	boolean
func_95999_t()	String
func_96092_aw()	boolean
func_96094_a(String s)	void
func_96124_cp()	Team
func_98034_c(EntityPlayer e)	boolean
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
getPickedResult(RayTraceResult r)	ItemStack
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
isCreatureType(EnumCreatureType arg0, boolean arg1)	boolean
onAddedToWorld()	void
onRemovedFromWorld()	void
resetEntityId()	void
serializeNBT()	NBTTagCompound
serializeNBT()	NBTBase
shouldDismountInWater(Entity e)	boolean
shouldRenderInPass(int i)	boolean
shouldRiderSit()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

MoverType

Class

net.minecraft.entity.MoverType

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

EnumCreatureAttribute

Class

net.minecraft.entity.EnumCreatureAttribute

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

CommandSender

Interface

net.minecraft.command.ICommandSender

Extends

Methods	Return Type
func_130014_f_()	World
func_145747_a(TextComponent t)	void
func_145748_c_()	TextComponent
func_174791_d()	Vec3d
func_174792_t_()	boolean

Methods	Return Type
func_174793_f()	Entity
func_174794_a(CommandResultStats$Type arg0, int arg1)	void
func_180425_c()	BlockPos
func_184102_h()	MinecraftServer
func_70003_b(int arg0, String arg1)	boolean
func_70005_c_()	String

CapabilitySerializable

Interface

net.minecraftforge.common.capabilities.ICapabilitySerializable

Extends

CapabilityProvider

NBTSerializable

Methods	Return Type
deserializeNBT(NBTBase n)	void
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
serializeNBT()	NBTBase

InventoryPlayer

Class

net.minecraft.entity.player.InventoryPlayer

Extends

Inventory

Fields	Type
field_184439_c	NonNullList<ItemStack>
field_194017_h	int
field_70458_d	EntityPlayer
field_70460_b	NonNullList<ItemStack>
field_70461_c	int
field_70462_a	NonNullList<ItemStack>

Methods	Return Type
func_145748_c_()	TextComponent
func_145818_k_()	boolean
func_174885_b(int arg0, int arg1)	void
func_174886_c(EntityPlayer e)	void
func_174887_a_(int i)	int
func_174888_l()	void
func_174889_b(EntityPlayer e)	void
func_174890_g()	int

Methods	Return Type
func_174925_a(Item arg0, int arg1, int arg2, NBTTagCompound arg3)	int
func_184429_b(ItemStack i)	int
func_184430_d(int i)	void
func_184432_b(BlockState b)	boolean
func_184433_k()	int
func_184434_a(ItemStack i)	void
func_184437_d(ItemStack i)	void
func_184438_a(BlockState b)	float
func_191420_l()	boolean
func_191971_c(int arg0, ItemStack arg1)	boolean
func_191975_a(World arg0, ItemStack arg1)	void
func_194014_c(ItemStack i)	int
func_194015_p()	int
func_194016_a(RecipeItemHelper arg0, boolean arg1)	void
func_70005_c_()	String
func_70296_d()	void
func_70297_j_()	int
func_70298_a(int arg0, int arg1)	ItemStack
func_70299_a(int arg0, ItemStack arg1)	void
func_70300_a(EntityPlayer e)	boolean
func_70301_a(int i)	ItemStack
func_70302_i_()	int
func_70304_b(int i)	ItemStack
func_70429_k()	void
func_70431_c(ItemStack i)	boolean
func_70432_d(ItemStack i)	int
func_70436_m()	void
func_70437_b(ItemStack i)	void
func_70440_f(int i)	ItemStack
func_70441_a(ItemStack i)	boolean
func_70442_a(NBTTagList n)	NBTTagList
func_70443_b(NBTTagList n)	void
func_70445_o()	ItemStack
func_70447_i()	int
func_70448_g()	ItemStack
func_70449_g(float f)	void
func_70453_c(int i)	void
func_70455_b(InventoryPlayer i)	void
func_94041_b(int arg0, ItemStack arg1)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

PlayerCapabilities

Class

net.minecraft.entity.player.PlayerCapabilities

Extends

Fields	Type
field_75098_d	boolean
field_75099_e	boolean
field_75100_b	boolean
field_75101_c	boolean
field_75102_a	boolean

Methods	Return Type
func_75091_a(NBTTagCompound n)	void
func_75092_a(float f)	void
func_75093_a()	float
func_75094_b()	float
func_75095_b(NBTTagCompound n)	void
func_82877_b(float f)	void
wait(long arg0, int arg1)	void
wait(long l)	void

EntityFishHook

Class

net.minecraft.entity.projectile.EntityFishHook

Extends

Entity

Fields	Type
addedToWorld	boolean
capturedDrops	ArrayList<EntityItem>
captureDrops	boolean
entityData	NBTTagCompound
field_146043_c	Entity
field_181016_an	BlockPos
field_184239_as	Entity
field_190534_ay	int
field_70116_cv	long
field_70117_cu	long
field_70118_ct	long
field_70122_E	boolean
field_70123_F	boolean
field_70124_G	boolean
field_70125_A	float
field_70126_B	float

Fields	Type
field_70127_C	float
field_70128_L	boolean
field_70130_N	float
field_70131_O	float
field_70132_H	boolean
field_70133_I	boolean
field_70136_U	double
field_70137_T	double
field_70138_W	float
field_70140_Q	float
field_70141_P	float
field_70142_S	double
field_70143_R	float
field_70144_Y	float
field_70145_X	boolean
field_70156_m	boolean
field_70158_ak	boolean
field_70159_w	double
field_70160_al	boolean
field_70161_v	double
field_70162_ai	int
field_70163_u	double
field_70164_aj	int
field_70165_t	double
field_70166_s	double
field_70167_r	double
field_70169_q	double
field_70170_p	World
field_70172_ad	int
field_70173_aa	int
field_70175_ag	boolean
field_70176_ah	int
field_70177_z	float
field_70178_ae	boolean
field_70179_y	double
field_70180_af	EntityDataManager
field_70181_x	double
field_71087_bX	boolean
field_71088_bW	int
field_71093_bK	int
field_82151_R	float
field_82153_h	int

Fields	Type
field_98038_p	boolean
persistentID	UUID
updateBlocked	boolean

Methods	Return Type
canRiderInteract()	boolean
canTrample(World arg0, Block arg1, BlockPos arg2, float arg3)	boolean
changeDimension(int arg0, Teleporter arg1)	Entity
deserializeNBT(NBTTagCompound n)	void
deserializeNBT(NBTBase n)	void
func_110124_au()	UUID
func_130014_f_()	World
func_145747_a(TextComponent t)	void
func_145748_c_()	TextComponent
func_145769_d(int i)	void
func_145770_h(double arg0, double arg1, double arg2)	boolean
func_145773_az()	boolean
func_145778_a(Item arg0, int arg1, float arg2)	EntityItem
func_145779_a(Item arg0, int arg1)	EntityItem
func_145782_y()	int
func_145818_k_()	boolean
func_146034_e()	int
func_174791_d()	Vec3d
func_174792_t_()	boolean
func_174793_f()	Entity
func_174794_a(CommandResultStats$Type arg0, int arg1)	void
func_174805_g(boolean b)	void
func_174807_aT()	CommandResultStats
func_174810_b(boolean b)	void
func_174811_aO()	EnumFacing
func_174812_G()	void
func_174813_aQ()	AxisAlignedBB
func_174814_R()	boolean
func_174816_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3, float arg4)	boolean
func_174817_o(Entity e)	void
func_174818_b(BlockPos b)	double
func_174820_d(int arg0, ItemStack arg1)	boolean
func_174821_h(boolean b)	void
func_174822_a(double arg0, float arg1)	RayTraceResult
func_174824_e(float f)	Vec3d
func_174826_a(AxisAlignedBB a)	void
func_174827_a(EntityPlayerMP e)	boolean
func_174828_a(BlockPos arg0, float arg1, float arg2)	void

Methods	Return Type
func_174829_m()	void
func_174830_Y()	void
func_174831_c(BlockPos b)	double
func_174832_aS()	boolean
func_174833_aM()	boolean
func_180425_c()	BlockPos
func_180426_a(double arg0, double arg1, double arg2, float arg3, float arg4, int arg5, boolean arg6)	void
func_180427_aV()	boolean
func_180428_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3)	float
func_180430_e(float arg0, float arg1)	void
func_180431_b(DamageSource d)	boolean
func_180432_n(Entity e)	void
func_180799_ab()	boolean
func_181012_aH()	EnumFacing
func_181013_g(float f)	void
func_181014_aG()	Vec3d
func_181015_d(BlockPos b)	void
func_184102_h()	MinecraftServer
func_184172_bi()	EnumFacing
func_184174_b(boolean b)	void
func_184176_by()	SoundCategory
func_184177_bl()	AxisAlignedBB
func_184178_b(EntityPlayerMP e)	void
func_184179_bs()	Entity
func_184180_b(Class<T> c)	Collection<T>
func_184182_bu()	Collection<Entity>
func_184185_a(SoundEvent arg0, float arg1, float arg2)	void
func_184186_bw()	boolean
func_184187_bx()	Entity
func_184188_bt()	List<Entity>
func_184189_br()	boolean
func_184190_l(Entity e)	void
func_184191_r(Entity e)	boolean
func_184192_z()	EnumPushReaction
func_184193_aE()	Iterable<ItemStack>
func_184194_a(Team t)	boolean
func_184195_f(boolean b)	void
func_184196_w(Entity e)	boolean
func_184197_b(String s)	boolean
func_184198_c(NBTTagCompound n)	boolean
func_184199_a(EntityPlayer arg0, Vec3d arg1, EnumHand arg2)	EnumActionResult
func_184201_a(EntityEquipmentSlot arg0, ItemStack arg1)	void

Methods	Return Type
func_184202_aL()	boolean
func_184203_c(EntityPlayerMP e)	void
func_184204_a(int i)	Entity
func_184205_a(Entity arg0, boolean arg1)	boolean
func_184206_a(DataParameter<?> d)	void
func_184207_aI()	boolean
func_184208_bv()	Entity
func_184209_aF()	Iterable<ItemStack>
func_184210_p()	void
func_184211_a(String s)	boolean
func_184212_Q()	EntityDataManager
func_184213_bq()	boolean
func_184214_aD()	Iterable<ItemStack>
func_184215_y(Entity e)	boolean
func_184216_O()	Set<String>
func_184217_a(Mirror m)	float
func_184218_aH()	boolean
func_184220_m(Entity e)	boolean
func_184221_a(UUID u)	void
func_184222_aU()	boolean
func_184223_x(Entity e)	boolean
func_184224_h(boolean b)	void
func_184226_ay()	void
func_184229_a(Rotation r)	float
func_184230_a(EntityPlayer arg0, EnumHand arg1)	boolean
func_184232_k(Entity e)	void
func_189511_e(NBTTagCompound n)	NBTTagCompound
func_189512_bd()	String
func_189651_aD()	Vec3d
func_189652_ae()	boolean
func_189653_aC()	Vec2f
func_189654_d(boolean b)	void
func_190530_aW()	boolean
func_190619_l()	EntityPlayer
func_191516_a(int i)	void
func_191517_b(int i)	void
func_191953_am()	boolean
func_191956_a(Entity arg0, int arg1, DamageSource arg2)	void
func_191958_b(float arg0, float arg1, float arg2, float arg3)	void
func_70003_b(int arg0, String arg1)	boolean
func_70005_c_()	String
func_70011_f(double arg0, double arg1, double arg2)	double

Methods	Return Type
func_70012_b(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70013_c()	float
func_70014_b(NBTTagCompound n)	void
func_70015_d(int i)	void
func_70016_h(double arg0, double arg1, double arg2)	void
func_70020_e(NBTTagCompound n)	void
func_70021_al()	Entity[]
func_70024_g(double arg0, double arg1, double arg2)	void
func_70026_G()	boolean
func_70027_ad()	boolean
func_70028_i(Entity e)	boolean
func_70029_a(World w)	void
func_70030_z()	void
func_70031_b(boolean b)	void
func_70032_d(Entity e)	float
func_70033_W()	double
func_70034_d(float f)	void
func_70037_a(NBTTagCompound n)	void
func_70038_c(double arg0, double arg1, double arg2)	boolean
func_70039_c(NBTTagCompound n)	boolean
func_70040_Z()	Vec3d
func_70042_X()	double
func_70045_F()	boolean
func_70046_E()	AxisAlignedBB
func_70047_e()	float
func_70050_g(int i)	void
func_70051_ag()	boolean
func_70055_a(Material m)	boolean
func_70057_ab()	void
func_70066_B()	void
func_70067_L()	boolean
func_70068_e(Entity e)	double
func_70070_b()	int
func_70071_h_()	void
func_70072_I()	boolean
func_70074_a(EntityLivingBase e)	void
func_70075_an()	boolean
func_70077_a(EntityLightningBolt e)	void
func_70079_am()	float
func_70080_a(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70082_c(float arg0, float arg1)	void
func_70086_ai()	int

Methods	Return Type
func_70089_S()	boolean
func_70090_H()	boolean
func_70091_d(MoverType arg0, double arg1, double arg2, double arg3)	void
func_70092_e(double arg0, double arg1, double arg2)	double
func_70093_af()	boolean
func_70094_T()	boolean
func_70095_a(boolean b)	void
func_70097_a(DamageSource arg0, float arg1)	boolean
func_70098_U()	void
func_70099_a(ItemStack arg0, float arg1)	EntityItem
func_70100_b_(EntityPlayer e)	void
func_70103_a(byte b)	void
func_70104_M()	boolean
func_70106_y()	void
func_70107_b(double arg0, double arg1, double arg2)	void
func_70108_f(Entity e)	void
func_70110_aj()	void
func_70111_Y()	float
func_70112_a(double d)	boolean
func_70114_g(Entity e)	AxisAlignedBB
func_70634_a(double arg0, double arg1, double arg2)	void
func_70676_i(float f)	Vec3d
func_82142_c(boolean b)	void
func_82143_as()	int
func_82145_z()	int
func_82147_ab()	int
func_82149_j(Entity e)	void
func_82150_aj()	boolean
func_85029_a(CrashReportCategory c)	void
func_85031_j(Entity e)	boolean
func_90999_ad()	boolean
func_94059_bO()	boolean
func_95999_t()	String
func_96092_aw()	boolean
func_96094_a(String s)	void
func_96124_cp()	Team
func_98034_c(EntityPlayer e)	boolean
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
getPickedResult(RayTraceResult r)	ItemStack
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
isCreatureType(EnumCreatureType arg0, boolean arg1)	boolean
onAddedToWorld()	void

Methods	Return Type
onRemovedFromWorld()	void
resetEntityId()	void
serializeNBT()	NBTTagCompound
serializeNBT()	NBTBase
shouldDismountInWater(Entity e)	boolean
shouldRenderInPass(int i)	boolean
shouldRiderSit()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

TileEntitySign

Class

net.minecraft.tileentity.TileEntitySign

Extends

TileEntity

Fields	Type
field_145915_a	TextComponent[]
field_145918_i	int
renderBoundingBox	AxisAlignedBB
tileData	NBTTagCompound

Methods	Return Type
canRenderBreaking()	boolean
deserializeNBT(NBTBase n)	void
deserializeNBT(NBTTagCompound n)	void
func_145748_c_()	TextComponent
func_145828_a(CrashReportCategory c)	void
func_145829_t()	void
func_145830_o()	boolean
func_145831_w()	World
func_145832_p()	int
func_145833_n()	double
func_145834_a(World w)	void
func_145835_a(double arg0, double arg1, double arg2)	double
func_145836_u()	void
func_145837_r()	boolean
func_145838_q()	Block
func_145839_a(NBTTagCompound n)	void
func_145842_c(int arg0, int arg1)	boolean
func_145843_s()	void
func_145911_b()	EntityPlayer
func_145912_a(EntityPlayer e)	void

Methods	Return Type
func_145913_a(boolean b)	void
func_145914_a()	boolean
func_174877_v()	BlockPos
func_174878_a(BlockPos b)	void
func_174880_d()	CommandResultStats
func_174882_b(EntityPlayer e)	boolean
func_183000_F()	boolean
func_189515_b(NBTTagCompound n)	NBTTagCompound
func_189517_E_()	NBTTagCompound
func_189518_D_()	SPacketUpdateTileEntity
func_189667_a(Rotation r)	void
func_189668_a(Mirror m)	void
func_70296_d()	void
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
handleUpdateTag(NBTTagCompound n)	void
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
hasFastRenderer()	boolean
onChunkUnload()	void
onDataPacket(NetworkManager arg0, SPacketUpdateTileEntity arg1)	void
onLoad()	void
restrictNBTCopy()	boolean
serializeNBT()	NBTBase
serializeNBT()	NBTTagCompound
shouldRefresh(World arg0, BlockPos arg1, BlockState arg2, BlockState arg3)	boolean
shouldRenderInPass(int i)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

LockCode

Class

net.minecraft.world.LockCode

Extends

Methods	Return Type
func_180157_a(NBTTagCompound n)	void
func_180159_b()	String
func_180160_a()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

EnumPlayerModelParts

Class

Class

net.minecraft.entity.player.EnumPlayerModelParts

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_179326_d()	TextComponent
func_179327_a()	int
func_179328_b()	int
func_179329_c()	String
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

InteractionObject

Interface

net.minecraft.world.IInteractionObject

Extends

WorldNameable

Methods	Return Type
func_145748_c_()	TextComponent
func_145818_k_()	boolean
func_174875_k()	String
func_174876_a(InventoryPlayer arg0, EntityPlayer arg1)	Container
func_70005_c_()	String

EntityPlayer$SleepResult

Class

net.minecraft.entity.player.EntityPlayer$SleepResult

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int

Methods	Return Type
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

Merchant

Interface

net.minecraft.entity.IMerchant

Extends

Methods	Return Type
func_110297_a_(ItemStack i)	void
func_145748_c_()	TextComponent
func_190670_t_()	World
func_190671_u_()	BlockPos
func_70930_a(MerchantRecipeList m)	void
func_70931_l_()	EntityPlayer
func_70932_a_(EntityPlayer e)	void
func_70933_a(MerchantRecipe m)	void
func_70934_b(EntityPlayer e)	MerchantRecipeList

CommandBlockBaseLogic

Class

net.minecraft.tileentity.CommandBlockBaseLogic

Extends

CommandSender

Methods	Return Type
func_130014_f_()	World
func_145747_a(TextComponent t)	void
func_145748_c_()	TextComponent
func_145749_h()	TextComponent
func_145750_b(TextComponent t)	void
func_145751_f()	int
func_145752_a(String s)	void
func_145753_i()	String
func_145754_b(String s)	void
func_145755_a(World w)	boolean
func_145756_e()	void
func_145757_a(ByteBuf b)	void
func_145759_b(NBTTagCompound n)	void

Methods	Return Type
func_145760_g()	int
func_174791_d()	Vec3d
func_174792_t_()	boolean
func_174793_f()	Entity
func_174794_a(CommandResultStats$Type arg0, int arg1)	void
func_175571_m()	boolean
func_175572_n()	CommandResultStats
func_175573_a(boolean b)	void
func_175574_a(EntityPlayer e)	boolean
func_180425_c()	BlockPos
func_184102_h()	MinecraftServer
func_184167_a(int i)	void
func_189510_a(NBTTagCompound n)	NBTTagCompound
func_70003_b(int arg0, String arg1)	boolean
func_70005_c_()	String
wait(long arg0, int arg1)	void
wait(long l)	void

CooldownTracker

Class

net.minecraft.util.CooldownTracker

Extends

Methods	Return Type
func_185141_a(Item i)	boolean
func_185142_b(Item i)	void
func_185143_a(Item arg0, float arg1)	float
func_185144_a()	void
func_185145_a(Item arg0, int arg1)	void
wait(long arg0, int arg1)	void
wait(long l)	void

TileEntityCommandBlock

Class

net.minecraft.tileentity.TileEntityCommandBlock

Extends

TileEntity

Fields	Type
renderBoundingBox	AxisAlignedBB
tileData	NBTTagCompound

Methods	Return Type

Methods	Return Type
canRenderBreaking()	boolean
deserializeNBT(NBTBase n)	void
deserializeNBT(NBTTagCompound n)	void
func_145748_c_()	TextComponent
func_145828_a(CrashReportCategory c)	void
func_145829_t()	void
func_145830_o()	boolean
func_145831_w()	World
func_145832_p()	int
func_145833_n()	double
func_145834_a(World w)	void
func_145835_a(double arg0, double arg1, double arg2)	double
func_145836_u()	void
func_145837_r()	boolean
func_145838_q()	Block
func_145839_a(NBTTagCompound n)	void
func_145842_c(int arg0, int arg1)	boolean
func_145843_s()	void
func_145993_a()	CommandBlockBaseLogic
func_174877_v()	BlockPos
func_174878_a(BlockPos b)	void
func_175124_c()	CommandResultStats
func_183000_F()	boolean
func_184249_c()	boolean
func_184250_a(boolean b)	void
func_184251_i()	TileEntityCommandBlock$Mode
func_184252_d(boolean b)	void
func_184253_b(boolean b)	void
func_184254_e()	boolean
func_184255_d()	boolean
func_184256_g()	boolean
func_184257_h()	boolean
func_184258_j()	boolean
func_189515_b(NBTTagCompound n)	NBTTagCompound
func_189517_E_()	NBTTagCompound
func_189518_D_()	SPacketUpdateTileEntity
func_189667_a(Rotation r)	void
func_189668_a(Mirror m)	void
func_70296_d()	void
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
handleUpdateTag(NBTTagCompound n)	void
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean

Methods	Return Type
hasFastRenderer()	boolean
onChunkUnload()	void
onDataPacket(NetworkManager arg0, SPacketUpdateTileEntity arg1)	void
onLoad()	void
restrictNBTCopy()	boolean
serializeNBT()	NBTBase
serializeNBT()	NBTTagCompound
shouldRefresh(World arg0, BlockPos arg1, BlockState arg2, BlockState arg3)	boolean
shouldRenderInPass(int i)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

AbstractHorse

Class
net.minecraft.entity.passive.AbstractHorse

Extends
EntityAnimal
InventoryChangedListener
JumpingMount

Fields	Type
addedToWorld	boolean
capturedDrops	ArrayList<EntityItem>
captureDrops	boolean
entityData	NBTTagCompound
field_110153_bc	float
field_110158_av	int
field_110278_bp	int
field_110279_bq	int
field_181016_an	BlockPos
field_184239_as	Entity
field_184617_aD	int
field_184618_aE	float
field_184619_aG	float
field_184622_au	EnumHand
field_184627_bm	ItemStack
field_184628_bn	int
field_190534_ay	int
field_191988_bg	float
field_70116_cv	long
field_70117_cu	long
field_70118_ct	long

Fields	Type
field_70122_E	boolean
field_70123_F	boolean
field_70124_G	boolean
field_70125_A	float
field_70126_B	float
field_70127_C	float
field_70128_L	boolean
field_70130_N	float
field_70131_O	float
field_70132_H	boolean
field_70133_I	boolean
field_70136_U	double
field_70137_T	double
field_70138_W	float
field_70140_Q	float
field_70141_P	float
field_70142_S	double
field_70143_R	float
field_70144_Y	float
field_70145_X	boolean
field_70156_m	boolean
field_70158_ak	boolean
field_70159_w	double
field_70160_al	boolean
field_70161_v	double
field_70162_ai	int
field_70163_u	double
field_70164_aj	int
field_70165_t	double
field_70166_s	double
field_70167_r	double
field_70169_q	double
field_70170_p	World
field_70172_ad	int
field_70173_aa	int
field_70175_ag	boolean
field_70176_ah	int
field_70177_z	float
field_70178_ae	boolean
field_70179_y	double
field_70180_af	EntityDataManager
field_70181_x	double

Fields	Type
field_70696_bz	EntityLivingBase
field_70701_bs	float
field_70702_br	float
field_70703_bu	boolean
field_70704_bt	float
field_70714_bg	EntityAITasks
field_70715_bh	EntityAITasks
field_70718_bc	int
field_70720_be	int
field_70721_aZ	float
field_70725_aQ	int
field_70726_aT	float
field_70727_aS	float
field_70728_aV	int
field_70732_aI	float
field_70733_aJ	float
field_70737_aN	int
field_70738_aO	int
field_70739_aP	float
field_70747_aH	float
field_70755_b	EntityLivingBase
field_70757_a	int
field_70758_at	float
field_70759_as	float
field_70760_ar	float
field_70761_aq	float
field_70769_ao	float
field_70770_ap	float
field_70771_an	int
field_71087_bX	boolean
field_71088_bW	int
field_71093_bK	int
field_82151_R	float
field_82153_h	int
field_82175_bq	boolean
field_98038_p	boolean
itemInUseMaxDuration	int
persistentID	UUID
updateBlocked	boolean

Methods	Return Type
canRiderInteract()	boolean
canTrample(World arg0, Block arg1, BlockPos arg2, float arg3)	boolean

Methods	Return Type
changeDimension(int arg0, Teleporter arg1)	Entity
curePotionEffects(ItemStack i)	void
deserializeNBT(NBTTagCompound n)	void
deserializeNBT(NBTBase n)	void
func_104002_bU()	boolean
func_110124_au()	UUID
func_110138_aP()	float
func_110139_bj()	float
func_110140_aT()	AbstractAttributeMap
func_110142_aN()	CombatTracker
func_110143_aJ()	float
func_110144_aD()	EntityLivingBase
func_110145_l(Entity e)	void
func_110148_a(Attribute a)	AttributeInstance
func_110149_m(float f)	void
func_110160_i(boolean arg0, boolean arg1)	void
func_110162_b(Entity arg0, boolean arg1)	void
func_110163_bv()	void
func_110166_bE()	Entity
func_110167_bD()	boolean
func_110173_bK()	boolean
func_110174_bM()	float
func_110175_bO()	boolean
func_110177_bN()	void
func_110195_a(int i)	void
func_110198_t(int i)	int
func_110199_f(EntityPlayer e)	void
func_110201_q(float f)	float
func_110204_cc()	boolean
func_110205_ce()	boolean
func_110206_u(int i)	void
func_110209_cd()	boolean
func_110215_cj()	double
func_110219_q(boolean b)	void
func_110223_p(float f)	float
func_110227_p(boolean b)	void
func_110234_j(boolean b)	void
func_110238_s(int i)	void
func_110242_l(boolean b)	void
func_110246_bZ()	boolean
func_110248_bS()	boolean
func_110251_o(boolean b)	void

Methods	Return Type
func_110252_cg()	int
func_110254_bY()	float
func_110255_k(boolean b)	void
func_110257_ck()	boolean
func_110258_o(float f)	float
func_110263_g(EntityPlayer e)	boolean
func_130011_c(Entity e)	void
func_130014_f_()	World
func_142013_aG()	int
func_142015_aE()	int
func_145747_a(TextComponent t)	void
func_145748_c_()	TextComponent
func_145769_d(int i)	void
func_145770_h(double arg0, double arg1, double arg2)	boolean
func_145773_az()	boolean
func_145778_a(Item arg0, int arg1, float arg2)	EntityItem
func_145779_a(Item arg0, int arg1)	EntityItem
func_145782_y()	int
func_145818_k_()	boolean
func_146082_f(EntityPlayer e)	void
func_152111_bt()	void
func_152112_bu()	void
func_174791_d()	Vec3d
func_174792_t_()	boolean
func_174793_f()	Entity
func_174794_a(CommandResultStats$Type arg0, int arg1)	void
func_174805_g(boolean b)	void
func_174807_aT()	CommandResultStats
func_174810_b(boolean b)	void
func_174811_aO()	EnumFacing
func_174812_G()	void
func_174813_aQ()	AxisAlignedBB
func_174814_R()	boolean
func_174816_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3, float arg4)	boolean
func_174817_o(Entity e)	void
func_174818_b(BlockPos b)	double
func_174820_d(int arg0, ItemStack arg1)	boolean
func_174821_h(boolean b)	void
func_174822_a(double arg0, float arg1)	RayTraceResult
func_174824_e(float f)	Vec3d
func_174826_a(AxisAlignedBB a)	void
func_174827_a(EntityPlayerMP e)	boolean

Methods	Return Type
func_174828_a(BlockPos arg0, float arg1, float arg2)	void
func_174829_m()	void
func_174830_Y()	void
func_174831_c(BlockPos b)	double
func_174832_aS()	boolean
func_174833_aM()	boolean
func_175446_cd()	boolean
func_175449_a(BlockPos arg0, int arg1)	void
func_175501_a(int arg0, boolean arg1)	void
func_180425_c()	BlockPos
func_180426_a(double arg0, double arg1, double arg2, float arg3, float arg4, int arg5, boolean arg6)	void
func_180427_aV()	boolean
func_180428_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3)	float
func_180430_e(float arg0, float arg1)	void
func_180431_b(DamageSource d)	boolean
func_180432_n(Entity e)	void
func_180482_a(DifficultyInstance arg0, EntityLivingData arg1)	EntityLivingData
func_180484_a(BlockPos b)	float
func_180485_d(BlockPos b)	boolean
func_180486_cf()	BlockPos
func_180799_ab()	boolean
func_181012_aH()	EnumFacing
func_181013_g(float f)	void
func_181014_aG()	Vec3d
func_181015_d(BlockPos b)	void
func_184102_h()	MinecraftServer
func_184172_bi()	EnumFacing
func_184174_b(boolean b)	void
func_184176_by()	SoundCategory
func_184177_bl()	AxisAlignedBB
func_184178_b(EntityPlayerMP e)	void
func_184179_bs()	Entity
func_184180_b(Class<T> c)	Collection<T>
func_184182_bu()	Collection<Entity>
func_184185_a(SoundEvent arg0, float arg1, float arg2)	void
func_184186_bw()	boolean
func_184187_bx()	Entity
func_184188_bt()	List<Entity>
func_184189_br()	boolean
func_184190_l(Entity e)	void
func_184191_r(Entity e)	boolean
func_184192_z()	EnumPushReaction

Methods	Return Type
func_184193_aE()	Iterable<ItemStack>
func_184194_a(Team t)	boolean
func_184195_f(boolean b)	void
func_184196_w(Entity e)	boolean
func_184197_b(String s)	boolean
func_184198_c(NBTTagCompound n)	boolean
func_184199_a(EntityPlayer arg0, Vec3d arg1, EnumHand arg2)	EnumActionResult
func_184201_a(EntityEquipmentSlot arg0, ItemStack arg1)	void
func_184202_aL()	boolean
func_184203_c(EntityPlayerMP e)	void
func_184204_a(int i)	Entity
func_184205_a(Entity arg0, boolean arg1)	boolean
func_184206_a(DataParameter<?> d)	void
func_184207_aI()	boolean
func_184208_bv()	Entity
func_184209_aF()	Iterable<ItemStack>
func_184210_p()	void
func_184211_a(String s)	boolean
func_184212_Q()	EntityDataManager
func_184213_bq()	boolean
func_184214_aD()	Iterable<ItemStack>
func_184215_y(Entity e)	boolean
func_184216_O()	Set<String>
func_184217_a(Mirror m)	float
func_184218_aH()	boolean
func_184220_m(Entity e)	boolean
func_184221_a(UUID u)	void
func_184222_aU()	boolean
func_184223_x(Entity e)	boolean
func_184224_h(boolean b)	void
func_184226_ay()	void
func_184229_a(Rotation r)	float
func_184230_a(EntityPlayer arg0, EnumHand arg1)	boolean
func_184232_k(Entity e)	void
func_184582_a(EntityEquipmentSlot e)	ItemStack
func_184583_d(DamageSource d)	boolean
func_184585_cz()	boolean
func_184586_b(EnumHand e)	ItemStack
func_184587_cr()	boolean
func_184589_d(Potion p)	void
func_184591_cq()	EnumHandSide
func_184592_cb()	ItemStack

Methods	Return Type
func_184595_k(double arg0, double arg1, double arg2)	boolean
func_184596_c(Potion p)	PotionEffect
func_184597_cx()	void
func_184598_c(EnumHand e)	void
func_184599_cB()	int
func_184600_cs()	EnumHand
func_184602_cy()	void
func_184603_cC()	boolean
func_184605_cv()	int
func_184607_cu()	ItemStack
func_184609_a(EnumHand e)	void
func_184611_a(EnumHand arg0, ItemStack arg1)	void
func_184612_cw()	int
func_184613_cA()	boolean
func_184614_ca()	ItemStack
func_184638_cS()	boolean
func_184641_n(boolean b)	void
func_184642_a(EntityEquipmentSlot arg0, float arg1)	void
func_184643_a(PathNodeType p)	float
func_184644_a(PathNodeType arg0, float arg1)	void
func_184645_a(EntityPlayer arg0, EnumHand arg1)	boolean
func_184646_p(float f)	void
func_184649_cE()	int
func_184652_a(EntityPlayer e)	boolean
func_184775_b(int i)	void
func_184776_b()	boolean
func_184777_r_()	void
func_184779_b(UUID u)	void
func_184780_dh()	UUID
func_189511_e(NBTTagCompound n)	NBTTagCompound
func_189512_bd()	String
func_189651_aD()	Vec3d
func_189652_ae()	boolean
func_189653_aC()	Vec2f
func_189654_d(boolean b)	void
func_189748_bU()	DamageSource
func_190530_aW()	boolean
func_190630_a(EntityEquipmentSlot e)	boolean
func_190631_cK()	boolean
func_190676_dC()	int
func_190677_dK()	boolean
func_190682_f(ItemStack i)	boolean

Methods	Return Type
func_190684_dE()	boolean
func_190685_dA()	boolean
func_190687_dF()	void
func_191953_am()	boolean
func_191956_a(Entity arg0, int arg1, DamageSource arg2)	void
func_191958_b(float arg0, float arg1, float arg2, float arg3)	void
func_191986_a(float arg0, float arg1, float arg2)	void
func_191987_a(BlockPos arg0, boolean arg1)	void
func_191989_p(float f)	void
func_191993_do()	EntityPlayerMP
func_193076_bZ()	Map<Potion, PotionEffect>
func_70003_b(int arg0, String arg1)	boolean
func_70005_c_()	String
func_70011_f(double arg0, double arg1, double arg2)	double
func_70012_b(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70013_c()	float
func_70014_b(NBTTagCompound n)	void
func_70015_d(int i)	void
func_70016_h(double arg0, double arg1, double arg2)	void
func_70020_e(NBTTagCompound n)	void
func_70021_al()	Entity[]
func_70024_g(double arg0, double arg1, double arg2)	void
func_70026_G()	boolean
func_70027_ad()	boolean
func_70028_i(Entity e)	boolean
func_70029_a(World w)	void
func_70030_z()	void
func_70031_b(boolean b)	void
func_70032_d(Entity e)	float
func_70033_W()	double
func_70034_d(float f)	void
func_70037_a(NBTTagCompound n)	void
func_70038_c(double arg0, double arg1, double arg2)	boolean
func_70039_c(NBTTagCompound n)	boolean
func_70040_Z()	Vec3d
func_70042_X()	double
func_70045_F()	boolean
func_70046_E()	AxisAlignedBB
func_70047_e()	float
func_70050_g(int i)	void
func_70051_ag()	boolean
func_70055_a(Material m)	boolean

Methods	Return Type
func_70057_ab()	void
func_70058_J()	boolean
func_70066_B()	void
func_70067_L()	boolean
func_70068_e(Entity e)	double
func_70070_b()	int
func_70071_h_()	void
func_70072_I()	boolean
func_70074_a(EntityLivingBase e)	void
func_70075_an()	boolean
func_70077_a(EntityLightningBolt e)	void
func_70079_am()	float
func_70080_a(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70082_c(float arg0, float arg1)	void
func_70086_ai()	int
func_70089_S()	boolean
func_70090_H()	boolean
func_70091_d(MoverType arg0, double arg1, double arg2, double arg3)	void
func_70092_e(double arg0, double arg1, double arg2)	double
func_70093_af()	boolean
func_70094_T()	boolean
func_70095_a(boolean b)	void
func_70097_a(DamageSource arg0, float arg1)	boolean
func_70098_U()	void
func_70099_a(ItemStack arg0, float arg1)	EntityItem
func_70100_b_(EntityPlayer e)	void
func_70103_a(byte b)	void
func_70104_M()	boolean
func_70106_y()	void
func_70107_b(double arg0, double arg1, double arg2)	void
func_70108_f(Entity e)	void
func_70110_aj()	void
func_70111_Y()	float
func_70112_a(double d)	boolean
func_70114_g(Entity e)	AxisAlignedBB
func_70601_bi()	boolean
func_70603_bj()	float
func_70604_c(EntityLivingBase e)	void
func_70605_aq()	EntityMoveHelper
func_70606_j(float f)	void
func_70608_bn()	boolean
func_70613_aW()	boolean

Methods	Return Type
func_70615_aA()	void
func_70617_f_()	boolean
func_70624_b(EntityLivingBase e)	void
func_70625_a(Entity arg0, float arg1, float arg2)	void
func_70627_aG()	int
func_70631_g_()	boolean
func_70634_a(double arg0, double arg1, double arg2)	void
func_70635_at()	EntitySenses
func_70636_d()	void
func_70637_d(boolean b)	void
func_70638_az()	EntityLivingBase
func_70641_bl()	int
func_70642_aH()	void
func_70643_av()	EntityLivingBase
func_70644_a(Potion p)	boolean
func_70645_a(DamageSource d)	void
func_70646_bf()	int
func_70648_aU()	boolean
func_70651_bq()	Collection<PotionEffect>
func_70652_k(Entity e)	boolean
func_70653_a(Entity arg0, float arg1, double arg2, double arg3)	void
func_70654_ax()	int
func_70656_aK()	void
func_70657_f(float f)	void
func_70658_aO()	int
func_70659_e(float f)	void
func_70660_b(Potion p)	PotionEffect
func_70661_as()	PathNavigate
func_70662_br()	boolean
func_70668_bt()	EnumCreatureAttribute
func_70669_a(ItemStack i)	void
func_70671_ap()	EntityLookHelper
func_70674_bp()	void
func_70676_i(float f)	Vec3d
func_70678_g(float f)	float
func_70681_au()	Random
func_70683_ar()	EntityJumpHelper
func_70685_l(Entity e)	boolean
func_70686_a(Class<? extends net.minecraft.entity.EntityLivingBase> c)	boolean
func_70687_e(PotionEffect p)	boolean
func_70689_ay()	float
func_70690_d(PotionEffect p)	void

Methods	Return Type
func_70691_i(float f)	void
func_70781_l()	boolean
func_70873_a(int i)	void
func_70874_b()	int
func_70875_t()	void
func_70877_b(ItemStack i)	boolean
func_70878_b(EntityAnimal e)	boolean
func_70880_s()	boolean
func_71001_a(Entity arg0, int arg1)	void
func_76316_a(Inventory i)	void
func_82142_c(boolean b)	void
func_82143_as()	int
func_82145_z()	int
func_82147_ab()	int
func_82149_j(Entity e)	void
func_82150_aj()	boolean
func_82171_bF()	boolean
func_85029_a(CrashReportCategory c)	void
func_85031_j(Entity e)	boolean
func_85034_r(int i)	void
func_85035_bl()	int
func_90011_a(EntityAgeable e)	EntityAgeable
func_90999_ad()	boolean
func_94059_bO()	boolean
func_94060_bK()	EntityLivingBase
func_94061_f(boolean b)	void
func_95999_t()	String
func_96092_aw()	boolean
func_96094_a(String s)	void
func_96124_cp()	Team
func_98034_c(EntityPlayer e)	boolean
func_98052_bS()	boolean
func_98053_h(boolean b)	void
func_98054_a(boolean b)	void
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
getPickedResult(RayTraceResult r)	ItemStack
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
isCreatureType(EnumCreatureType arg0, boolean arg1)	boolean
onAddedToWorld()	void
onRemovedFromWorld()	void
resetEntityId()	void
serializeNBT()	NBTTagCompound

Methods	Return Type
serializeNBT()	NBTBase
shouldDismountInWater(Entity e)	boolean
shouldRenderInPass(int i)	boolean
shouldRiderFaceForward(EntityPlayer e)	boolean
shouldRiderSit()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

TileEntityStructure

Class

net.minecraft.tileentity.TileEntityStructure

Extends

TileEntity

Fields	Type
renderBoundingBox	AxisAlignedBB
tileData	NBTTagCompound

Methods	Return Type
canRenderBreaking()	boolean
deserializeNBT(NBTBase n)	void
deserializeNBT(NBTTagCompound n)	void
func_145748_c_()	TextComponent
func_145828_a(CrashReportCategory c)	void
func_145829_t()	void
func_145830_o()	boolean
func_145831_w()	World
func_145832_p()	int
func_145833_n()	double
func_145834_a(World w)	void
func_145835_a(double arg0, double arg1, double arg2)	double
func_145836_u()	void
func_145837_r()	boolean
func_145838_q()	Block
func_145839_a(NBTTagCompound n)	void
func_145842_c(int arg0, int arg1)	boolean
func_145843_s()	void
func_174877_v()	BlockPos
func_174878_a(BlockPos b)	void
func_183000_F()	boolean
func_184404_a(String s)	void
func_184405_a(TileEntityStructure$Mode t)	void
func_184406_a(boolean b)	void

Methods	Return Type
func_184408_a(Rotation r)	void
func_184409_c(BlockPos b)	void
func_184410_b(String s)	void
func_184411_a(Mirror m)	void
func_184412_n()	boolean
func_184414_b(BlockPos b)	void
func_184417_l()	boolean
func_184419_m()	boolean
func_189515_b(NBTTagCompound n)	NBTTagCompound
func_189517_E_()	NBTTagCompound
func_189518_D_()	SPacketUpdateTileEntity
func_189667_a(Rotation r)	void
func_189668_a(Mirror m)	void
func_189700_k()	TileEntityStructure$Mode
func_189701_a(EntityPlayer e)	boolean
func_189702_n()	float
func_189703_e(boolean b)	void
func_189705_a(ByteBuf b)	void
func_189706_E()	void
func_189707_H()	boolean
func_189708_j()	String
func_189709_F()	boolean
func_189710_f(boolean b)	void
func_189711_e()	BlockPos
func_189712_b(boolean b)	boolean
func_189713_m()	boolean
func_189714_c(boolean b)	boolean
func_189715_d()	String
func_189716_h()	Mirror
func_189717_g()	BlockPos
func_189718_a(float f)	void
func_189719_o()	long
func_189720_a(EntityLivingBase e)	void
func_189721_I()	boolean
func_189722_G()	boolean
func_189723_d(boolean b)	void
func_189724_I()	void
func_189725_a(long l)	void
func_189726_i()	Rotation
func_70296_d()	void
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
handleUpdateTag(NBTTagCompound n)	void

Methods	Return Type
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
hasFastRenderer()	boolean
onChunkUnload()	void
onDataPacket(NetworkManager arg0, SPacketUpdateTileEntity arg1)	void
onLoad()	void
restrictNBTCopy()	boolean
serializeNBT()	NBTBase
serializeNBT()	NBTTagCompound
shouldRefresh(World arg0, BlockPos arg1, BlockState arg2, BlockState arg3)	boolean
shouldRenderInPass(int i)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

InventoryEnderChest

Class

net.minecraft.inventory.InventoryEnderChest

Extends

InventoryBasic

Methods	Return Type
func_110132_b(InventoryChangedListener i)	void
func_110133_a(String s)	void
func_110134_a(InventoryChangedListener i)	void
func_145748_c_()	TextComponent
func_145818_k_()	boolean
func_146031_a(TileEntityEnderChest t)	void
func_174885_b(int arg0, int arg1)	void
func_174886_c(EntityPlayer e)	void
func_174887_a_(int i)	int
func_174888_l()	void
func_174889_b(EntityPlayer e)	void
func_174890_g()	int
func_174894_a(ItemStack i)	ItemStack
func_191420_l()	boolean
func_70005_c_()	String
func_70296_d()	void
func_70297_j_()	int
func_70298_a(int arg0, int arg1)	ItemStack
func_70299_a(int arg0, ItemStack arg1)	void
func_70300_a(EntityPlayer e)	boolean
func_70301_a(int i)	ItemStack
func_70302_i_()	int

Methods	Return Type
func_70304_b(int i)	ItemStack
func_70486_a(NBTTagList n)	void
func_70487_g()	NBTTagList
func_94041_b(int arg0, ItemStack arg1)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

FoodStats

Class

net.minecraft.util.FoodStats

Extends

AppleCoreFoodStats

Fields	Type
entityplayer	EntityPlayer
exhaustion	float
foodTimer	int
player	EntityPlayer
starveTimer	int

Methods	Return Type
func_151686_a(ItemFood arg0, ItemStack arg1)	void
func_75112_a(NBTTagCompound n)	void
func_75113_a(float f)	void
func_75114_a(int i)	void
func_75115_e()	float
func_75116_a()	int
func_75117_b(NBTTagCompound n)	void
func_75118_a(EntityPlayer e)	void
func_75119_b(float f)	void
func_75121_c()	boolean
func_75122_a(int arg0, float arg1)	void
setPrevFoodLevel(int i)	void
setSaturation(float f)	void
wait(long arg0, int arg1)	void
wait(long l)	void

GameType

Class

net.minecraft.world.GameType

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_77144_e()	boolean
func_77145_d()	boolean
func_77147_a(PlayerCapabilities p)	void
func_77148_a()	int
func_77149_b()	String
func_82752_c()	boolean
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

EnumPlantType

Class
net.minecraftforge.common.EnumPlantType

Extends
Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketUpdateTileEntity

Class
net.minecraft.network.play.server.SPacketUpdateTileEntity

Extends
Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void

Methods	Return Type
func_148840_b(PacketBuffer p)	void
func_148853_f()	int
func_148857_g()	NBTTagCompound
func_179823_a()	BlockPos
wait(long arg0, int arg1)	void
wait(long l)	void

NetworkManager

Class

net.minecraft.network.NetworkManager

Extends

SimpleChannelInboundHandler

Fields	Type
direction	EnumPacketDirection
sharable	boolean

Methods	Return Type
acceptInboundMessage(Object o)	boolean
channel()	Channel
channelActive(ChannelHandlerContext c)	void
channelInactive(ChannelHandlerContext c)	void
channelRead(ChannelHandlerContext arg0, Object arg1)	void
channelReadComplete(ChannelHandlerContext c)	void
channelRegistered(ChannelHandlerContext c)	void
channelUnregistered(ChannelHandlerContext c)	void
channelWritabilityChanged(ChannelHandlerContext c)	void
exceptionCaught(ChannelHandlerContext arg0, Throwable arg1)	void
func_150718_a(TextComponent t)	void
func_150719_a(NetHandler n)	void
func_150721_g()	void
func_150723_a(EnumConnectionState e)	void
func_150724_d()	boolean
func_150727_a(SecretKey s)	void
func_150729_e()	NetHandler
func_150730_f()	TextComponent
func_150731_c()	boolean
func_179288_a(Packet<?> arg0, GenericFutureListener<? extends io.netty.util.concurrent.Future<? super java.lang.Void>> arg1, GenericFutureListener[] arg2)	void
func_179289_a(int i)	void
func_179290_a(Packet<?> p)	void
func_179291_h()	boolean
func_179292_f()	boolean

Methods	Return Type
func_179293_l()	void
func_74428_b()	void
func_74430_c()	SocketAddress
handlerAdded(ChannelHandlerContext c)	void
handlerRemoved(ChannelHandlerContext c)	void
userEventTriggered(ChannelHandlerContext arg0, Object arg1)	void
wait(long arg0, int arg1)	void
wait(long l)	void

NBTTagList

Class

net.minecraft.nbt.NBTTagList

Extends

NBTBase

Iterable

Fields	Type
field_74747_a	List<NBTBase>

Methods	Return Type
forEach(Consumer<? super T> c)	void
func_150303_d()	int
func_150304_a(int arg0, NBTBase arg1)	void
func_150305_b(int i)	NBTTagCompound
func_150306_c(int i)	int[]
func_150307_f(int i)	String
func_150308_e(int i)	float
func_150309_d(int i)	double
func_179238_g(int i)	NBTBase
func_186858_c(int i)	int
func_74732_a()	byte
func_74737_b()	NBTBase
func_74737_b()	NBTTagList
func_74742_a(NBTBase n)	void
func_74744_a(int i)	NBTBase
func_74745_c()	int
func_82582_d()	boolean
iterator()	Iterator<NBTBase>
spliterator()	Spliterator<T>
wait(long arg0, int arg1)	void
wait(long l)	void

EntityItemFrame

Class

net.minecraft.entity.item.EntityItemFrame

Extends

EntityHanging

Fields	Type
addedToWorld	boolean
capturedDrops	ArrayList<EntityItem>
captureDrops	boolean
entityData	NBTTagCompound
field_174860_b	EnumFacing
field_181016_an	BlockPos
field_184239_as	Entity
field_190534_ay	int
field_70116_cv	long
field_70117_cu	long
field_70118_ct	long
field_70122_E	boolean
field_70123_F	boolean
field_70124_G	boolean
field_70125_A	float
field_70126_B	float
field_70127_C	float
field_70128_L	boolean
field_70130_N	float
field_70131_O	float
field_70132_H	boolean
field_70133_I	boolean
field_70136_U	double
field_70137_T	double
field_70138_W	float
field_70140_Q	float
field_70141_P	float
field_70142_S	double
field_70143_R	float
field_70144_Y	float
field_70145_X	boolean
field_70156_m	boolean
field_70158_ak	boolean
field_70159_w	double
field_70160_al	boolean
field_70161_v	double
field_70162_ai	int

Fields	Type
field_70163_u	double
field_70164_aj	int
field_70165_t	double
field_70166_s	double
field_70167_r	double
field_70169_q	double
field_70170_p	World
field_70172_ad	int
field_70173_aa	int
field_70175_ag	boolean
field_70176_ah	int
field_70177_z	float
field_70178_ae	boolean
field_70179_y	double
field_70180_af	EntityDataManager
field_70181_x	double
field_71087_bX	boolean
field_71088_bW	int
field_71093_bK	int
field_82151_R	float
field_82153_h	int
field_98038_p	boolean
persistentID	UUID
updateBlocked	boolean

Methods	Return Type
canRiderInteract()	boolean
canTrample(World arg0, Block arg1, BlockPos arg2, float arg3)	boolean
changeDimension(int arg0, Teleporter arg1)	Entity
deserializeNBT(NBTTagCompound n)	void
deserializeNBT(NBTBase n)	void
func_110124_au()	UUID
func_110128_b(Entity e)	void
func_130014_f_()	World
func_145747_a(TextComponent t)	void
func_145748_c_()	TextComponent
func_145769_d(int i)	void
func_145770_h(double arg0, double arg1, double arg2)	boolean
func_145773_az()	boolean
func_145778_a(Item arg0, int arg1, float arg2)	EntityItem
func_145779_a(Item arg0, int arg1)	EntityItem
func_145782_y()	int
func_145818_k_()	boolean

Methods	Return Type
func_146065_b(Entity arg0, boolean arg1)	void
func_174791_d()	Vec3d
func_174792_t_()	boolean
func_174793_f()	Entity
func_174794_a(CommandResultStats$Type arg0, int arg1)	void
func_174805_g(boolean b)	void
func_174807_aT()	CommandResultStats
func_174810_b(boolean b)	void
func_174811_aO()	EnumFacing
func_174812_G()	void
func_174813_aQ()	AxisAlignedBB
func_174814_R()	boolean
func_174816_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3, float arg4)	boolean
func_174817_o(Entity e)	void
func_174818_b(BlockPos b)	double
func_174820_d(int arg0, ItemStack arg1)	boolean
func_174821_h(boolean b)	void
func_174822_a(double arg0, float arg1)	RayTraceResult
func_174824_e(float f)	Vec3d
func_174826_a(AxisAlignedBB a)	void
func_174827_a(EntityPlayerMP e)	boolean
func_174828_a(BlockPos arg0, float arg1, float arg2)	void
func_174829_m()	void
func_174830_Y()	void
func_174831_c(BlockPos b)	double
func_174832_aS()	boolean
func_174833_aM()	boolean
func_174857_n()	BlockPos
func_174866_q()	int
func_180425_c()	BlockPos
func_180426_a(double arg0, double arg1, double arg2, float arg3, float arg4, int arg5, boolean arg6)	void
func_180427_aV()	boolean
func_180428_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3)	float
func_180430_e(float arg0, float arg1)	void
func_180431_b(DamageSource d)	boolean
func_180432_n(Entity e)	void
func_180799_ab()	boolean
func_181012_aH()	EnumFacing
func_181013_g(float f)	void
func_181014_aG()	Vec3d
func_181015_d(BlockPos b)	void
func_184102_h()	MinecraftServer

Methods	Return Type
func_184172_bi()	EnumFacing
func_184174_b(boolean b)	void
func_184176_by()	SoundCategory
func_184177_bl()	AxisAlignedBB
func_184178_b(EntityPlayerMP e)	void
func_184179_bs()	Entity
func_184180_b(Class<T> c)	Collection<T>
func_184182_bu()	Collection<Entity>
func_184185_a(SoundEvent arg0, float arg1, float arg2)	void
func_184186_bw()	boolean
func_184187_bx()	Entity
func_184188_bt()	List<Entity>
func_184189_br()	boolean
func_184190_l(Entity e)	void
func_184191_r(Entity e)	boolean
func_184192_z()	EnumPushReaction
func_184193_aE()	Iterable<ItemStack>
func_184194_a(Team t)	boolean
func_184195_f(boolean b)	void
func_184196_w(Entity e)	boolean
func_184197_b(String s)	boolean
func_184198_c(NBTTagCompound n)	boolean
func_184199_a(EntityPlayer arg0, Vec3d arg1, EnumHand arg2)	EnumActionResult
func_184201_a(EntityEquipmentSlot arg0, ItemStack arg1)	void
func_184202_aL()	boolean
func_184203_c(EntityPlayerMP e)	void
func_184204_a(int i)	Entity
func_184205_a(Entity arg0, boolean arg1)	boolean
func_184206_a(DataParameter<?> d)	void
func_184207_aI()	boolean
func_184208_bv()	Entity
func_184209_aF()	Iterable<ItemStack>
func_184210_p()	void
func_184211_a(String s)	boolean
func_184212_Q()	EntityDataManager
func_184213_bq()	boolean
func_184214_aD()	Iterable<ItemStack>
func_184215_y(Entity e)	boolean
func_184216_O()	Set<String>
func_184217_a(Mirror m)	float
func_184218_aH()	boolean
func_184220_m(Entity e)	boolean

Methods	Return Type
func_184221_a(UUID u)	void
func_184222_aU()	boolean
func_184223_x(Entity e)	boolean
func_184224_h(boolean b)	void
func_184226_ay()	void
func_184229_a(Rotation r)	float
func_184230_a(EntityPlayer arg0, EnumHand arg1)	boolean
func_184232_k(Entity e)	void
func_184523_o()	void
func_189511_e(NBTTagCompound n)	NBTTagCompound
func_189512_bd()	String
func_189651_aD()	Vec3d
func_189652_ae()	boolean
func_189653_aC()	Vec2f
func_189654_d(boolean b)	void
func_190530_aW()	boolean
func_191953_am()	boolean
func_191956_a(Entity arg0, int arg1, DamageSource arg2)	void
func_191958_b(float arg0, float arg1, float arg2, float arg3)	void
func_70003_b(int arg0, String arg1)	boolean
func_70005_c_()	String
func_70011_f(double arg0, double arg1, double arg2)	double
func_70012_b(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70013_c()	float
func_70014_b(NBTTagCompound n)	void
func_70015_d(int i)	void
func_70016_h(double arg0, double arg1, double arg2)	void
func_70020_e(NBTTagCompound n)	void
func_70021_al()	Entity[]
func_70024_g(double arg0, double arg1, double arg2)	void
func_70026_G()	boolean
func_70027_ad()	boolean
func_70028_i(Entity e)	boolean
func_70029_a(World w)	void
func_70030_z()	void
func_70031_b(boolean b)	void
func_70032_d(Entity e)	float
func_70033_W()	double
func_70034_d(float f)	void
func_70037_a(NBTTagCompound n)	void
func_70038_c(double arg0, double arg1, double arg2)	boolean
func_70039_c(NBTTagCompound n)	boolean

Methods	Return Type
func_70040_Z()	Vec3d
func_70042_X()	double
func_70045_F()	boolean
func_70046_E()	AxisAlignedBB
func_70047_e()	float
func_70050_g(int i)	void
func_70051_ag()	boolean
func_70055_a(Material m)	boolean
func_70057_ab()	void
func_70066_B()	void
func_70067_L()	boolean
func_70068_e(Entity e)	double
func_70070_b()	int
func_70071_h_()	void
func_70072_I()	boolean
func_70074_a(EntityLivingBase e)	void
func_70075_an()	boolean
func_70077_a(EntityLightningBolt e)	void
func_70079_am()	float
func_70080_a(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70082_c(float arg0, float arg1)	void
func_70086_ai()	int
func_70089_S()	boolean
func_70090_H()	boolean
func_70091_d(MoverType arg0, double arg1, double arg2, double arg3)	void
func_70092_e(double arg0, double arg1, double arg2)	double
func_70093_af()	boolean
func_70094_T()	boolean
func_70095_a(boolean b)	void
func_70097_a(DamageSource arg0, float arg1)	boolean
func_70098_U()	void
func_70099_a(ItemStack arg0, float arg1)	EntityItem
func_70100_b_(EntityPlayer e)	void
func_70103_a(byte b)	void
func_70104_M()	boolean
func_70106_y()	void
func_70107_b(double arg0, double arg1, double arg2)	void
func_70108_f(Entity e)	void
func_70110_aj()	void
func_70111_Y()	float
func_70112_a(double d)	boolean
func_70114_g(Entity e)	AxisAlignedBB

Methods	Return Type
func_70518_d()	boolean
func_70634_a(double arg0, double arg1, double arg2)	void
func_70676_i(float f)	Vec3d
func_82142_c(boolean b)	void
func_82143_as()	int
func_82145_z()	int
func_82147_ab()	int
func_82149_j(Entity e)	void
func_82150_aj()	boolean
func_82329_d()	int
func_82330_g()	int
func_82333_j()	int
func_82334_a(ItemStack i)	void
func_82335_i()	ItemStack
func_82336_g(int i)	void
func_85029_a(CrashReportCategory c)	void
func_85031_j(Entity e)	boolean
func_90999_ad()	boolean
func_94059_bO()	boolean
func_95999_t()	String
func_96092_aw()	boolean
func_96094_a(String s)	void
func_96124_cp()	Team
func_98034_c(EntityPlayer e)	boolean
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
getPickedResult(RayTraceResult r)	ItemStack
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
isCreatureType(EnumCreatureType arg0, boolean arg1)	boolean
onAddedToWorld()	void
onRemovedFromWorld()	void
resetEntityId()	void
serializeNBT()	NBTTagCompound
serializeNBT()	NBTBase
shouldDismountInWater(Entity e)	boolean
shouldRenderInPass(int i)	boolean
shouldRiderSit()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

EntityAITasks

Class
net.minecraft.entity.ai.EntityAITasks

Extends

Fields	Type
field_75782_a	Set<EntityAITasks$EntityAITaskEntry>

Methods	Return Type
func_188525_d(int i)	void
func_188526_c(int i)	void
func_188527_a(int arg0, boolean arg1)	void
func_188528_b(int i)	boolean
func_75774_a()	void
func_75776_a(int arg0, EntityAIBase arg1)	void
func_85156_a(EntityAIBase e)	void
wait(long arg0, int arg1)	void
wait(long l)	void

EntityLivingData

Interface

net.minecraft.entity.IEntityLivingData

Extends

EntityMoveHelper

Class

net.minecraft.entity.ai.EntityMoveHelper

Extends

Fields	Type
field_188491_h	EntityMoveHelper$Action

Methods	Return Type
func_179917_d()	double
func_179918_f()	double
func_179919_e()	double
func_188487_a(EntityMoveHelper e)	void
func_188488_a(float arg0, float arg1)	void
func_75638_b()	double
func_75640_a()	boolean
func_75641_c()	void
func_75642_a(double arg0, double arg1, double arg2, double arg3)	void
wait(long arg0, int arg1)	void
wait(long l)	void

EntitySenses

Class

Class

net.minecraft.entity.ai.EntitySenses

Extends

Methods	Return Type
func_75522_a(Entity e)	boolean
func_75523_a()	void
wait(long arg0, int arg1)	void
wait(long l)	void

PathNavigate

Class

net.minecraft.pathfinding.PathNavigate

Extends

Methods	Return Type
func_111269_d()	float
func_179680_a(BlockPos b)	Path
func_188553_i()	boolean
func_188554_j()	void
func_188555_b(BlockPos b)	boolean
func_189566_q()	NodeProcessor
func_75484_a(Path arg0, double arg1)	boolean
func_75488_a(double arg0, double arg1, double arg2)	Path
func_75489_a(double d)	void
func_75492_a(double arg0, double arg1, double arg2, double arg3)	boolean
func_75494_a(Entity e)	Path
func_75497_a(Entity arg0, double arg1)	boolean
func_75499_g()	void
func_75500_f()	boolean
func_75501_e()	void
func_75505_d()	Path
wait(long arg0, int arg1)	void
wait(long l)	void

EntityLookHelper

Class

net.minecraft.entity.ai.EntityLookHelper

Extends

Fields	Type
field_75653_f	double
field_75654_g	double

Fields	Type
field_75655_d	boolean
field_75656_e	double
field_75657_b	float
field_75658_c	float
field_75659_a	EntityLiving

Methods	Return Type
func_180421_g()	double
func_180422_f()	double
func_180423_e()	double
func_180424_b()	boolean
func_75649_a()	void
func_75650_a(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_75651_a(Entity arg0, float arg1, float arg2)	void
wait(long arg0, int arg1)	void
wait(long l)	void

EntityJumpHelper

Class
net.minecraft.entity.ai.EntityJumpHelper

Extends

Methods	Return Type
func_75660_a()	void
func_75661_b()	void
wait(long arg0, int arg1)	void
wait(long l)	void

Enchantment$Rarity

Class
net.minecraft.enchantment.Enchantment$Rarity

Extends
Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_185270_a()	int
name()	String
ordinal()	int

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

ModelBase

Class

net.minecraft.client.model.ModelBase

Extends

Fields	Type
field_78089_u	int
field_78090_t	int
field_78091_s	boolean
field_78092_r	List<ModelRenderer>
field_78093_q	boolean
field_78095_p	float

Methods	Return Type
func_178686_a(ModelBase m)	void
func_78084_a(String s)	TextureOffset
func_78086_a(EntityLivingBase arg0, float arg1, float arg2, float arg3)	void
func_78087_a(float arg0, float arg1, float arg2, float arg3, float arg4, float arg5, Entity arg6)	void
func_78088_a(Entity arg0, float arg1, float arg2, float arg3, float arg4, float arg5, float arg6)	void
func_85181_a(Random r)	ModelRenderer
wait(long arg0, int arg1)	void
wait(long l)	void

ModelRenderer

Class

net.minecraft.client.model.ModelRenderer

Extends

Fields	Type
compiled	boolean
displayList	int
field_78795_f	float
field_78796_g	float
field_78797_d	float
field_78798_e	float
field_78799_b	float
field_78800_c	float
field_78801_a	float
field_78802_n	String
field_78803_o	int

Fields	Type
field_78804_l	List<ModelBox>
field_78805_m	List<ModelRenderer>
field_78806_j	boolean
field_78807_k	boolean
field_78808_h	float
field_78809_i	boolean
field_78810_s	ModelBase
field_78811_r	int
field_78812_q	boolean
field_78813_p	int
field_82906_o	float
field_82907_q	float
field_82908_p	float
id	String
mirrorV	boolean
scaleX	float
scaleY	float
scaleZ	float
spriteList	List
textureLocation	ResourceLocation

Methods	Return Type
addBox(int[][] arg0, float arg1, float arg2, float arg3, float arg4, float arg5, float arg6, float arg7)	void
addSprite(float arg0, float arg1, float arg2, int arg3, int arg4, int arg5, float arg6)	void
func_178769_a(float arg0, float arg1, float arg2, int arg3, int arg4, int arg5, boolean arg6)	ModelRenderer
func_78784_a(int arg0, int arg1)	ModelRenderer
func_78785_a(float f)	void
func_78786_a(String arg0, float arg1, float arg2, float arg3, int arg4, int arg5, int arg6)	ModelRenderer
func_78787_b(int arg0, int arg1)	ModelRenderer
func_78788_d(float f)	void
func_78789_a(float arg0, float arg1, float arg2, int arg3, int arg4, int arg5)	ModelRenderer
func_78790_a(float arg0, float arg1, float arg2, int arg3, int arg4, int arg5, float arg6)	void
func_78791_b(float f)	void
func_78792_a(ModelRenderer m)	void
func_78793_a(float arg0, float arg1, float arg2)	void
func_78794_c(float f)	void
getChild(String s)	ModelRenderer
getChildDeep(String s)	ModelRenderer
resetDisplayList()	void
setModelUpdater(ModelUpdater m)	void
wait(long arg0, int arg1)	void
wait(long l)	void

ModelBiped$ArmPose

Class

net.minecraft.client.model.ModelBiped$ArmPose

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

TextureOffset

Class

net.minecraft.client.model.TextureOffset

Extends

Fields	Type
field_78782_b	int
field_78783_a	int

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

ResourceManagerReloadListener

Interface

net.minecraft.client.resources.IResourceManagerReloadListener

Extends

Methods	Return Type
func_110549_a(ResourceManager r)	void

FontRendererHook

Class

bre.smoothfont.FontRendererHook

Extends

Fields	Type

Fields	Type
autoBrightnessDefault	int
autoBrightnessUnicode	int
boldFlag	boolean
brightnessBoundaryScaleFactorDefault	float
brightnessBoundaryScaleFactorUnicode	float
changeFont	boolean
disableFeatures	boolean
enableHookGetCharWidth	boolean
enableHookGetStringWidth	boolean
enableHookRenderChar	boolean
enableHookSizeStringToWidth	boolean
enableHookTrimStringToWidth	boolean
fontRenderer	FontRenderer
keepMcFontWidth	boolean
mcCharWidth	int[]
optifineCharWidthFloat	float[]
optimized	boolean
orthographic	boolean
precisionMode	int
reasonForDisable	String
roundedFontScale	float
shadowFlag	boolean
thinFontFlag	boolean

Methods	Return Type
doDrawEnterHook()	void
doDrawHook(float f)	float
fontRendererExitHook()	void
getCharWidthFloatGetCharIndexHook(char c)	int
getCharWidthFloatTest(char c)	float
getCharWidthGetCharIndexHook(char c)	int
getCharWidthHook(char c)	int
getStringWidthFloatHook(String s)	int
getUnicodePageLocation(int i)	ResourceLocation
initAfterConfigLoaded(boolean b)	void
readFontTextureExitHook()	void
readGlyphSizesExitHook()	void
reloadResources()	void
renderCharGetCharIndexHook(char c)	int
renderCharHook(char arg0, boolean arg1)	float
renderDefaultCharHook(int arg0, boolean arg1, float arg2, float arg3)	float
renderStringAtPosEnterHook(String arg0, boolean arg1, boolean arg2)	void
renderStringAtPosExitHook(boolean b)	void

Methods	Return Type
renderStringAtPosGetCharIndexHook(char c)	int
renderStringExitHook(String s)	void
renderStringHook(int i)	int
renderUnicodeCharHook(char arg0, boolean arg1, byte[] arg2, float arg3, float arg4)	float
setUnicodeFlagHook(boolean b)	boolean
sizeStringToWidthFloatHook(String arg0, int arg1)	int
trimStringToWidthFloatHook(String arg0, int arg1, boolean arg2)	String
updateChangeFontFlag()	void
updateHookFlags()	void
updateMargins()	void
wait(long arg0, int arg1)	void
wait(long l)	void

CommandBase

Class

net.minecraft.command.CommandBase

Extends

Command

Methods	Return Type
compareTo(Object o)	int
compareTo(Command c)	int
func_184881_a(MinecraftServer arg0, CommandSender arg1, String[] arg2)	void
func_184882_a(MinecraftServer arg0, CommandSender arg1)	boolean
func_184883_a(MinecraftServer arg0, CommandSender arg1, String[] arg2, BlockPos arg3)	List<String>
func_71514_a()	List<String>
func_71517_b()	String
func_71518_a(CommandSender c)	String
func_82358_a(String[] arg0, int arg1)	boolean
func_82362_a()	int
wait(long arg0, int arg1)	void
wait(long l)	void

CommandBuilder$ExecuteFunction

Interface

dev.latvian.kubejs.command.CommandBuilder$ExecuteFunction

Extends

Methods	Return Type
execute(CommandSender arg0, List<String> arg1)	void

CommandBuilder$UsernameFunction

Interface

dev.latvian.kubejs.command.CommandBuilder$UsernameFunction

Extends

Methods	Return Type
isUsername(List<String> arg0, int arg1)	boolean

EnumTristate

Class

com.feed_the_beast.ftblib.lib.config.EnumTristate

Extends

Enum

StringSerializable

Fields	Type
color	Color4I
declaringClass	Class<E>
default	boolean
false	boolean
opposite	EnumTristate
result	Event$Result
true	boolean

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_176610_l()	String
get(boolean b)	boolean
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void
write(NBTTagCompound arg0, String arg1)	void

RewardType

Class

com.feed_the_beast.ftbquests.quest.reward.RewardType

Extends

IForgeRegistryEntry$Impl

Fields	Type
delegate	RegistryDelegate<T>
displayName	String
excludeFromListRewards	boolean

Fields	Type
guiProvider	RewardType$GuiProvider
icon	Icon
provider	RewardType$Provider
registryName	ResourceLocation
registryType	Class<T>
typeForNBT	String

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

CustomTask$Check

Interface

com.feed_the_beast.ftbquests.quest.task.CustomTask$Check

Extends

Methods	Return Type
check(CustomTask$Data arg0, EntityPlayerMP arg1)	void

TaskType

Class

com.feed_the_beast.ftbquests.quest.task.TaskType

Extends

IForgeRegistryEntry$Impl

Fields	Type
delegate	RegistryDelegate<T>
displayName	String
guiProvider	TaskType$GuiProvider
icon	Icon
provider	TaskType$Provider
registryName	ResourceLocation
registryType	Class<T>
typeForNBT	String

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

TileTaskScreenCore

Class

com.feed_the_beast.ftbquests.tile.TileTaskScreenCore

Extends

Extends

TileWithTeam

ConfigCallback

TaskScreen

Fields	Type
blockState	BlockState
brokenByCreative	boolean
dimPos	BlockDimPos
facing	EnumFacing
indestructible	boolean
inputModelcon	ItemStack
inputOnly	boolean
offsetX	int
offsetY	int
offsetZ	int
paint	BlockState
renderBoundingBox	AxisAlignedBB
screen	TileTaskScreenCore
size	int
skin	BlockState
task	int
taskData	TaskData
team	String
tileData	NBTTagCompound

Methods	Return Type
canRenderBreaking()	boolean
checkIfDirty()	void
createState(BlockState b)	BlockState
deserializeNBT(NBTBase n)	void
deserializeNBT(NBTTagCompound n)	void
func_145748_c_()	TextComponent
func_145818_k_()	boolean
func_145828_a(CrashReportCategory c)	void
func_145829_t()	void
func_145830_o()	boolean
func_145831_w()	World
func_145832_p()	int
func_145833_n()	double
func_145834_a(World w)	void
func_145835_a(double arg0, double arg1, double arg2)	double
func_145836_u()	void
func_145837_r()	boolean

Methods	Return Type
func_145838_q()	Block
func_145839_a(NBTTagCompound n)	void
func_145842_c(int arg0, int arg1)	boolean
func_145843_s()	void
func_174877_v()	BlockPos
func_174878_a(BlockPos b)	void
func_183000_F()	boolean
func_189515_b(NBTTagCompound n)	NBTTagCompound
func_189517_E_()	NBTTagCompound
func_189518_D_()	SPacketUpdateTileEntity
func_189667_a(Rotation r)	void
func_189668_a(Mirror m)	void
func_70005_c_()	String
func_70296_d()	void
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
handleUpdateTag(NBTTagCompound n)	void
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
hasFastRenderer()	boolean
isOwner(EntityPlayer e)	boolean
notifyNeighbors()	void
onChunkUnload()	void
onClicked(EntityPlayerMP arg0, EnumHand arg1, double arg2, double arg3)	void
onConfigSaved(ConfigGroup arg0, CommandSender arg1)	void
onContentsChanged(boolean b)	void
onDataPacket(NetworkManager arg0, SPacketUpdateTileEntity arg1)	void
onLoad()	void
onUpdatePacket(EnumSaveType e)	void
paint(BlockState arg0, EnumFacing arg1, boolean arg2)	void
playSound(SoundEvent arg0, SoundCategory arg1, float arg2, float arg3)	void
readFromItem(ItemStack i)	void
resetData()	void
restrictNBTCopy()	boolean
serializeNBT()	NBTBase
serializeNBT()	NBTTagCompound
setIDFromPlacer(EntityLivingBase e)	void
shouldRefresh(World arg0, BlockPos arg1, BlockState arg2, BlockState arg3)	boolean
shouldRenderInPass(int i)	boolean
updateComparator()	boolean
updateTiles(Task t)	void
wait(long arg0, int arg1)	void
wait(long l)	void
writeToItem(ItemStack i)	void

Methods	Return Type
writeToPickBlock(ItemStack i)	void

TileTaskScreenPart

Class

com.feed_the_beast.ftbquests.tile.TileTaskScreenPart

Extends

TileBase

TaskScreen

Fields	Type
blockState	BlockState
brokenByCreative	boolean
dimPos	BlockDimPos
offsetX	int
offsetY	int
offsetZ	int
paint	BlockState
renderBoundingBox	AxisAlignedBB
screen	TileTaskScreenCore
tileData	NBTTagCompound

Methods	Return Type
canRenderBreaking()	boolean
checkIfDirty()	void
createState(BlockState b)	BlockState
deserializeNBT(NBTBase n)	void
deserializeNBT(NBTTagCompound n)	void
func_145748_c_()	TextComponent
func_145818_k_()	boolean
func_145828_a(CrashReportCategory c)	void
func_145829_t()	void
func_145830_o()	boolean
func_145831_w()	World
func_145832_p()	int
func_145833_n()	double
func_145834_a(World w)	void
func_145835_a(double arg0, double arg1, double arg2)	double
func_145836_u()	void
func_145837_r()	boolean
func_145838_q()	Block
func_145839_a(NBTTagCompound n)	void
func_145842_c(int arg0, int arg1)	boolean
func_145843_s()	void

Methods	Return Type
func_174877_v()	BlockPos
func_174878_a(BlockPos b)	void
func_183000_F()	boolean
func_189515_b(NBTTagCompound n)	NBTTagCompound
func_189517_E_()	NBTTagCompound
func_189518_D_()	SPacketUpdateTileEntity
func_189667_a(Rotation r)	void
func_189668_a(Mirror m)	void
func_70005_c_()	String
func_70296_d()	void
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
handleUpdateTag(NBTTagCompound n)	void
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
hasFastRenderer()	boolean
notifyNeighbors()	void
onChunkUnload()	void
onContentsChanged(boolean b)	void
onDataPacket(NetworkManager arg0, SPacketUpdateTileEntity arg1)	void
onLoad()	void
onUpdatePacket(EnumSaveType e)	void
paint(BlockState arg0, EnumFacing arg1, boolean arg2)	void
playSound(SoundEvent arg0, SoundCategory arg1, float arg2, float arg3)	void
readFromItem(ItemStack i)	void
restrictNBTCopy()	boolean
serializeNBT()	NBTBase
serializeNBT()	NBTTagCompound
setOffset(int arg0, int arg1, int arg2)	void
shouldRefresh(World arg0, BlockPos arg1, BlockState arg2, BlockState arg3)	boolean
shouldRenderInPass(int i)	boolean
updateComparator()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void
writeToItem(ItemStack i)	void
writeToPickBlock(ItemStack i)	void

CustomTask$Data

Class

com.feed_the_beast.ftbquests.quest.task.CustomTask$Data

Extends

TaskData

Fields	Type

Fields	Type
complete	boolean
data	QuestData
progress	long
progressString	String
relativeProgress	int
slots	int
started	boolean
task	Task

Methods	Return Type
addProgress(long l)	void
extractItem(int arg0, int arg1, boolean arg2)	ItemStack
getCapability(Capability<C> arg0, EnumFacing arg1)	Object
getSlotLimit(int i)	int
getStackInSlot(int i)	ItemStack
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
insertItem(int arg0, ItemStack arg1, boolean arg2)	ItemStack
insertItem(ItemStack arg0, boolean arg1, boolean arg2, EntityPlayer arg3)	ItemStack
isItemValid(int arg0, ItemStack arg1)	boolean
readProgress(long l)	void
setProgress(long l)	void
submitTask(EntityPlayerMP arg0, Collection<ItemStack> arg1, boolean arg2)	boolean
submitTask(EntityPlayerMP e)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

ItemHandler

Interface

net.minecraftforge.items.IItemHandler

Extends

Fields	Type
slots	int

Methods	Return Type
extractItem(int arg0, int arg1, boolean arg2)	ItemStack
getSlotLimit(int i)	int
getStackInSlot(int i)	ItemStack
insertItem(int arg0, ItemStack arg1, boolean arg2)	ItemStack
isItemValid(int arg0, ItemStack arg1)	boolean

Advancement

Class

Class

net.minecraft.advancements.Advancement

Extends

Methods	Return Type
func_192067_g()	ResourceLocation
func_192068_c()	DisplayInfo
func_192069_e()	Iterable<Advancement>
func_192070_b()	Advancement
func_192071_a(Advancement a)	void
func_192072_d()	AdvancementRewards
func_192073_f()	Map<String, Criterion>
func_192074_h()	String[][]
func_192075_a()	Advancement$Builder
func_193123_j()	TextComponent
func_193124_g()	int
wait(long arg0, int arg1)	void
wait(long l)	void

ContainerListener

Interface

net.minecraft.inventory.IContainerListener

Extends

Methods	Return Type
func_175173_a(Container arg0, Inventory arg1)	void
func_71110_a(Container arg0, NonNullList<ItemStack> arg1)	void
func_71111_a(Container arg0, int arg1, ItemStack arg2)	void
func_71112_a(Container arg0, int arg1, int arg2)	void

Slot

Class

net.minecraft.inventory.Slot

Extends

Fields	Type
backgroundLocation	ResourceLocation
backgroundSprite	TextureAtlasSprite
field_75221_f	int
field_75222_d	int
field_75223_e	int
field_75224_c	Inventory
slotIndex	int

Methods	Return Type
func_111238_b()	boolean
func_178170_b(ItemStack i)	int
func_178171_c()	String
func_190901_a(EntityPlayer arg0, ItemStack arg1)	ItemStack
func_75209_a(int i)	ItemStack
func_75211_c()	ItemStack
func_75214_a(ItemStack i)	boolean
func_75215_d(ItemStack i)	void
func_75216_d()	boolean
func_75217_a(Inventory arg0, int arg1)	boolean
func_75218_e()	void
func_75219_a()	int
func_75220_a(ItemStack arg0, ItemStack arg1)	void
func_82869_a(EntityPlayer e)	boolean
isSameInventory(Slot s)	boolean
setBackgroundName(String s)	void
wait(long arg0, int arg1)	void
wait(long l)	void

ClickType

Class

net.minecraft.inventory.ClickType

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

WorldNameable

Interface

net.minecraft.world.IWorldNameable

Extends

Methods	Return Type
func_145748_c_()	TextComponent

Methods	Return Type
func_145818_k_()	boolean
func_70005_c_()	String

Recipe

Interface

dev.latvian.kubejs.crafting.RecipeJS

Extends

Methods	Return Type
add()	void
set(Map<String, Object> m)	Recipe

ForgeRegistryEntry

Interface

net.minecraftforge.registries.IForgeRegistryEntry

Extends

Fields	Type
registryName	ResourceLocation
registryType	Class<V>

Methods	Return Type

InventoryCrafting

Class

net.minecraft.inventory.InventoryCrafting

Extends

Inventory

Fields	Type
field_174924_c	int
field_70464_b	int
field_70465_c	Container
field_70466_a	NonNullList<ItemStack>

Methods	Return Type
func_145748_c_()	TextComponent
func_145818_k_()	boolean
func_174885_b(int arg0, int arg1)	void
func_174886_c(EntityPlayer e)	void
func_174887_a_(int i)	int
func_174888_l()	void
func_174889_b(EntityPlayer e)	void

Methods	Return Type
func_174890_g()	int
func_174922_i()	int
func_174923_h()	int
func_191420_l()	boolean
func_194018_a(RecipeItemHelper r)	void
func_70005_c_()	String
func_70296_d()	void
func_70297_j_()	int
func_70298_a(int arg0, int arg1)	ItemStack
func_70299_a(int arg0, ItemStack arg1)	void
func_70300_a(EntityPlayer e)	boolean
func_70301_a(int i)	ItemStack
func_70302_i_()	int
func_70304_b(int i)	ItemStack
func_70463_b(int arg0, int arg1)	ItemStack
func_94041_b(int arg0, ItemStack arg1)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

Ingredient

Class

net.minecraft.item.crafting.Ingredient

Extends

Predicate

Fields	Type
field_193371_b	ItemStack[]
simple	boolean

Methods	Return Type
and(Predicate<? super T> p)	Predicate<T>
apply(ItemStack i)	boolean
apply(Object o)	boolean
func_193365_a()	ItemStack[]
func_194139_b()	IntList
negate()	Predicate<T>
or(Predicate<? super T> p)	Predicate<T>
test(Object o)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

RegistryEvent$MissingMappings$Action

Class

Class

net.minecraftforge.event.RegistryEvent$MissingMappings$Action

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

ForgeRegistry

Interface

net.minecraftforge.registries.IForgeRegistry

Extends

Iterable

Fields	Type
entries	Set<java.util.Map$Entry<net.minecraft.util.ResourceLocation, V>>
keys	Set<ResourceLocation>
registrySuperType	Class<V>
values	List<V>
valuesCollection	Collection<V>

Methods	Return Type
containsKey(ResourceLocation r)	boolean
containsValue(ForgeRegistryEntry f)	boolean
forEach(Consumer<? super T> c)	void
getKey(ForgeRegistryEntry f)	ResourceLocation
getSlaveMap(ResourceLocation arg0, Class<T> arg1)	Object
getValue(ResourceLocation r)	ForgeRegistryEntry
iterator()	Iterator<T>
register(ForgeRegistryEntry f)	void
registerAll(ForgeRegistryEntry[] f)	void
spliterator()	Spliterator<T>

EnumFacing$Plane

Class

net.minecraft.util.EnumFacing$Plane

Extends

Enum

Predicate

Iterable

Fields	Type
declaringClass	Class<E>

Methods	Return Type
and(Predicate<? super T> p)	Predicate<T>
apply(Object o)	boolean
apply(EnumFacing e)	boolean
compareTo(Object o)	int
compareTo(Enum e)	int
forEach(Consumer<? super T> c)	void
func_179516_a()	EnumFacing[]
func_179518_a(Random r)	EnumFacing
iterator()	Iterator<EnumFacing>
name()	String
negate()	Predicate<T>
or(Predicate<? super T> p)	Predicate<T>
ordinal()	int
spliterator()	Spliterator<T>
test(Object o)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

AnimationMetadataSection

Class

net.minecraft.client.resources.data.AnimationMetadataSection

Extends

MetadataSection

Methods	Return Type
func_110468_c(int i)	int
func_110469_d()	int
func_110470_b(int i)	boolean
func_110471_a()	int
func_110472_a(int i)	int
func_110473_c()	int
func_110474_b()	int
func_130073_e()	Set<int>
func_177219_e()	boolean
wait(long arg0, int arg1)	void

Methods	Return Type
wait(long l)	void

PngSizeInfo

Class

net.minecraft.client.renderer.texture.PngSizeInfo

Extends

Fields	Type
field_188533_a	int
field_188534_b	int

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

Resource

Interface

net.minecraft.client.resources.IResource

Extends

Closeable

Methods	Return Type
close()	void
func_110526_a(String s)	MetadataSection
func_110527_b()	InputStream
func_110528_c()	boolean
func_177240_d()	String
func_177241_a()	ResourceLocation

CounterInt

Class

net.optifine.util.CounterInt

Extends

Fields	Type
value	int

Methods	Return Type
nextValue()	int
reset()	void
wait(long arg0, int arg1)	void
wait(long l)	void

Style

Class

net.minecraft.util.text.Style

Extends

Fields	Type
field_150243_f	Boolean
field_150244_g	Boolean
field_150245_d	Boolean
field_150246_e	Boolean
field_150247_b	TextFormatting
field_150248_c	Boolean
field_150249_a	Style
field_150251_h	ClickEvent
field_150252_i	HoverEvent
field_179990_j	String

Methods	Return Type
func_150206_m()	Style
func_150209_a(HoverEvent h)	Style
func_150210_i()	HoverEvent
func_150215_a()	TextFormatting
func_150217_b(Boolean b)	Style
func_150218_j()	String
func_150221_a(Style s)	Style
func_150223_b()	boolean
func_150224_n()	Style
func_150225_c(Boolean b)	Style
func_150227_a(Boolean b)	Style
func_150228_d(Boolean b)	Style
func_150229_g()	boolean
func_150232_l()	Style
func_150233_f()	boolean
func_150234_e()	boolean
func_150235_h()	ClickEvent
func_150236_d()	boolean
func_150237_e(Boolean b)	Style
func_150238_a(TextFormatting t)	Style
func_150241_a(ClickEvent c)	Style
func_150242_c()	boolean
func_179986_j()	String
func_179989_a(String s)	Style
wait(long arg0, int arg1)	void
wait(long l)	void

MetadataSerializer

Class

net.minecraft.client.resources.data.MetadataSerializer

Extends

Methods	Return Type
func_110503_a(String arg0, JsonObject arg1)	MetadataSection
func_110504_a(MetadataSectionSerializer<T> arg0, Class<T> arg1)	void
wait(long arg0, int arg1)	void
wait(long l)	void

MetadataSection

Interface

net.minecraft.client.resources.data.IMetadataSection

Extends

BufferBuilder

Class

net.minecraft.client.renderer.BufferBuilder

Extends

Fields	Type
animatedSprites	BitSet
animatedSpritesCached	BitSet
blockLayer	BlockRenderLayer
colorDisabled	boolean
drawing	boolean
field_178997_d	int
field_178999_b	IntBuffer
field_179000_c	FloatBuffer
field_179006_k	int
field_179010_r	boolean
multiTexture	boolean
renderEnv	RenderEnv
sVertexBuilder	SVertexBuilder
xOffset	double
yOffset	double
zOffset	double

Methods	Return Type
drawMultiTexture()	void
func_178962_a(int arg0, int arg1, int arg2, int arg3)	void
func_178965_a()	void

Methods	Return Type
func_178966_f()	ByteBuffer
func_178968_d(int i)	void
func_178969_c(double arg0, double arg1, double arg2)	void
func_178972_a(int arg0, int arg1, int arg2, int arg3)	void
func_178973_g()	VertexFormat
func_178975_e(float arg0, float arg1, float arg2)	void
func_178977_d()	void
func_178978_a(float arg0, float arg1, float arg2, int arg3)	void
func_178979_i()	int
func_178981_a(int[] i)	void
func_178987_a(double arg0, double arg1, double arg2)	void
func_178989_h()	int
func_178990_f(float arg0, float arg1, float arg2)	void
func_178993_a(BufferBuilder$State b)	void
func_178994_b(float arg0, float arg1, float arg2, int arg3)	void
func_181662_b(double arg0, double arg1, double arg2)	BufferBuilder
func_181663_c(float arg0, float arg1, float arg2)	BufferBuilder
func_181664_j()	int
func_181666_a(float arg0, float arg1, float arg2, float arg3)	BufferBuilder
func_181667_k()	void
func_181668_a(int arg0, VertexFormat arg1)	void
func_181669_b(int arg0, int arg1, int arg2, int arg3)	BufferBuilder
func_181672_a()	BufferBuilder$State
func_181674_a(float arg0, float arg1, float arg2)	void
func_181675_d()	void
func_187314_a(int arg0, int arg1)	BufferBuilder
func_187315_a(double arg0, double arg1)	BufferBuilder
func_78909_a(int i)	int
func_78914_f()	void
getRenderEnv(BlockAccess arg0, BlockState arg1, BlockPos arg2)	RenderEnv
putBulkData(ByteBuffer b)	void
putColorMultiplierRgba(float arg0, float arg1, float arg2, float arg3, int arg4)	void
putColorRGBA(int arg0, int arg1, int arg2, int arg3, int arg4)	void
putSprite(TextureAtlasSprite t)	void
setSprite(TextureAtlasSprite t)	void
wait(long arg0, int arg1)	void
wait(long l)	void

BlockModelRenderer

Class

net.minecraft.client.renderer.BlockModelRenderer

Extends

Methods	Return Type
func_178262_a(BakedModel arg0, float arg1, float arg2, float arg3, float arg4)	void
func_178266_a(BakedModel arg0, BlockState arg1, float arg2, boolean arg3)	void
func_178267_a(BlockAccess arg0, BakedModel arg1, BlockState arg2, BlockPos arg3, BufferBuilder arg4, boolean arg5)	boolean
func_187493_a(BlockAccess arg0, BakedModel arg1, BlockState arg2, BlockPos arg3, BufferBuilder arg4, boolean arg5, long arg6)	boolean
func_187495_a(BlockState arg0, BakedModel arg1, float arg2, float arg3, float arg4, float arg5)	void
func_187497_c(BlockAccess arg0, BakedModel arg1, BlockState arg2, BlockPos arg3, BufferBuilder arg4, boolean arg5, long arg6)	boolean
func_187498_b(BlockAccess arg0, BakedModel arg1, BlockState arg2, BlockPos arg3, BufferBuilder arg4, boolean arg5, long arg6)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

BlockModelShapes

Class

net.minecraft.client.renderer.BlockModelShapes

Extends

Fields	Type
field_178129_a	Map<BlockState, BakedModel>

Methods	Return Type
func_178120_a()	BlockStateMapper
func_178121_a(Block arg0, StateMapper arg1)	void
func_178122_a(BlockState b)	TextureAtlasSprite
func_178123_a(Block[] b)	void
func_178124_c()	void
func_178125_b(BlockState b)	BakedModel
func_178126_b()	ModelManager
wait(long arg0, int arg1)	void
wait(long l)	void

BakedModel

Interface

net.minecraft.client.renderer.block.model.IBakedModel

Extends

Methods	Return Type
func_177552_f()	ItemCameraTransforms
func_177554_e()	TextureAtlasSprite
func_177555_b()	boolean
func_177556_c()	boolean
func_188616_a(BlockState arg0, EnumFacing arg1, long arg2)	List<BakedQuad>
func_188617_f()	ItemOverrideList
func_188618_c()	boolean

Methods	Return Type
handlePerspective(ItemCameraTransforms$TransformType i)	Pair<? extends net.minecraft.client.renderer.block.model.IBakedModel, Matrix4f>
isAmbientOcclusion(BlockState b)	boolean

DebugRenderer$IDebugRenderer

Interface

net.minecraft.client.renderer.debug.DebugRenderer$IDebugRenderer

Extends

Methods	Return Type
func_190060_a(float arg0, long arg1)	void

HotbarSnapshot

Class

net.minecraft.client.settings.HotbarSnapshot

Extends

ArrayList

Fields	Type
empty	boolean

Methods	Return Type
add(int arg0, Object arg1)	void
add(Object o)	boolean
addAll(int arg0, Collection<? extends E> arg1)	boolean
addAll(Collection<? extends E> c)	boolean
clear()	void
clone()	Object
contains(Object o)	boolean
containsAll(Collection<?> c)	boolean
ensureCapacity(int i)	void
forEach(Consumer<? super E> c)	void
func_192833_a(NBTTagList n)	void
func_192834_a()	NBTTagList
get(int i)	Object
indexOf(Object o)	int
iterator()	Iterator<E>
lastIndexOf(Object o)	int
listIterator(int i)	ListIterator<E>
listIterator()	ListIterator<E>
parallelStream()	Stream<E>
remove(Object o)	boolean
remove(int i)	Object
removeAll(Collection<?> c)	boolean

Methods	Return Type
removeIf(Predicate<? super E> p)	boolean
replaceAll(UnaryOperator<E> u)	void
retainAll(Collection<?> c)	boolean
set(int arg0, Object arg1)	Object
size()	int
sort(Comparator<? super E> c)	void
spliterator()	Spliterator<E>
stream()	Stream<E>
subList(int arg0, int arg1)	List<E>
toArray()	Object[]
toArray(Object[] o)	Object[]
trimToSize()	void
wait(long arg0, int arg1)	void
wait(long l)	void

Profiler$Result

Class

net.minecraft.profiler.Profiler$Result

Extends

Comparable

Fields	Type
field_76330_b	double
field_76331_c	String
field_76332_a	double

Methods	Return Type
compareTo(Object o)	int
compareTo(Profiler$Result p)	int
func_76329_a()	int
wait(long arg0, int arg1)	void
wait(long l)	void

RenderChunk

Class

net.minecraft.client.renderer.chunk.RenderChunk

Extends

Fields	Type
boundingBoxParent	AabbFrame
chunk	Chunk
chunkRegionEmpty	boolean
field_178586_f	BlockPos$MutableBlockPos

Fields	Type
field_178587_g	ReentrantLock
field_178588_d	World
field_178589_e	RenderGlobal
field_178590_b	CompiledChunk
field_178591_c	AxisAlignedBB
field_181056_j	Set\<TileEntity\>
playerUpdate	boolean
regionX	int
regionZ	int
renderInfo	RenderGlobal$ContainerLocalRenderInformation

Methods	Return Type
func_178565_b(int i)	VertexBuffer
func_178566_a()	void
func_178568_j()	BlockPos
func_178569_m()	boolean
func_178570_a(float arg0, float arg1, float arg2, ChunkCompileTaskGenerator arg3)	void
func_178571_g()	CompiledChunk
func_178572_f()	void
func_178573_a(BufferBuilder arg0, BlockPos arg1)	void
func_178574_d()	ChunkCompileTaskGenerator
func_178575_a(boolean b)	void
func_178577_a(int i)	boolean
func_178579_c()	ReentrantLock
func_178580_a(CompiledChunk c)	void
func_178581_b(float arg0, float arg1, float arg2, ChunkCompileTaskGenerator arg3)	void
func_178582_e()	ChunkCompileTaskGenerator
func_178584_a(BlockRenderLayer arg0, float arg1, float arg2, float arg3, BufferBuilder arg4, CompiledChunk arg5)	void
func_178585_h()	void
func_181701_a(EnumFacing e)	BlockPos
func_188281_o()	boolean
func_188282_m()	void
func_188283_p()	World
func_189562_a(int arg0, int arg1, int arg2)	void
getRenderChunkNeighbour(EnumFacing e)	RenderChunk
getRenderChunkOffset16(ViewFrustum arg0, EnumFacing arg1)	RenderChunk
isBoundingBoxInFrustum(Camera arg0, int arg1)	boolean
setRenderChunkNeighbour(EnumFacing arg0, RenderChunk arg1)	void
wait(long arg0, int arg1)	void
wait(long l)	void

CloudRenderer

Class

Class

net.optifine.render.CloudRenderer

Extends

Methods	Return Type
endUpdateGlList()	void
prepareToRender(boolean arg0, int arg1, float arg2, Vec3d arg3)	void
renderGlList()	void
reset()	void
shouldUpdateGlList()	boolean
startUpdateGlList()	void
wait(long arg0, int arg1)	void
wait(long l)	void

Sound

Interface

net.minecraft.client.audio.ISound

Extends

Methods	Return Type
func_147649_g()	float
func_147650_b()	ResourceLocation
func_147651_i()	float
func_147652_d()	int
func_147653_e()	float
func_147654_h()	float
func_147655_f()	float
func_147656_j()	ISound$AttenuationType
func_147657_c()	boolean
func_184364_b()	Sound
func_184365_d()	SoundCategory
func_184366_a(SoundHandler s)	SoundEventAccessor

ShaderGroup

Class

net.minecraft.client.shader.ShaderGroup

Extends

Methods	Return Type
func_148018_a(float f)	void
func_148020_a(String arg0, int arg1, int arg2)	void
func_148021_a()	void
func_148022_b()	String

Methods	Return Type
func_148023_a(String arg0, Framebuffer arg1, Framebuffer arg2)	Shader
func_148026_a(int arg0, int arg1)	void
func_152765_a(TextureManager arg0, ResourceLocation arg1)	void
func_177066_a(String s)	Framebuffer
wait(long arg0, int arg1)	void
wait(long l)	void

ChunkRenderDispatcher

Class

net.minecraft.client.renderer.chunk.ChunkRenderDispatcher

Extends

Methods	Return Type
func_178504_a()	String
func_178505_b(RenderChunk r)	boolean
func_178507_a(RenderChunk r)	boolean
func_178509_c(RenderChunk r)	boolean
func_178511_d()	ChunkCompileTaskGenerator
func_178512_a(RegionRenderCacheBuilder r)	void
func_178513_e()	void
func_178514_b()	void
func_178515_c()	RegionRenderCacheBuilder
func_178516_a(long l)	boolean
func_188244_g()	void
func_188245_a(BlockRenderLayer arg0, BufferBuilder arg1, RenderChunk arg2, CompiledChunk arg3, double arg4)	ListenableFuture<Object>
func_188247_f()	boolean
func_188248_h()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

ChunkRenderContainer

Class

net.minecraft.client.renderer.ChunkRenderContainer

Extends

Methods	Return Type
func_178001_a(BlockRenderLayer b)	void
func_178002_a(RenderChunk arg0, BlockRenderLayer arg1)	void
func_178003_a(RenderChunk r)	void
func_178004_a(double arg0, double arg1, double arg2)	void
wait(long arg0, int arg1)	void
wait(long l)	void

ClippingHelper

Class

net.minecraft.client.renderer.culling.ClippingHelper

Extends

Fields	Type
disabled	boolean
field_178625_b	float[]
field_178626_c	float[]
field_78554_d	float[]
field_78557_a	float[][]

Methods	Return Type
func_78553_b(double arg0, double arg1, double arg2, double arg3, double arg4, double arg5)	boolean
isBoxInFrustumFully(double arg0, double arg1, double arg2, double arg3, double arg4, double arg5)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

Vector3d

Class

net.minecraft.client.renderer.Vector3d

Extends

Fields	Type
field_181059_a	double
field_181060_b	double
field_181061_c	double

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

RenderChunkFactory

Interface

net.minecraft.client.renderer.chunk.IRenderChunkFactory

Extends

Methods	Return Type
func_189565_a(World arg0, RenderGlobal arg1, int arg2)	RenderChunk

ViewFrustum

Class

net.minecraft.client.renderer.ViewFrustum

Extends

Fields	Type
field_178164_f	RenderChunk[]

Methods	Return Type
deleteVboRegions()	void
func_178160_a()	void
func_178161_a(BlockPos b)	RenderChunk
func_178163_a(double arg0, double arg1)	void
func_187474_a(int arg0, int arg1, int arg2, int arg3, int arg4, int arg5, boolean arg6)	void
wait(long arg0, int arg1)	void
wait(long l)	void

VertexBuffer

Class

net.minecraft.client.renderer.vertex.VertexBuffer

Extends

Fields	Type
vboRange	VboRange
vboRegion	VboRegion

Methods	Return Type
func_177358_a(int i)	void
func_177359_a()	void
func_177361_b()	void
func_177362_c()	void
func_181722_a(ByteBuffer b)	void
wait(long arg0, int arg1)	void
wait(long l)	void

VertexFormat

Class

net.minecraft.client.renderer.vertex.VertexFormat

Extends

Methods	Return Type
func_177338_f()	int
func_177339_a()	void
func_177340_e()	int
func_177342_c()	int
func_177343_g()	List<VertexFormatElement>
func_177344_b(int i)	int
func_177345_h()	int

Methods	Return Type
func_177346_d()	boolean
func_177347_a(int i)	boolean
func_177348_c(int i)	VertexFormatElement
func_177350_b()	boolean
func_181719_f()	int
func_181720_d(int i)	int
func_181721_a(VertexFormatElement v)	VertexFormat
wait(long arg0, int arg1)	void
wait(long l)	void

DestroyBlockProgress

Class

net.minecraft.client.renderer.DestroyBlockProgress

Extends

Methods	Return Type
func_180246_b()	BlockPos
func_73106_e()	int
func_73107_a(int i)	void
func_82743_f()	int
func_82744_b(int i)	void
wait(long arg0, int arg1)	void
wait(long l)	void

RenderGlobal$ContainerLocalRenderInformation

Class

net.minecraft.client.renderer.RenderGlobal$ContainerLocalRenderInformation

Extends

Fields	Type
field_178034_b	EnumFacing
field_178035_c	int
field_178036_a	RenderChunk

Methods	Return Type
func_189560_a(EnumFacing e)	boolean
func_189561_a(byte arg0, EnumFacing arg1)	void
wait(long arg0, int arg1)	void
wait(long l)	void

RenderEnv

Class

net.optifine.render.RenderEnv

Extends

Fields	Type
aoFace	BlockModelRenderer$AmbientOcclusionFace
blockId	int
blockState	BlockState
borderDirections	EnumFacing[]
borderFlags	boolean[]
borderFlags2	boolean[]
borderFlags3	boolean[]
boundsFlags	BitSet
breakingAnimation	boolean
colorizerBlockPosM	BlockPosM
listQuadsCustomizer	List<BakedQuad>
metadata	int
overlaysRendered	boolean
quadBounds	float[]
regionRenderCacheBuilder	RegionRenderCacheBuilder
smartLeaves	boolean

Methods	Return Type
getArrayQuadsCtm(BakedQuad arg0, BakedQuad arg1)	BakedQuad[]
getArrayQuadsCtm(BakedQuad b)	BakedQuad[]
getArrayQuadsCtm(BakedQuad arg0, BakedQuad arg1, BakedQuad arg2, BakedQuad arg3)	BakedQuad[]
getArrayQuadsCtm(BakedQuad arg0, BakedQuad arg1, BakedQuad arg2)	BakedQuad[]
getListQuadsCtmMultipass(BakedQuad[] b)	List<BakedQuad>
getListQuadsOverlay(BlockRenderLayer b)	ListQuadsOverlay
reset(BlockAccess arg0, BlockState arg1, BlockPos arg2)	void
wait(long arg0, int arg1)	void
wait(long l)	void

Long2ObjectMap

Interface

it.unimi.dsi.fastutil.longs.Long2ObjectMap

Extends

Long2ObjectFunction

Map

Fields	Type
empty	boolean

Methods	Return Type
clear()	void
clear()	void

Methods	Return Type
compute(Object arg0, BiFunction<? super K, ? super V, ? extends V> arg1)	Object
computeIfAbsent(Object arg0, Function<? super K, ? extends V> arg1)	Object
computeIfPresent(Object arg0, BiFunction<? super K, ? super V, ? extends V> arg1)	Object
containsKey(long l)	boolean
containsKey(Object o)	boolean
containsKey(Object o)	boolean
containsValue(Object o)	boolean
defaultReturnValue(Object o)	void
defaultReturnValue()	Object
entrySet()	ObjectSet<java.util.Map$Entry<java.lang.Long, V>>
entrySet()	Set<java.util.Map$Entry<K, V>>
forEach(BiConsumer<? super K, ? super V> b)	void
get(long l)	Object
get(Object o)	Object
get(Object o)	Object
getOrDefault(Object arg0, Object arg1)	Object
keySet()	LongSet
keySet()	Set<K>
long2ObjectEntrySet()	ObjectSet<it.unimi.dsi.fastutil.longs.Long2ObjectMap$Entry<V>>
merge(Object arg0, Object arg1, BiFunction<? super V, ? super V, ? extends V> arg2)	Object
put(long arg0, Object arg1)	Object
put(Object arg0, Object arg1)	Object
put(Object arg0, Object arg1)	Object
putAll(Map<? extends K, ? extends V> m)	void
putIfAbsent(Object arg0, Object arg1)	Object
remove(long l)	Object
remove(Object o)	Object
remove(Object o)	Object
remove(Object arg0, Object arg1)	boolean
replace(Object arg0, Object arg1)	Object
replace(Object arg0, Object arg1, Object arg2)	boolean
replaceAll(BiFunction<? super K, ? super V, ? extends V> b)	void
size()	int
size()	int
values()	ObjectCollection<V>
values()	Collection<V>

Camera

Interface

net.minecraft.client.renderer.culling.ICamera

Extends

Methods	Return Type
func_78546_a(AxisAlignedBB a)	boolean
func_78547_a(double arg0, double arg1, double arg2)	void

Tessellator

Class

net.minecraft.client.renderer.Tessellator

Extends

Methods	Return Type
func_178180_c()	BufferBuilder
func_78381_a()	void
wait(long arg0, int arg1)	void
wait(long l)	void

AbstractClientPlayer

Class

net.minecraft.client.entity.AbstractClientPlayer

Extends

EntityPlayer

Fields	Type
addedToWorld	boolean
capturedDrops	ArrayList<EntityItem>
captureDrops	boolean
defaultEyeHeight	float
displayNameString	String
entityData	NBTTagCompound
entityShoulderLeft	EntityShoulderRiding
entityShoulderRight	EntityShoulderRiding
eyeHeight	float
field_110153_bc	float
field_110158_av	int
field_175152_f	int
field_181016_an	BlockPos
field_184239_as	Entity
field_184617_aD	int
field_184618_aE	float
field_184619_aG	float
field_184622_au	EnumHand
field_184627_bm	ItemStack
field_184628_bn	int
field_184835_a	float

Fields	Type
field_184836_b	float
field_184837_c	float
field_190534_ay	int
field_191988_bg	float
field_70116_cv	long
field_70117_cu	long
field_70118_ct	long
field_70122_E	boolean
field_70123_F	boolean
field_70124_G	boolean
field_70125_A	float
field_70126_B	float
field_70127_C	float
field_70128_L	boolean
field_70130_N	float
field_70131_O	float
field_70132_H	boolean
field_70133_I	boolean
field_70136_U	double
field_70137_T	double
field_70138_W	float
field_70140_Q	float
field_70141_P	float
field_70142_S	double
field_70143_R	float
field_70144_Y	float
field_70145_X	boolean
field_70156_m	boolean
field_70158_ak	boolean
field_70159_w	double
field_70160_al	boolean
field_70161_v	double
field_70162_ai	int
field_70163_u	double
field_70164_aj	int
field_70165_t	double
field_70166_s	double
field_70167_r	double
field_70169_q	double
field_70170_p	World
field_70172_ad	int
field_70173_aa	int

Fields	Type
field_70175_ag	boolean
field_70176_ah	int
field_70177_z	float
field_70178_ae	boolean
field_70179_y	double
field_70180_af	EntityDataManager
field_70181_x	double
field_70701_bs	float
field_70702_br	float
field_70703_bu	boolean
field_70704_bt	float
field_70718_bc	int
field_70720_be	int
field_70721_aZ	float
field_70725_aQ	int
field_70726_aT	float
field_70727_aS	float
field_70732_aI	float
field_70733_aJ	float
field_70737_aN	int
field_70738_aO	int
field_70739_aP	float
field_70747_aH	float
field_70755_b	EntityLivingBase
field_70758_at	float
field_70759_as	float
field_70760_ar	float
field_70761_aq	float
field_70769_ao	float
field_70770_ap	float
field_70771_an	int
field_71067_cb	int
field_71068_ca	int
field_71069_bz	Container
field_71070_bA	Container
field_71071_by	InventoryPlayer
field_71075_bZ	PlayerCapabilities
field_71076_b	int
field_71079_bU	float
field_71081_bT	BlockPos
field_71082_cx	float
field_71083_bS	boolean

Fields	Type
field_71085_bR	double
field_71087_bX	boolean
field_71088_bW	int
field_71089_bV	float
field_71090_bL	int
field_71091_bM	double
field_71093_bK	int
field_71094_bP	double
field_71095_bQ	double
field_71096_bN	double
field_71097_bO	double
field_71104_cf	EntityFishHook
field_71106_cc	float
field_71107_bF	float
field_71109_bG	float
field_82151_R	float
field_82153_h	int
field_82175_bq	boolean
field_98038_p	boolean
itemInUseMaxDuration	int
locationOfCape	ResourceLocation
nameClear	String
persistentID	UUID
prefixes	Collection<TextComponent>
spawnDimension	int
suffixes	Collection<TextComponent>
updateBlocked	boolean

Methods	Return Type
addPrefix(TextComponent t)	void
addSuffix(TextComponent t)	void
canRiderInteract()	boolean
canTrample(World arg0, Block arg1, BlockPos arg2, float arg3)	boolean
changeDimension(int arg0, Teleporter arg1)	Entity
curePotionEffects(ItemStack i)	void
deserializeNBT(NBTTagCompound n)	void
deserializeNBT(NBTBase n)	void
func_110124_au()	UUID
func_110138_aP()	float
func_110139_bj()	float
func_110140_aT()	AbstractAttributeMap
func_110142_aN()	CombatTracker
func_110143_aJ()	float

Methods	Return Type
func_110144_aD()	EntityLivingBase
func_110145_l(Entity e)	void
func_110148_a(Attribute a)	AttributeInstance
func_110149_m(float f)	void
func_110303_q()	ResourceLocation
func_110306_p()	ResourceLocation
func_130011_c(Entity e)	void
func_130014_f_()	World
func_142013_aG()	int
func_142015_aE()	int
func_145747_a(TextComponent t)	void
func_145748_c_()	TextComponent
func_145769_d(int i)	void
func_145770_h(double arg0, double arg1, double arg2)	boolean
func_145773_az()	boolean
func_145778_a(Item arg0, int arg1, float arg2)	EntityItem
func_145779_a(Item arg0, int arg1)	EntityItem
func_145782_y()	int
func_145818_k_()	boolean
func_146097_a(ItemStack arg0, boolean arg1, boolean arg2)	EntityItem
func_146103_bH()	GameProfile
func_146105_b(TextComponent arg0, boolean arg1)	void
func_152111_bt()	void
func_152112_bu()	void
func_152122_n()	boolean
func_152123_o()	boolean
func_174791_d()	Vec3d
func_174792_t_()	boolean
func_174793_f()	Entity
func_174794_a(CommandResultStats$Type arg0, int arg1)	void
func_174805_g(boolean b)	void
func_174807_aT()	CommandResultStats
func_174810_b(boolean b)	void
func_174811_aO()	EnumFacing
func_174812_G()	void
func_174813_aQ()	AxisAlignedBB
func_174814_R()	boolean
func_174816_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3, float arg4)	boolean
func_174817_o(Entity e)	void
func_174818_b(BlockPos b)	double
func_174820_d(int arg0, ItemStack arg1)	boolean
func_174821_h(boolean b)	void

Methods	Return Type
func_174822_a(double arg0, float arg1)	RayTraceResult
func_174824_e(float f)	Vec3d
func_174826_a(AxisAlignedBB a)	void
func_174827_a(EntityPlayerMP e)	boolean
func_174828_a(BlockPos arg0, float arg1, float arg2)	void
func_174829_m()	void
func_174830_Y()	void
func_174831_c(BlockPos b)	double
func_174832_aS()	boolean
func_174833_aM()	boolean
func_175138_ci()	int
func_175140_cp()	boolean
func_175141_a(TileEntitySign t)	void
func_175142_cm()	boolean
func_175144_cb()	boolean
func_175145_a(StatBase s)	void
func_175146_a(LockCode l)	boolean
func_175148_a(EnumPlayerModelParts e)	boolean
func_175149_v()	boolean
func_175150_k(boolean b)	void
func_175151_a(BlockPos arg0, EnumFacing arg1, ItemStack arg2)	boolean
func_175154_l()	String
func_175155_b()	NetworkPlayerInfo
func_175156_o()	float
func_180425_c()	BlockPos
func_180426_a(double arg0, double arg1, double arg2, float arg3, float arg4, int arg5, boolean arg6)	void
func_180427_aV()	boolean
func_180428_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3)	float
func_180430_e(float arg0, float arg1)	void
func_180431_b(DamageSource d)	boolean
func_180432_n(Entity e)	void
func_180468_a(InteractionObject i)	void
func_180469_a(BlockPos b)	EntityPlayer$SleepResult
func_180470_cg()	BlockPos
func_180472_a(Merchant m)	void
func_180473_a(BlockPos arg0, boolean arg1)	void
func_180799_ab()	boolean
func_181012_aH()	EnumFacing
func_181013_g(float f)	void
func_181014_aG()	Vec3d
func_181015_d(BlockPos b)	void
func_184102_h()	MinecraftServer

Methods	Return Type
func_184172_bi()	EnumFacing
func_184174_b(boolean b)	void
func_184176_by()	SoundCategory
func_184177_bl()	AxisAlignedBB
func_184178_b(EntityPlayerMP e)	void
func_184179_bs()	Entity
func_184180_b(Class<T> c)	Collection<T>
func_184182_bu()	Collection<Entity>
func_184185_a(SoundEvent arg0, float arg1, float arg2)	void
func_184186_bw()	boolean
func_184187_bx()	Entity
func_184188_bt()	List<Entity>
func_184189_br()	boolean
func_184190_l(Entity e)	void
func_184191_r(Entity e)	boolean
func_184192_z()	EnumPushReaction
func_184193_aE()	Iterable<ItemStack>
func_184194_a(Team t)	boolean
func_184195_f(boolean b)	void
func_184196_w(Entity e)	boolean
func_184197_b(String s)	boolean
func_184198_c(NBTTagCompound n)	boolean
func_184199_a(EntityPlayer arg0, Vec3d arg1, EnumHand arg2)	EnumActionResult
func_184201_a(EntityEquipmentSlot arg0, ItemStack arg1)	void
func_184202_aL()	boolean
func_184203_c(EntityPlayerMP e)	void
func_184204_a(int i)	Entity
func_184205_a(Entity arg0, boolean arg1)	boolean
func_184206_a(DataParameter<?> d)	void
func_184207_aI()	boolean
func_184208_bv()	Entity
func_184209_aF()	Iterable<ItemStack>
func_184210_p()	void
func_184211_a(String s)	boolean
func_184212_Q()	EntityDataManager
func_184213_bq()	boolean
func_184214_aD()	Iterable<ItemStack>
func_184215_y(Entity e)	boolean
func_184216_O()	Set<String>
func_184217_a(Mirror m)	float
func_184218_aH()	boolean
func_184220_m(Entity e)	boolean

Methods	Return Type
func_184221_a(UUID u)	void
func_184222_aU()	boolean
func_184223_x(Entity e)	boolean
func_184224_h(boolean b)	void
func_184226_ay()	void
func_184229_a(Rotation r)	float
func_184230_a(EntityPlayer arg0, EnumHand arg1)	boolean
func_184232_k(Entity e)	void
func_184582_a(EntityEquipmentSlot e)	ItemStack
func_184583_d(DamageSource d)	boolean
func_184585_cz()	boolean
func_184586_b(EnumHand e)	ItemStack
func_184587_cr()	boolean
func_184589_d(Potion p)	void
func_184591_cq()	EnumHandSide
func_184592_cb()	ItemStack
func_184595_k(double arg0, double arg1, double arg2)	boolean
func_184596_c(Potion p)	PotionEffect
func_184597_cx()	void
func_184598_c(EnumHand e)	void
func_184599_cB()	int
func_184600_cs()	EnumHand
func_184602_cy()	void
func_184603_cC()	boolean
func_184605_cv()	int
func_184607_cu()	ItemStack
func_184609_a(EnumHand e)	void
func_184611_a(EnumHand arg0, ItemStack arg1)	void
func_184612_cw()	int
func_184613_cA()	boolean
func_184614_ca()	ItemStack
func_184809_a(CommandBlockBaseLogic c)	void
func_184810_cG()	void
func_184811_cZ()	CooldownTracker
func_184812_l_()	boolean
func_184813_a(BlockState b)	float
func_184814_a(ItemStack arg0, EnumHand arg1)	void
func_184816_a(EntityItem e)	ItemStack
func_184817_da()	float
func_184818_cX()	float
func_184819_a(EnumHandSide e)	void
func_184821_cY()	void

Methods	Return Type
func_184823_b(BlockState b)	boolean
func_184824_a(TileEntityCommandBlock t)	void
func_184825_o(float f)	float
func_184826_a(AbstractHorse arg0, Inventory arg1)	void
func_184833_s()	boolean
func_184834_t()	ResourceLocation
func_189511_e(NBTTagCompound n)	NBTTagCompound
func_189512_bd()	String
func_189651_aD()	Vec3d
func_189652_ae()	boolean
func_189653_aC()	Vec2f
func_189654_d(boolean b)	void
func_189748_bU()	DamageSource
func_189807_a(TileEntityStructure t)	void
func_189808_dh()	boolean
func_190530_aW()	boolean
func_190630_a(EntityEquipmentSlot e)	boolean
func_190631_cK()	boolean
func_190775_a(Entity arg0, EnumHand arg1)	EnumActionResult
func_190777_m(boolean b)	void
func_191521_c(ItemStack i)	boolean
func_191953_am()	boolean
func_191956_a(Entity arg0, int arg1, DamageSource arg2)	void
func_191958_b(float arg0, float arg1, float arg2, float arg3)	void
func_191986_a(float arg0, float arg1, float arg2)	void
func_191987_a(BlockPos arg0, boolean arg1)	void
func_192021_a(List<Recipe> l)	void
func_192022_b(List<Recipe> l)	void
func_192023_dk()	NBTTagCompound
func_192024_a(ItemStack arg0, int arg1)	void
func_192025_dl()	NBTTagCompound
func_192027_g(NBTTagCompound n)	boolean
func_193076_bZ()	Map<Potion, PotionEffect>
func_193102_a(ResourceLocation[] r)	void
func_70003_b(int arg0, String arg1)	boolean
func_70005_c_()	String
func_70011_f(double arg0, double arg1, double arg2)	double
func_70012_b(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70013_c()	float
func_70014_b(NBTTagCompound n)	void
func_70015_d(int i)	void
func_70016_h(double arg0, double arg1, double arg2)	void

Methods	Return Type
func_70020_e(NBTTagCompound n)	void
func_70021_al()	Entity[]
func_70024_g(double arg0, double arg1, double arg2)	void
func_70026_G()	boolean
func_70027_ad()	boolean
func_70028_i(Entity e)	boolean
func_70029_a(World w)	void
func_70030_z()	void
func_70031_b(boolean b)	void
func_70032_d(Entity e)	float
func_70033_W()	double
func_70034_d(float f)	void
func_70037_a(NBTTagCompound n)	void
func_70038_c(double arg0, double arg1, double arg2)	boolean
func_70039_c(NBTTagCompound n)	boolean
func_70040_Z()	Vec3d
func_70042_X()	double
func_70045_F()	boolean
func_70046_E()	AxisAlignedBB
func_70047_e()	float
func_70050_g(int i)	void
func_70051_ag()	boolean
func_70055_a(Material m)	boolean
func_70057_ab()	void
func_70065_x()	void
func_70066_B()	void
func_70067_L()	boolean
func_70068_e(Entity e)	double
func_70070_b()	int
func_70071_h_()	void
func_70072_I()	boolean
func_70074_a(EntityLivingBase e)	void
func_70075_an()	boolean
func_70077_a(EntityLightningBolt e)	void
func_70079_am()	float
func_70080_a(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70082_c(float arg0, float arg1)	void
func_70086_ai()	int
func_70089_S()	boolean
func_70090_H()	boolean
func_70091_d(MoverType arg0, double arg1, double arg2, double arg3)	void
func_70092_e(double arg0, double arg1, double arg2)	double

Methods	Return Type
func_70093_af()	boolean
func_70094_T()	boolean
func_70095_a(boolean b)	void
func_70097_a(DamageSource arg0, float arg1)	boolean
func_70098_U()	void
func_70099_a(ItemStack arg0, float arg1)	EntityItem
func_70100_b_(EntityPlayer e)	void
func_70103_a(byte b)	void
func_70104_M()	boolean
func_70106_y()	void
func_70107_b(double arg0, double arg1, double arg2)	void
func_70108_f(Entity e)	void
func_70110_aj()	void
func_70111_Y()	float
func_70112_a(double d)	boolean
func_70114_g(Entity e)	AxisAlignedBB
func_70604_c(EntityLivingBase e)	void
func_70606_j(float f)	void
func_70608_bn()	boolean
func_70613_aW()	boolean
func_70617_f_()	boolean
func_70631_g_()	boolean
func_70634_a(double arg0, double arg1, double arg2)	void
func_70636_d()	void
func_70637_d(boolean b)	void
func_70643_av()	EntityLivingBase
func_70644_a(Potion p)	boolean
func_70645_a(DamageSource d)	void
func_70648_aU()	boolean
func_70651_bq()	Collection<PotionEffect>
func_70652_k(Entity e)	boolean
func_70653_a(Entity arg0, float arg1, double arg2, double arg3)	void
func_70654_ax()	int
func_70658_aO()	int
func_70659_e(float f)	void
func_70660_b(Potion p)	PotionEffect
func_70662_br()	boolean
func_70664_aZ()	void
func_70668_bt()	EnumCreatureAttribute
func_70669_a(ItemStack i)	void
func_70674_bp()	void
func_70676_i(float f)	Vec3d

Methods	Return Type
func_70678_g(float f)	float
func_70681_au()	Random
func_70685_l(Entity e)	boolean
func_70687_e(PotionEffect p)	boolean
func_70689_ay()	float
func_70690_d(PotionEffect p)	void
func_70691_i(float f)	void
func_70996_bM()	boolean
func_70999_a(boolean arg0, boolean arg1, boolean arg2)	void
func_71000_j(double arg0, double arg1, double arg2)	void
func_71001_a(Entity arg0, int arg1)	void
func_71004_bE()	void
func_71005_bN()	InventoryEnderChest
func_71007_a(Inventory i)	void
func_71009_b(Entity e)	void
func_71016_p()	void
func_71019_a(ItemStack arg0, boolean arg1)	EntityItem
func_71020_j(float f)	void
func_71023_q(int i)	void
func_71024_bL()	FoodStats
func_71026_bH()	boolean
func_71029_a(StatBase s)	void
func_71033_a(GameType g)	void
func_71037_bA()	int
func_71040_bB(boolean b)	EntityItem
func_71043_e(boolean b)	boolean
func_71047_c(Entity e)	void
func_71050_bK()	int
func_71051_bG()	float
func_71053_j()	void
func_71059_n(Entity e)	void
func_71060_bI()	int
func_71064_a(StatBase arg0, int arg1)	void
func_82142_c(boolean b)	void
func_82143_as()	int
func_82145_z()	int
func_82147_ab()	int
func_82149_j(Entity e)	void
func_82150_aj()	boolean
func_82242_a(int i)	void
func_82243_bO()	float
func_82245_bX()	boolean

Methods	Return Type
func_85029_a(CrashReportCategory c)	void
func_85031_j(Entity e)	boolean
func_85034_r(int i)	void
func_85035_bl()	int
func_85039_t(int i)	void
func_85040_s(int i)	void
func_90999_ad()	boolean
func_94059_bO()	boolean
func_94060_bK()	EntityLivingBase
func_95999_t()	String
func_96092_aw()	boolean
func_96094_a(String s)	void
func_96122_a(EntityPlayer e)	boolean
func_96123_co()	Scoreboard
func_96124_cp()	Team
func_98034_c(EntityPlayer e)	boolean
getBedLocation(int i)	BlockPos
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
getDigSpeed(BlockState arg0, BlockPos arg1)	float
getPickedResult(RayTraceResult r)	ItemStack
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
hasElytraCape()	boolean
hasSpawnDimension()	boolean
isCreatureType(EnumCreatureType arg0, boolean arg1)	boolean
isSpawnForced(int i)	boolean
onAddedToWorld()	void
onRemovedFromWorld()	void
openGui(Object arg0, int arg1, World arg2, int arg3, int arg4, int arg5)	void
refreshDisplayName()	void
resetEntityId()	void
serializeNBT()	NBTTagCompound
serializeNBT()	NBTBase
setSpawnChunk(BlockPos arg0, boolean arg1, int arg2)	void
shouldDismountInWater(Entity e)	boolean
shouldRenderInPass(int i)	boolean
shouldRiderFaceForward(EntityPlayer e)	boolean
shouldRiderSit()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

EntityShoulderRiding

Class

Class

net.minecraft.entity.passive.EntityShoulderRiding

Extends

EntityTameable

Fields	Type
addedToWorld	boolean
capturedDrops	ArrayList<EntityItem>
captureDrops	boolean
entityData	NBTTagCompound
field_110153_bc	float
field_110158_av	int
field_181016_an	BlockPos
field_184239_as	Entity
field_184617_aD	int
field_184618_aE	float
field_184619_aG	float
field_184622_au	EnumHand
field_184627_bm	ItemStack
field_184628_bn	int
field_190534_ay	int
field_191988_bg	float
field_70116_cv	long
field_70117_cu	long
field_70118_ct	long
field_70122_E	boolean
field_70123_F	boolean
field_70124_G	boolean
field_70125_A	float
field_70126_B	float
field_70127_C	float
field_70128_L	boolean
field_70130_N	float
field_70131_O	float
field_70132_H	boolean
field_70133_I	boolean
field_70136_U	double
field_70137_T	double
field_70138_W	float
field_70140_Q	float
field_70141_P	float
field_70142_S	double
field_70143_R	float

Fields	Type
field_70144_Y	float
field_70145_X	boolean
field_70156_m	boolean
field_70158_ak	boolean
field_70159_w	double
field_70160_al	boolean
field_70161_v	double
field_70162_ai	int
field_70163_u	double
field_70164_aj	int
field_70165_t	double
field_70166_s	double
field_70167_r	double
field_70169_q	double
field_70170_p	World
field_70172_ad	int
field_70173_aa	int
field_70175_ag	boolean
field_70176_ah	int
field_70177_z	float
field_70178_ae	boolean
field_70179_y	double
field_70180_af	EntityDataManager
field_70181_x	double
field_70696_bz	EntityLivingBase
field_70701_bs	float
field_70702_br	float
field_70703_bu	boolean
field_70704_bt	float
field_70714_bg	EntityAITasks
field_70715_bh	EntityAITasks
field_70718_bc	int
field_70720_be	int
field_70721_aZ	float
field_70725_aQ	int
field_70726_aT	float
field_70727_aS	float
field_70728_aV	int
field_70732_aI	float
field_70733_aJ	float
field_70737_aN	int
field_70738_aO	int

Fields	Type
field_70739_aP	float
field_70747_aH	float
field_70755_b	EntityLivingBase
field_70757_a	int
field_70758_at	float
field_70759_as	float
field_70760_ar	float
field_70761_aq	float
field_70769_ao	float
field_70770_ap	float
field_70771_an	int
field_71087_bX	boolean
field_71088_bW	int
field_71093_bK	int
field_82151_R	float
field_82153_h	int
field_82175_bq	boolean
field_98038_p	boolean
itemInUseMaxDuration	int
persistentID	UUID
updateBlocked	boolean

Methods	Return Type
canRiderInteract()	boolean
canTrample(World arg0, Block arg1, BlockPos arg2, float arg3)	boolean
changeDimension(int arg0, Teleporter arg1)	Entity
curePotionEffects(ItemStack i)	void
deserializeNBT(NBTTagCompound n)	void
deserializeNBT(NBTBase n)	void
func_104002_bU()	boolean
func_110124_au()	UUID
func_110138_aP()	float
func_110139_bj()	float
func_110140_aT()	AbstractAttributeMap
func_110142_aN()	CombatTracker
func_110143_aJ()	float
func_110144_aD()	EntityLivingBase
func_110145_l(Entity e)	void
func_110148_a(Attribute a)	AttributeInstance
func_110149_m(float f)	void
func_110160_i(boolean arg0, boolean arg1)	void
func_110162_b(Entity arg0, boolean arg1)	void
func_110163_bv()	void

Methods	Return Type
func_110166_bE()	Entity
func_110167_bD()	boolean
func_110173_bK()	boolean
func_110174_bM()	float
func_110175_bO()	boolean
func_110177_bN()	void
func_110195_a(int i)	void
func_130011_c(Entity e)	void
func_130014_f_()	World
func_142013_aG()	int
func_142015_aE()	int
func_142018_a(EntityLivingBase arg0, EntityLivingBase arg1)	boolean
func_145747_a(TextComponent t)	void
func_145748_c_()	TextComponent
func_145769_d(int i)	void
func_145770_h(double arg0, double arg1, double arg2)	boolean
func_145773_az()	boolean
func_145778_a(Item arg0, int arg1, float arg2)	EntityItem
func_145779_a(Item arg0, int arg1)	EntityItem
func_145782_y()	int
func_145818_k_()	boolean
func_146082_f(EntityPlayer e)	void
func_152111_bt()	void
func_152112_bu()	void
func_152114_e(EntityLivingBase e)	boolean
func_174791_d()	Vec3d
func_174792_t_()	boolean
func_174793_f()	Entity
func_174794_a(CommandResultStats$Type arg0, int arg1)	void
func_174805_g(boolean b)	void
func_174807_aT()	CommandResultStats
func_174810_b(boolean b)	void
func_174811_aO()	EnumFacing
func_174812_G()	void
func_174813_aQ()	AxisAlignedBB
func_174814_R()	boolean
func_174816_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3, float arg4)	boolean
func_174817_o(Entity e)	void
func_174818_b(BlockPos b)	double
func_174820_d(int arg0, ItemStack arg1)	boolean
func_174821_h(boolean b)	void
func_174822_a(double arg0, float arg1)	RayTraceResult

Methods	Return Type
func_174824_e(float f)	Vec3d
func_174826_a(AxisAlignedBB a)	void
func_174827_a(EntityPlayerMP e)	boolean
func_174828_a(BlockPos arg0, float arg1, float arg2)	void
func_174829_m()	void
func_174830_Y()	void
func_174831_c(BlockPos b)	double
func_174832_aS()	boolean
func_174833_aM()	boolean
func_175446_cd()	boolean
func_175449_a(BlockPos arg0, int arg1)	void
func_175501_a(int arg0, boolean arg1)	void
func_180425_c()	BlockPos
func_180426_a(double arg0, double arg1, double arg2, float arg3, float arg4, int arg5, boolean arg6)	void
func_180427_aV()	boolean
func_180428_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3)	float
func_180430_e(float arg0, float arg1)	void
func_180431_b(DamageSource d)	boolean
func_180432_n(Entity e)	void
func_180482_a(DifficultyInstance arg0, EntityLivingData arg1)	EntityLivingData
func_180484_a(BlockPos b)	float
func_180485_d(BlockPos b)	boolean
func_180486_cf()	BlockPos
func_180799_ab()	boolean
func_181012_aH()	EnumFacing
func_181013_g(float f)	void
func_181014_aG()	Vec3d
func_181015_d(BlockPos b)	void
func_184102_h()	MinecraftServer
func_184172_bi()	EnumFacing
func_184174_b(boolean b)	void
func_184176_by()	SoundCategory
func_184177_bl()	AxisAlignedBB
func_184178_b(EntityPlayerMP e)	void
func_184179_bs()	Entity
func_184180_b(Class<T> c)	Collection<T>
func_184182_bu()	Collection<Entity>
func_184185_a(SoundEvent arg0, float arg1, float arg2)	void
func_184186_bw()	boolean
func_184187_bx()	Entity
func_184188_bt()	List<Entity>
func_184189_br()	boolean

Methods	Return Type
func_184190_l(Entity e)	void
func_184191_r(Entity e)	boolean
func_184192_z()	EnumPushReaction
func_184193_aE()	Iterable<ItemStack>
func_184194_a(Team t)	boolean
func_184195_f(boolean b)	void
func_184196_w(Entity e)	boolean
func_184197_b(String s)	boolean
func_184198_c(NBTTagCompound n)	boolean
func_184199_a(EntityPlayer arg0, Vec3d arg1, EnumHand arg2)	EnumActionResult
func_184201_a(EntityEquipmentSlot arg0, ItemStack arg1)	void
func_184202_aL()	boolean
func_184203_c(EntityPlayerMP e)	void
func_184204_a(int i)	Entity
func_184205_a(Entity arg0, boolean arg1)	boolean
func_184206_a(DataParameter<?> d)	void
func_184207_aI()	boolean
func_184208_bv()	Entity
func_184209_aF()	Iterable<ItemStack>
func_184210_p()	void
func_184211_a(String s)	boolean
func_184212_Q()	EntityDataManager
func_184213_bq()	boolean
func_184214_aD()	Iterable<ItemStack>
func_184215_y(Entity e)	boolean
func_184216_O()	Set<String>
func_184217_a(Mirror m)	float
func_184218_aH()	boolean
func_184220_m(Entity e)	boolean
func_184221_a(UUID u)	void
func_184222_aU()	boolean
func_184223_x(Entity e)	boolean
func_184224_h(boolean b)	void
func_184226_ay()	void
func_184229_a(Rotation r)	float
func_184230_a(EntityPlayer arg0, EnumHand arg1)	boolean
func_184232_k(Entity e)	void
func_184582_a(EntityEquipmentSlot e)	ItemStack
func_184583_d(DamageSource d)	boolean
func_184585_cz()	boolean
func_184586_b(EnumHand e)	ItemStack
func_184587_cr()	boolean

Methods	Return Type
func_184589_d(Potion p)	void
func_184591_cq()	EnumHandSide
func_184592_cb()	ItemStack
func_184595_k(double arg0, double arg1, double arg2)	boolean
func_184596_c(Potion p)	PotionEffect
func_184597_cx()	void
func_184598_c(EnumHand e)	void
func_184599_cB()	int
func_184600_cs()	EnumHand
func_184602_cy()	void
func_184603_cC()	boolean
func_184605_cv()	int
func_184607_cu()	ItemStack
func_184609_a(EnumHand e)	void
func_184611_a(EnumHand arg0, ItemStack arg1)	void
func_184612_cw()	int
func_184613_cA()	boolean
func_184614_ca()	ItemStack
func_184638_cS()	boolean
func_184641_n(boolean b)	void
func_184642_a(EntityEquipmentSlot arg0, float arg1)	void
func_184643_a(PathNodeType p)	float
func_184644_a(PathNodeType arg0, float arg1)	void
func_184645_a(EntityPlayer arg0, EnumHand arg1)	boolean
func_184646_p(float f)	void
func_184649_cE()	int
func_184652_a(EntityPlayer e)	boolean
func_184753_b()	UUID
func_184754_b(UUID u)	void
func_189511_e(NBTTagCompound n)	NBTTagCompound
func_189512_bd()	String
func_189651_aD()	Vec3d
func_189652_ae()	boolean
func_189653_aC()	Vec2f
func_189654_d(boolean b)	void
func_189748_bU()	DamageSource
func_190530_aW()	boolean
func_190630_a(EntityEquipmentSlot e)	boolean
func_190631_cK()	boolean
func_191953_am()	boolean
func_191956_a(Entity arg0, int arg1, DamageSource arg2)	void
func_191958_b(float arg0, float arg1, float arg2, float arg3)	void

Methods	Return Type
func_191986_a(float arg0, float arg1, float arg2)	void
func_191987_a(BlockPos arg0, boolean arg1)	void
func_191989_p(float f)	void
func_191993_do()	EntityPlayerMP
func_191994_f(EntityPlayer e)	boolean
func_191995_du()	boolean
func_193076_bZ()	Map<Potion, PotionEffect>
func_193101_c(EntityPlayer e)	void
func_70003_b(int arg0, String arg1)	boolean
func_70005_c_()	String
func_70011_f(double arg0, double arg1, double arg2)	double
func_70012_b(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70013_c()	float
func_70014_b(NBTTagCompound n)	void
func_70015_d(int i)	void
func_70016_h(double arg0, double arg1, double arg2)	void
func_70020_e(NBTTagCompound n)	void
func_70021_al()	Entity[]
func_70024_g(double arg0, double arg1, double arg2)	void
func_70026_G()	boolean
func_70027_ad()	boolean
func_70028_i(Entity e)	boolean
func_70029_a(World w)	void
func_70030_z()	void
func_70031_b(boolean b)	void
func_70032_d(Entity e)	float
func_70033_W()	double
func_70034_d(float f)	void
func_70037_a(NBTTagCompound n)	void
func_70038_c(double arg0, double arg1, double arg2)	boolean
func_70039_c(NBTTagCompound n)	boolean
func_70040_Z()	Vec3d
func_70042_X()	double
func_70045_F()	boolean
func_70046_E()	AxisAlignedBB
func_70047_e()	float
func_70050_g(int i)	void
func_70051_ag()	boolean
func_70055_a(Material m)	boolean
func_70057_ab()	void
func_70058_J()	boolean
func_70066_B()	void

Methods	Return Type
func_70067_L()	boolean
func_70068_e(Entity e)	double
func_70070_b()	int
func_70071_h_()	void
func_70072_I()	boolean
func_70074_a(EntityLivingBase e)	void
func_70075_an()	boolean
func_70077_a(EntityLightningBolt e)	void
func_70079_am()	float
func_70080_a(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70082_c(float arg0, float arg1)	void
func_70086_ai()	int
func_70089_S()	boolean
func_70090_H()	boolean
func_70091_d(MoverType arg0, double arg1, double arg2, double arg3)	void
func_70092_e(double arg0, double arg1, double arg2)	double
func_70093_af()	boolean
func_70094_T()	boolean
func_70095_a(boolean b)	void
func_70097_a(DamageSource arg0, float arg1)	boolean
func_70098_U()	void
func_70099_a(ItemStack arg0, float arg1)	EntityItem
func_70100_b_(EntityPlayer e)	void
func_70103_a(byte b)	void
func_70104_M()	boolean
func_70106_y()	void
func_70107_b(double arg0, double arg1, double arg2)	void
func_70108_f(Entity e)	void
func_70110_aj()	void
func_70111_Y()	float
func_70112_a(double d)	boolean
func_70114_g(Entity e)	AxisAlignedBB
func_70601_bi()	boolean
func_70603_bj()	float
func_70604_c(EntityLivingBase e)	void
func_70605_aq()	EntityMoveHelper
func_70606_j(float f)	void
func_70608_bn()	boolean
func_70613_aW()	boolean
func_70615_aA()	void
func_70617_f_()	boolean
func_70624_b(EntityLivingBase e)	void

Methods	Return Type
func_70625_a(Entity arg0, float arg1, float arg2)	void
func_70627_aG()	int
func_70631_g_()	boolean
func_70634_a(double arg0, double arg1, double arg2)	void
func_70635_at()	EntitySenses
func_70636_d()	void
func_70637_d(boolean b)	void
func_70638_az()	EntityLivingBase
func_70641_bl()	int
func_70642_aH()	void
func_70643_av()	EntityLivingBase
func_70644_a(Potion p)	boolean
func_70645_a(DamageSource d)	void
func_70646_bf()	int
func_70648_aU()	boolean
func_70651_bq()	Collection<PotionEffect>
func_70652_k(Entity e)	boolean
func_70653_a(Entity arg0, float arg1, double arg2, double arg3)	void
func_70654_ax()	int
func_70656_aK()	void
func_70657_f(float f)	void
func_70658_aO()	int
func_70659_e(float f)	void
func_70660_b(Potion p)	PotionEffect
func_70661_as()	PathNavigate
func_70662_br()	boolean
func_70668_bt()	EnumCreatureAttribute
func_70669_a(ItemStack i)	void
func_70671_ap()	EntityLookHelper
func_70674_bp()	void
func_70676_i(float f)	Vec3d
func_70678_g(float f)	float
func_70681_au()	Random
func_70683_ar()	EntityJumpHelper
func_70685_l(Entity e)	boolean
func_70686_a(Class<? extends net.minecraft.entity.EntityLivingBase> c)	boolean
func_70687_e(PotionEffect p)	boolean
func_70689_ay()	float
func_70690_d(PotionEffect p)	void
func_70691_i(float f)	void
func_70781_l()	boolean
func_70873_a(int i)	void

Methods	Return Type
func_70874_b()	int
func_70875_t()	void
func_70877_b(ItemStack i)	boolean
func_70878_b(EntityAnimal e)	boolean
func_70880_s()	boolean
func_70902_q()	EntityLivingBase
func_70902_q()	Entity
func_70903_f(boolean b)	void
func_70904_g(boolean b)	void
func_70906_o()	boolean
func_70907_r()	EntityAISit
func_70909_n()	boolean
func_71001_a(Entity arg0, int arg1)	void
func_82142_c(boolean b)	void
func_82143_as()	int
func_82145_z()	int
func_82147_ab()	int
func_82149_j(Entity e)	void
func_82150_aj()	boolean
func_82171_bF()	boolean
func_85029_a(CrashReportCategory c)	void
func_85031_j(Entity e)	boolean
func_85034_r(int i)	void
func_85035_bI()	int
func_90011_a(EntityAgeable e)	EntityAgeable
func_90999_ad()	boolean
func_94059_bO()	boolean
func_94060_bK()	EntityLivingBase
func_94061_f(boolean b)	void
func_95999_t()	String
func_96092_aw()	boolean
func_96094_a(String s)	void
func_96124_cp()	Team
func_98034_c(EntityPlayer e)	boolean
func_98052_bS()	boolean
func_98053_h(boolean b)	void
func_98054_a(boolean b)	void
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
getPickedResult(RayTraceResult r)	ItemStack
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
isCreatureType(EnumCreatureType arg0, boolean arg1)	boolean
onAddedToWorld()	void

Methods	Return Type
onRemovedFromWorld()	void
resetEntityId()	void
serializeNBT()	NBTTagCompound
serializeNBT()	NBTBase
shouldDismountInWater(Entity e)	boolean
shouldRenderInPass(int i)	boolean
shouldRiderFaceForward(EntityPlayer e)	boolean
shouldRiderSit()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

RecipeBook

Class

net.minecraft.stats.RecipeBook

Extends

Methods	Return Type
func_192810_b(boolean b)	void
func_192812_b()	boolean
func_192813_a(boolean b)	void
func_192815_c()	boolean
func_193824_a(RecipeBook r)	void
func_193825_e(Recipe r)	void
func_193830_f(Recipe r)	boolean
func_193831_b(Recipe r)	void
func_194073_a(Recipe r)	void
func_194074_f(Recipe r)	void
func_194076_e(Recipe r)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

MovementInput

Class

net.minecraft.util.MovementInput

Extends

Fields	Type
field_187255_c	boolean
field_187256_d	boolean
field_187257_e	boolean
field_187258_f	boolean
field_192832_b	float

Fields	Type
field_78899_d	boolean
field_78901_c	boolean
field_78902_a	float

Methods	Return Type
func_190020_b()	Vec2f
func_78898_a()	void
wait(long arg0, int arg1)	void
wait(long l)	void

StatisticsManager

Class

net.minecraft.stats.StatisticsManager

Extends

Methods	Return Type
func_150871_b(EntityPlayer arg0, StatBase arg1, int arg2)	void
func_150873_a(EntityPlayer arg0, StatBase arg1, int arg2)	void
func_77444_a(StatBase s)	int
wait(long arg0, int arg1)	void
wait(long l)	void

NetworkPlayerInfo

Class

net.minecraft.client.network.NetworkPlayerInfo

Extends

Fields	Type
field_178863_g	String
field_187107_a	Map<MinecraftProfileTexture$Type, ResourceLocation>

Methods	Return Type
func_178835_l()	int
func_178836_b(int i)	void
func_178837_g()	ResourceLocation
func_178838_a(int i)	void
func_178839_a(GameType g)	void
func_178843_c(long l)	void
func_178844_b(long l)	void
func_178845_a()	GameProfile
func_178846_a(long l)	void
func_178847_n()	long
func_178848_b()	GameType

Methods	Return Type
func_178850_i()	ScorePlayerTeam
func_178851_f()	String
func_178853_c()	int
func_178854_k()	TextComponent
func_178855_p()	long
func_178856_e()	boolean
func_178857_c(int i)	void
func_178858_o()	long
func_178859_a(TextComponent t)	void
func_178860_m()	int
func_178861_h()	ResourceLocation
func_187106_i()	ResourceLocation
wait(long arg0, int arg1)	void
wait(long l)	void

BlockPos$MutableBlockPos

Class

net.minecraft.util.math.BlockPos$MutableBlockPos

Extends

BlockPos

Methods	Return Type
compareTo(Vec3i v)	int
compareTo(Object o)	int
func_177951_i(Vec3i v)	double
func_177952_p()	int
func_177954_c(double arg0, double arg1, double arg2)	double
func_177955_d(Vec3i v)	Vec3i
func_177955_d(Vec3i v)	BlockPos
func_177956_o()	int
func_177957_d(double arg0, double arg1, double arg2)	double
func_177958_n()	int
func_177963_a(double arg0, double arg1, double arg2)	BlockPos
func_177964_d(int i)	BlockPos
func_177965_g(int i)	BlockPos
func_177967_a(EnumFacing arg0, int arg1)	BlockPos
func_177968_d()	BlockPos
func_177970_e(int i)	BlockPos
func_177971_a(Vec3i v)	BlockPos
func_177972_a(EnumFacing e)	BlockPos
func_177973_b(Vec3i v)	BlockPos
func_177974_f()	BlockPos

Methods	Return Type
func_177976_e()	BlockPos
func_177977_b()	BlockPos
func_177978_c()	BlockPos
func_177979_c(int i)	BlockPos
func_177981_b(int i)	BlockPos
func_177982_a(int arg0, int arg1, int arg2)	BlockPos
func_177984_a()	BlockPos
func_177985_f(int i)	BlockPos
func_177986_g()	long
func_181079_c(int arg0, int arg1, int arg2)	BlockPos$MutableBlockPos
func_185332_f(int arg0, int arg1, int arg2)	double
func_185334_h()	BlockPos
func_185336_p(int i)	void
func_189532_c(double arg0, double arg1, double arg2)	BlockPos$MutableBlockPos
func_189533_g(Vec3i v)	BlockPos$MutableBlockPos
func_189534_c(EnumFacing arg0, int arg1)	BlockPos$MutableBlockPos
func_189535_a(Entity e)	BlockPos$MutableBlockPos
func_189536_c(EnumFacing e)	BlockPos$MutableBlockPos
func_190942_a(Rotation r)	BlockPos
wait(long arg0, int arg1)	void
wait(long l)	void

ChunkProviderClient

Class

net.minecraft.client.multiplayer.ChunkProviderClient

Extends

ChunkProvider

Methods	Return Type
func_186025_d(int arg0, int arg1)	Chunk
func_186026_b(int arg0, int arg1)	Chunk
func_191062_e(int arg0, int arg1)	boolean
func_73148_d()	String
func_73156_b()	boolean
func_73158_c(int arg0, int arg1)	Chunk
func_73234_b(int arg0, int arg1)	void
wait(long arg0, int arg1)	void
wait(long l)	void

Tickable

Interface

net.minecraft.client.renderer.texture.ITickable

Extends

Methods	Return Type
func_110550_d()	void

TextureObject

Interface

net.minecraft.client.renderer.texture.ITextureObject

Extends

Fields	Type
multiTexID	MultiTexID

Methods	Return Type
func_110551_a(ResourceManager r)	void
func_110552_b()	int
func_174935_a()	void
func_174936_b(boolean arg0, boolean arg1)	void

DynamicTexture

Class

net.minecraft.client.renderer.texture.DynamicTexture

Extends

AbstractTexture

Fields	Type
multiTex	MultiTexID
multiTexID	MultiTexID

Methods	Return Type
func_110551_a(ResourceManager r)	void
func_110552_b()	int
func_110564_a()	void
func_110565_c()	int[]
func_147631_c()	void
func_174935_a()	void
func_174936_b(boolean arg0, boolean arg1)	void
func_174937_a(boolean arg0, boolean arg1)	void
wait(long arg0, int arg1)	void
wait(long l)	void

TickableTextureObject

Interface

net.minecraft.client.renderer.texture.ITickableTextureObject

Extends

TextureObject

Tickable

Fields	Type
multiTexID	MultiTexID

Methods	Return Type
func_110550_d()	void
func_110551_a(ResourceManager r)	void
func_110552_b()	int
func_174935_a()	void
func_174936_b(boolean arg0, boolean arg1)	void

ChatType

Class

net.minecraft.util.text.ChatType

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_192583_a()	byte
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

GuiNewChat

Class

net.minecraft.client.gui.GuiNewChat

Extends

Gui

Fields	Type
field_73735_i	float

Methods	Return Type
func_146227_a(TextComponent t)	void
func_146228_f()	int
func_146229_b(int i)	void

Methods	Return Type
func_146230_a(int i)	void
func_146231_a(boolean b)	void
func_146232_i()	int
func_146234_a(TextComponent arg0, int arg1)	void
func_146236_a(int arg0, int arg1)	TextComponent
func_146238_c()	List<String>
func_146239_a(String s)	void
func_146240_d()	void
func_146241_e()	boolean
func_146242_c(int i)	void
func_146244_h()	float
func_146245_b()	void
func_146246_g()	int
func_175174_a(float arg0, float arg1, int arg2, int arg3, int arg4, int arg5)	void
func_175175_a(int arg0, int arg1, TextureAtlasSprite arg2, int arg3, int arg4)	void
func_73729_b(int arg0, int arg1, int arg2, int arg3, int arg4, int arg5)	void
func_73731_b(FontRenderer arg0, String arg1, int arg2, int arg3, int arg4)	void
func_73732_a(FontRenderer arg0, String arg1, int arg2, int arg3, int arg4)	void
func_73733_a(int arg0, int arg1, int arg2, int arg3, int arg4, int arg5)	void
wait(long arg0, int arg1)	void
wait(long l)	void

GuiPlayerTabOverlay

Class

net.minecraft.client.gui.GuiPlayerTabOverlay

Extends

Gui

Fields	Type
field_73735_i	float

Methods	Return Type
func_175174_a(float arg0, float arg1, int arg2, int arg3, int arg4, int arg5)	void
func_175175_a(int arg0, int arg1, TextureAtlasSprite arg2, int arg3, int arg4)	void
func_175243_a(NetworkPlayerInfo n)	String
func_175244_b(TextComponent t)	void
func_175246_a(boolean b)	void
func_175248_a(TextComponent t)	void
func_175249_a(int arg0, Scoreboard arg1, ScoreObjective arg2)	void
func_181030_a()	void
func_73729_b(int arg0, int arg1, int arg2, int arg3, int arg4, int arg5)	void
func_73731_b(FontRenderer arg0, String arg1, int arg2, int arg3, int arg4)	void
func_73732_a(FontRenderer arg0, String arg1, int arg2, int arg3, int arg4)	void

Methods	Return Type
func_73733_a(int arg0, int arg1, int arg2, int arg3, int arg4, int arg5)	void
wait(long arg0, int arg1)	void
wait(long l)	void

GuiSpectator

Class

net.minecraft.client.gui.GuiSpectator

Extends

Gui

SpectatorMenuRecipient

Fields	Type
field_73735_i	float

Methods	Return Type
func_175174_a(float arg0, float arg1, int arg2, int arg3, int arg4, int arg5)	void
func_175175_a(int arg0, int arg1, TextureAtlasSprite arg2, int arg3, int arg4)	void
func_175257_a(SpectatorMenu s)	void
func_175259_b(int i)	void
func_175260_a(int i)	void
func_175261_b()	void
func_175262_a()	boolean
func_175263_a(ScaledResolution s)	void
func_175264_a(ScaledResolution arg0, float arg1)	void
func_73729_b(int arg0, int arg1, int arg2, int arg3, int arg4, int arg5)	void
func_73731_b(FontRenderer arg0, String arg1, int arg2, int arg3, int arg4)	void
func_73732_a(FontRenderer arg0, String arg1, int arg2, int arg3, int arg4)	void
func_73733_a(int arg0, int arg1, int arg2, int arg3, int arg4, int arg5)	void
wait(long arg0, int arg1)	void
wait(long l)	void

GuiBossOverlay

Class

net.minecraft.client.gui.GuiBossOverlay

Extends

Gui

Fields	Type
field_184060_g	Map<UUID, BossInfoClient>
field_73735_i	float

Methods	Return Type
func_175174_a(float arg0, float arg1, int arg2, int arg3, int arg4, int arg5)	void

Methods	Return Type
func_175175_a(int arg0, int arg1, TextureAtlasSprite arg2, int arg3, int arg4)	void
func_184051_a()	void
func_184053_e()	boolean
func_184054_d()	boolean
func_184055_a(SPacketUpdateBossInfo s)	void
func_184056_f()	boolean
func_184057_b()	void
func_73729_b(int arg0, int arg1, int arg2, int arg3, int arg4, int arg5)	void
func_73731_b(FontRenderer arg0, String arg1, int arg2, int arg3, int arg4)	void
func_73732_a(FontRenderer arg0, String arg1, int arg2, int arg3, int arg4)	void
func_73733_a(int arg0, int arg1, int arg2, int arg3, int arg4, int arg5)	void
wait(long arg0, int arg1)	void
wait(long l)	void

MapItemRenderer

Class

net.minecraft.client.gui.MapItemRenderer

Extends

Methods	Return Type
func_148246_a(MapData m)	void
func_148249_a()	void
func_148250_a(MapData arg0, boolean arg1)	void
func_191205_a(String s)	MapItemRenderer$Instance
func_191207_a(MapItemRenderer$Instance m)	MapData
wait(long arg0, int arg1)	void
wait(long l)	void

MouseFilter

Class

net.minecraft.util.MouseFilter

Extends

Methods	Return Type
func_180179_a()	void
func_76333_a(float arg0, float arg1)	float
wait(long arg0, int arg1)	void
wait(long l)	void

GuiMainMenu

Class

net.minecraft.client.gui.GuiMainMenu

Extends

GuiScreen

Fields	Type
field_146287_f	int
field_146288_g	long
field_146290_a	GuiButton
field_146291_p	boolean
field_146292_n	List<GuiButton>
field_146294_l	int
field_146295_m	int
field_146297_k	Minecraft
field_146298_h	int
field_73735_i	float

Methods	Return Type
func_146269_k()	void
func_146270_b(int i)	void
func_146274_d()	void
func_146276_q_()	void
func_146278_c(int i)	void
func_146279_a(String arg0, int arg1, int arg2)	void
func_146280_a(Minecraft arg0, int arg1, int arg2)	void
func_146281_b()	void
func_146282_l()	void
func_146283_a(List<String> arg0, int arg1, int arg2)	void
func_175174_a(float arg0, float arg1, int arg2, int arg3, int arg4, int arg5)	void
func_175175_a(int arg0, int arg1, TextureAtlasSprite arg2, int arg3, int arg4)	void
func_175273_b(Minecraft arg0, int arg1, int arg2)	void
func_175275_f(String s)	void
func_175276_a(TextComponent t)	boolean
func_175281_b(String arg0, boolean arg1)	void
func_183500_a(int arg0, int arg1)	void
func_191927_a(ItemStack i)	List<String>
func_193975_a(boolean b)	void
func_193976_p()	boolean
func_73729_b(int arg0, int arg1, int arg2, int arg3, int arg4, int arg5)	void
func_73731_b(FontRenderer arg0, String arg1, int arg2, int arg3, int arg4)	void
func_73732_a(FontRenderer arg0, String arg1, int arg2, int arg3, int arg4)	void
func_73733_a(int arg0, int arg1, int arg2, int arg3, int arg4, int arg5)	void
func_73863_a(int arg0, int arg1, float arg2)	void
func_73866_w_()	void
func_73868_f()	boolean
func_73876_c()	void

Methods	Return Type
func_73878_a(boolean arg0, int arg1)	void
wait(long arg0, int arg1)	void
wait(long l)	void

KeyBinding

Class

net.minecraft.client.settings.KeyBinding

Extends

Comparable

Fields	Type
displayName	String
field_151472_e	int
field_74512_d	int
keyConflictContext	KeyConflictContext
keyModifier	KeyModifier
keyModifierDefault	KeyModifier
setToDefaultValue	boolean

Methods	Return Type
compareTo(KeyBinding k)	int
compareTo(Object o)	int
conflicts(KeyBinding k)	boolean
func_151462_b(int i)	void
func_151463_i()	int
func_151464_g()	String
func_151466_e()	String
func_151468_f()	boolean
func_151469_h()	int
func_151470_d()	boolean
hasKeyCodeModifierConflict(KeyBinding k)	boolean
isActiveAndMatches(int i)	boolean
setKeyModifierAndCode(KeyModifier arg0, int arg1)	void
setToDefault()	void
wait(long arg0, int arg1)	void
wait(long l)	void

TutorialSteps

Class

net.minecraft.client.tutorial.TutorialSteps

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_193308_a()	String
func_193309_a(Tutorial t)	TutorialStep
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

EntityPlayer$EnumChatVisibility

Class
net.minecraft.entity.player.EntityPlayer$EnumChatVisibility

Extends
Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_151428_a()	int
func_151429_b()	String
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

GameSettings$Options

Class
net.minecraft.client.settings.GameSettings$Options

Extends
Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_148262_d(float f)	float

Methods	Return Type
func_148263_a(float f)	void
func_148266_c(float f)	float
func_148267_f()	float
func_148268_e(float f)	float
func_186707_e()	float
func_74378_d()	String
func_74380_a()	boolean
func_74381_c()	int
func_74382_b()	boolean
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

ItemColor

Interface

net.minecraft.client.renderer.color.IItemColor

Extends

Methods	Return Type
func_186726_a(ItemStack arg0, int arg1)	int

SearchTree

Class

net.minecraft.client.util.SearchTree

Extends

SearchTree

Methods	Return Type
func_194038_a(String s)	List<T>
func_194040_a()	void
func_194043_a(Object o)	void
wait(long arg0, int arg1)	void
wait(long l)	void

ResourcePackRepository$Entry

Class

net.minecraft.client.resources.ResourcePackRepository$Entry

Extends

Methods	Return Type
func_110514_c()	ResourcePack

Methods	Return Type
func_110515_d()	String
func_110516_a()	void
func_110517_b()	void
func_110518_a(TextureManager t)	void
func_110519_e()	String
func_183027_f()	int
wait(long arg0, int arg1)	void
wait(long l)	void

Language

Class
net.minecraft.client.resources.Language

Extends
Comparable

Fields	Type
javaLocale	Locale

Methods	Return Type
compareTo(Object o)	int
compareTo(Language l)	int
func_135034_a()	String
func_135035_b()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

ServerData$ServerResourceMode

Class
net.minecraft.client.multiplayer.ServerData$ServerResourceMode

Extends
Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_152589_a()	TextComponent
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

NetHandlerPlayClient

Interface

net.minecraft.network.play.INetHandlerPlayClient

Extends

NetHandler

Methods	Return Type
func_147231_a(TextComponent t)	void
func_147234_a(SPacketBlockChange s)	void
func_147235_a(SPacketSpawnObject s)	void
func_147236_a(SPacketEntityStatus s)	void
func_147237_a(SPacketSpawnPlayer s)	void
func_147238_a(SPacketDestroyEntities s)	void
func_147239_a(SPacketConfirmTransaction s)	void
func_147240_a(SPacketCustomPayload s)	void
func_147241_a(SPacketWindowItems s)	void
func_147242_a(SPacketEntityEquipment s)	void
func_147243_a(SPacketEntityAttach s)	void
func_147244_a(SPacketEntityVelocity s)	void
func_147245_a(SPacketWindowProperty s)	void
func_147246_a(SPacketCollectItem s)	void
func_147247_a(SPacketTeams s)	void
func_147249_a(SPacketUpdateHealth s)	void
func_147250_a(SPacketUpdateScore s)	void
func_147251_a(SPacketChat s)	void
func_147252_a(SPacketChangeGameState s)	void
func_147253_a(SPacketDisconnect s)	void
func_147254_a(SPacketDisplayObjective s)	void
func_147256_a(SPacketPlayerListItem s)	void
func_147257_a(SPacketHeldItemChange s)	void
func_147259_a(SPacketEntity s)	void
func_147260_a(SPacketEntityEffect s)	void
func_147261_a(SPacketBlockAction s)	void
func_147262_a(SPacketRemoveEntityEffect s)	void
func_147263_a(SPacketChunkData s)	void
func_147264_a(SPacketMaps s)	void
func_147265_a(SPacketOpenWindow s)	void
func_147266_a(SPacketSetSlot s)	void
func_147267_a(SPacketEntityHeadLook s)	void
func_147268_a(SPacketSignEditorOpen s)	void
func_147270_a(SPacketPlayerAbilities s)	void
func_147271_a(SPacketSpawnPosition s)	void
func_147272_a(SPacketKeepAlive s)	void

Methods	Return Type
func_147273_a(SPacketUpdateTileEntity s)	void
func_147274_a(SPacketTabComplete s)	void
func_147275_a(SPacketEntityTeleport s)	void
func_147276_a(SPacketCloseWindow s)	void
func_147277_a(SPacketEffect s)	void
func_147278_a(SPacketUseBed s)	void
func_147279_a(SPacketAnimation s)	void
func_147280_a(SPacketRespawn s)	void
func_147281_a(SPacketSpawnMob s)	void
func_147282_a(SPacketJoinGame s)	void
func_147283_a(SPacketExplosion s)	void
func_147284_a(SPacketEntityMetadata s)	void
func_147285_a(SPacketTimeUpdate s)	void
func_147286_a(SPacketSpawnExperienceOrb s)	void
func_147287_a(SPacketMultiBlockChange s)	void
func_147288_a(SPacketSpawnPainting s)	void
func_147289_a(SPacketParticles s)	void
func_147290_a(SPacketEntityProperties s)	void
func_147291_a(SPacketScoreboardObjective s)	void
func_147292_a(SPacketSpawnGlobalEntity s)	void
func_147293_a(SPacketStatistics s)	void
func_147294_a(SPacketBlockBreakAnim s)	void
func_147295_a(SPacketSetExperience s)	void
func_175093_a(SPacketWorldBorder s)	void
func_175094_a(SPacketCamera s)	void
func_175095_a(SPacketResourcePackSend s)	void
func_175096_a(SPacketPlayerListHeaderFooter s)	void
func_175098_a(SPacketCombatEvent s)	void
func_175099_a(SPacketTitle s)	void
func_175101_a(SPacketServerDifficulty s)	void
func_184323_a(SPacketMoveVehicle s)	void
func_184324_a(SPacketCooldown s)	void
func_184325_a(SPacketUpdateBossInfo s)	void
func_184326_a(SPacketUnloadChunk s)	void
func_184327_a(SPacketSoundEffect s)	void
func_184328_a(SPacketSetPassengers s)	void
func_184329_a(SPacketCustomSound s)	void
func_184330_a(SPacketPlayerPosLook s)	void
func_191980_a(SPacketRecipeBook s)	void
func_191981_a(SPacketAdvancementInfo s)	void
func_194022_a(SPacketSelectAdvancementsTab s)	void
func_194307_a(SPacketPlaceGhostRecipe s)	void

SPacketBlockChange

Class

net.minecraft.network.play.server.SPacketBlockChange

Extends

Packet

Fields	Type
field_148883_d	BlockState

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_179827_b()	BlockPos
func_180728_a()	BlockState
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketSpawnObject

Class

net.minecraft.network.play.server.SPacketSpawnObject

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_148993_l()	int
func_148999_i()	int
func_149000_e(int i)	void
func_149001_c()	int
func_149002_g(int i)	void
func_149003_d(int i)	void
func_149004_h()	int
func_149006_k()	int
func_149007_f(int i)	void
func_149008_j()	int
func_149009_m()	int
func_149010_g()	int
func_186879_b()	UUID
func_186880_c()	double

Methods	Return Type
func_186881_e()	double
func_186882_d()	double
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketEntityStatus

Class

net.minecraft.network.play.server.SPacketEntityStatus

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149160_c()	byte
func_149161_a(World w)	Entity
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketSpawnPlayer

Class

net.minecraft.network.play.server.SPacketSpawnPlayer

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_148941_i()	byte
func_148943_d()	int
func_148944_c()	List<net.minecraft.network.datasync.EntityDataManager$DataEntry<?>>
func_148945_j()	byte
func_179819_c()	UUID
func_186897_e()	double
func_186898_d()	double
func_186899_f()	double
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketDestroyEntities

Class

net.minecraft.network.play.server.SPacketDestroyEntities

Extends

Packet

Methods	Return Type
func_148833_a(NetHandlerPlayClient n)	void
func_148833_a(NetHandler n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149098_c()	int[]
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketConfirmTransaction

Class

net.minecraft.network.play.server.SPacketConfirmTransaction

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_148888_e()	boolean
func_148889_c()	int
func_148890_d()	short
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketCustomPayload

Class

net.minecraft.network.play.server.SPacketCustomPayload

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void

Methods	Return Type
func_149169_c()	String
func_180735_b()	PacketBuffer
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketWindowItems

Class

net.minecraft.network.play.server.SPacketWindowItems

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_148910_d()	List<ItemStack>
func_148911_c()	int
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketEntityEquipment

Class

net.minecraft.network.play.server.SPacketEntityEquipment

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149389_d()	int
func_149390_c()	ItemStack
func_186969_c()	EntityEquipmentSlot
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketEntityAttach

Class

net.minecraft.network.play.server.SPacketEntityAttach

Extends

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149402_e()	int
func_149403_d()	int
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketEntityVelocity

Class

net.minecraft.network.play.server.SPacketEntityVelocity

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149409_f()	int
func_149410_e()	int
func_149411_d()	int
func_149412_c()	int
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketWindowProperty

Class

net.minecraft.network.play.server.SPacketWindowProperty

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149180_e()	int
func_149181_d()	int

Methods	Return Type
func_149182_c()	int
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketCollectItem

Class

net.minecraft.network.play.server.SPacketCollectItem

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149353_d()	int
func_149354_c()	int
func_191208_c()	int
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketTeams

Class

net.minecraft.network.play.server.SPacketTeams

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149306_d()	String
func_149307_h()	int
func_149308_i()	int
func_149309_f()	String
func_149310_g()	Collection<String>
func_149311_e()	String
func_149312_c()	String
func_179813_h()	int
func_179814_i()	String
func_186975_j()	String

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketUpdateHealth

Class

net.minecraft.network.play.server.SPacketUpdateHealth

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149330_d()	int
func_149331_e()	float
func_149332_c()	float
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketUpdateScore

Class

net.minecraft.network.play.server.SPacketUpdateScore

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149321_d()	String
func_149323_e()	int
func_149324_c()	String
func_180751_d()	SPacketUpdateScore$Action
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketChat

Class

net.minecraft.network.play.server.SPacketChat

Extends

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_148915_c()	TextComponent
func_148916_d()	boolean
func_192590_c()	ChatType
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketChangeGameState

Class

net.minecraft.network.play.server.SPacketChangeGameState

Extends

Packet

Methods	Return Type
func_148833_a(NetHandlerPlayClient n)	void
func_148833_a(NetHandler n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149137_d()	float
func_149138_c()	int
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketDisconnect

Class

net.minecraft.network.play.server.SPacketDisconnect

Extends

Packet

Methods	Return Type
func_148833_a(NetHandlerPlayClient n)	void
func_148833_a(NetHandler n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149165_c()	TextComponent
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketDisplayObjective

Class

net.minecraft.network.play.server.SPacketDisplayObjective

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149370_d()	String
func_149371_c()	int
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketPlayerListItem

Class

net.minecraft.network.play.server.SPacketPlayerListItem

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_179767_a()	List<SPacketPlayerListItem$AddPlayerData>
func_179768_b()	SPacketPlayerListItem$Action
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketHeldItemChange

Class

net.minecraft.network.play.server.SPacketHeldItemChange

Extends

Packet

Methods	Return Type
func_148833_a(NetHandlerPlayClient n)	void
func_148833_a(NetHandler n)	void
func_148837_a(PacketBuffer p)	void

Methods	Return Type
func_148840_b(PacketBuffer p)	void
func_149385_c()	int
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketEntity

Class

net.minecraft.network.play.server.SPacketEntity

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149060_h()	boolean
func_149063_g()	byte
func_149065_a(World w)	Entity
func_149066_f()	byte
func_179742_g()	boolean
func_186951_c()	int
func_186952_a()	int
func_186953_b()	int
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketEntityEffect

Class

net.minecraft.network.play.server.SPacketEntityEffect

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149426_d()	int
func_149427_e()	byte
func_149428_f()	byte
func_149429_c()	boolean

Methods	Return Type
func_179707_f()	boolean
func_180755_e()	int
func_186984_g()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketBlockAction

Class

net.minecraft.network.play.server.SPacketBlockAction

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_148864_h()	int
func_148868_c()	Block
func_148869_g()	int
func_179825_a()	BlockPos
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketRemoveEntityEffect

Class

net.minecraft.network.play.server.SPacketRemoveEntityEffect

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_186967_a(World w)	Entity
func_186968_a()	Potion
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketChunkData

Class

Class

net.minecraft.network.play.server.SPacketChunkData

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149271_f()	int
func_149273_e()	int
func_149274_i()	boolean
func_149276_g()	int
func_186946_a()	PacketBuffer
func_189554_f()	List<NBTTagCompound>
func_189555_a(PacketBuffer arg0, Chunk arg1, boolean arg2, int arg3)	int
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketMaps

Class

net.minecraft.network.play.server.SPacketMaps

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149188_c()	int
func_179734_a(MapData m)	void
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketOpenWindow

Class

net.minecraft.network.play.server.SPacketOpenWindow

Extends

Packet

Methods	Return Type

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_148897_h()	int
func_148898_f()	int
func_148900_g()	boolean
func_148901_c()	int
func_148902_e()	String
func_179840_c()	TextComponent
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketSetSlot

Class

net.minecraft.network.play.server.SPacketSetSlot

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149173_d()	int
func_149174_e()	ItemStack
func_149175_c()	int
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketEntityHeadLook

Class

net.minecraft.network.play.server.SPacketEntityHeadLook

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149380_c()	byte

Methods	Return Type
func_149381_a(World w)	Entity
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketSignEditorOpen

Class

net.minecraft.network.play.server.SPacketSignEditorOpen

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_179777_a()	BlockPos
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketPlayerAbilities

Class

net.minecraft.network.play.server.SPacketPlayerAbilities

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149101_g()	float
func_149102_b(boolean b)	void
func_149103_f()	boolean
func_149104_a(float f)	void
func_149105_e()	boolean
func_149106_d()	boolean
func_149107_h()	float
func_149108_a(boolean b)	void
func_149109_c(boolean b)	void
func_149110_b(float f)	void
func_149111_d(boolean b)	void
func_149112_c()	boolean

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketSpawnPosition

Class

net.minecraft.network.play.server.SPacketSpawnPosition

Extends

Packet

Methods	Return Type
func_148833_a(NetHandlerPlayClient n)	void
func_148833_a(NetHandler n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_179800_a()	BlockPos
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketKeepAlive

Class

net.minecraft.network.play.server.SPacketKeepAlive

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149134_c()	long
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketTabComplete

Class

net.minecraft.network.play.server.SPacketTabComplete

Extends

Packet

Methods	Return Type
func_148833_a(NetHandlerPlayClient n)	void
func_148833_a(NetHandler n)	void

Methods	Return Type
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149630_c()	String[]
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketEntityTeleport

Class

net.minecraft.network.play.server.SPacketEntityTeleport

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149447_h()	byte
func_149450_g()	byte
func_149451_c()	int
func_179697_g()	boolean
func_186981_d()	double
func_186982_b()	double
func_186983_c()	double
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketCloseWindow

Class

net.minecraft.network.play.server.SPacketCloseWindow

Extends

Packet

Methods	Return Type
func_148833_a(NetHandlerPlayClient n)	void
func_148833_a(NetHandler n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketEffect

Class

net.minecraft.network.play.server.SPacketEffect

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149241_e()	int
func_149242_d()	int
func_149244_c()	boolean
func_179746_d()	BlockPos
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketUseBed

Class

net.minecraft.network.play.server.SPacketUseBed

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149091_a(World w)	EntityPlayer
func_179798_a()	BlockPos
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketAnimation

Class

net.minecraft.network.play.server.SPacketAnimation

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void

Methods	Return Type
func_148840_b(PacketBuffer p)	void
func_148977_d()	int
func_148978_c()	int
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketRespawn

Class

net.minecraft.network.play.server.SPacketRespawn

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149080_f()	WorldType
func_149081_d()	EnumDifficulty
func_149082_c()	int
func_149083_e()	GameType
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketSpawnMob

Class

net.minecraft.network.play.server.SPacketSpawnMob

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149024_d()	int
func_149025_e()	int
func_149026_i()	int
func_149027_c()	List<net.minecraft.network.datasync.EntityDataManager$DataEntry<?>>
func_149028_l()	byte
func_149030_m()	byte
func_149031_k()	int

Methods	Return Type
func_149032_n()	byte
func_149033_j()	int
func_186890_c()	UUID
func_186891_e()	double
func_186892_f()	double
func_186893_g()	double
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketJoinGame

Class

net.minecraft.network.play.server.SPacketJoinGame

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149192_g()	EnumDifficulty
func_149193_h()	int
func_149194_f()	int
func_149195_d()	boolean
func_149196_i()	WorldType
func_149197_c()	int
func_149198_e()	GameType
func_179744_h()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketExplosion

Class

net.minecraft.network.play.server.SPacketExplosion

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void

Methods	Return Type
func_149143_g()	double
func_149144_d()	float
func_149145_h()	double
func_149146_i()	float
func_149147_e()	float
func_149148_f()	double
func_149149_c()	float
func_149150_j()	List<BlockPos>
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketEntityMetadata

Class

net.minecraft.network.play.server.SPacketEntityMetadata

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149375_d()	int
func_149376_c()	List<net.minecraft.network.datasync.EntityDataManager$DataEntry<?>>
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketTimeUpdate

Class

net.minecraft.network.play.server.SPacketTimeUpdate

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149365_d()	long
func_149366_c()	long
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketSpawnExperienceOrb

Class

net.minecraft.network.play.server.SPacketSpawnExperienceOrb

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_148985_c()	int
func_148986_g()	int
func_186884_d()	double
func_186885_b()	double
func_186886_c()	double
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketMultiBlockChange

Class

net.minecraft.network.play.server.SPacketMultiBlockChange

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_179844_a()	SPacketMultiBlockChange$BlockUpdateData[]
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketSpawnPainting

Class

net.minecraft.network.play.server.SPacketSpawnPainting

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void

Methods	Return Type
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_148961_h()	String
func_148965_c()	int
func_179836_c()	EnumFacing
func_179837_b()	BlockPos
func_186895_b()	UUID
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketParticles

Class

net.minecraft.network.play.server.SPacketParticles

Extends

Packet

Methods	Return Type
func_148833_a(NetHandlerPlayClient n)	void
func_148833_a(NetHandler n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149220_d()	double
func_149221_g()	float
func_149222_k()	int
func_149223_i()	float
func_149224_h()	float
func_149225_f()	double
func_149226_e()	double
func_149227_j()	float
func_179748_k()	int[]
func_179749_a()	EnumParticleTypes
func_179750_b()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketEntityProperties

Class

net.minecraft.network.play.server.SPacketEntityProperties

Extends

Packet

Methods	Return Type

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149441_d()	List<SPacketEntityProperties$Snapshot>
func_149442_c()	int
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketScoreboardObjective

Class

net.minecraft.network.play.server.SPacketScoreboardObjective

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149337_d()	String
func_149338_e()	int
func_149339_c()	String
func_179817_d()	IScoreCriteria$EnumRenderType
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketSpawnGlobalEntity

Class

net.minecraft.network.play.server.SPacketSpawnGlobalEntity

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149052_c()	int
func_149053_g()	int
func_186887_d()	double
func_186888_b()	double

Methods	Return Type
func_186889_c()	double
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketStatistics

Class

net.minecraft.network.play.server.SPacketStatistics

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_148974_c()	Map<StatBase, int>
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketBlockBreakAnim

Class

net.minecraft.network.play.server.SPacketBlockBreakAnim

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_148845_c()	int
func_148846_g()	int
func_179821_b()	BlockPos
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketSetExperience

Class

net.minecraft.network.play.server.SPacketSetExperience

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149395_e()	int
func_149396_d()	int
func_149397_c()	float
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketWorldBorder

Class

net.minecraft.network.play.server.SPacketWorldBorder

Extends

Packet

Methods	Return Type
func_148833_a(NetHandlerPlayClient n)	void
func_148833_a(NetHandler n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_179788_a(WorldBorder w)	void
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketCamera

Class

net.minecraft.network.play.server.SPacketCamera

Extends

Packet

Fields	Type
field_179781_a	int

Methods	Return Type
func_148833_a(NetHandlerPlayClient n)	void
func_148833_a(NetHandler n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_179780_a(World w)	Entity
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketResourcePackSend

Class

net.minecraft.network.play.server.SPacketResourcePackSend

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_179783_a()	String
func_179784_b()	String
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketPlayerListHeaderFooter

Class

net.minecraft.network.play.server.SPacketPlayerListHeaderFooter

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_179700_a()	TextComponent
func_179701_b()	TextComponent
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketCombatEvent

Class

net.minecraft.network.play.server.SPacketCombatEvent

Extends

Packet

Fields	Type
field_179772_d	int
field_179773_e	TextComponent
field_179774_b	int
field_179775_c	int

Fields	Type
field_179776_a	SPacketCombatEvent$Event

Methods	Return Type
func_148833_a(NetHandlerPlayClient n)	void
func_148833_a(NetHandler n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketTitle

Class

net.minecraft.network.play.server.SPacketTitle

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_179803_e()	int
func_179804_d()	int
func_179805_b()	TextComponent
func_179806_c()	int
func_179807_a()	SPacketTitle$Type
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketServerDifficulty

Class

net.minecraft.network.play.server.SPacketServerDifficulty

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_179830_a()	boolean
func_179831_b()	EnumDifficulty
wait(long arg0, int arg1)	void

Methods	Return Type
wait(long l)	void

SPacketMoveVehicle

Class

net.minecraft.network.play.server.SPacketMoveVehicle

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_186955_b()	double
func_186956_c()	double
func_186957_a()	double
func_186958_e()	float
func_186959_d()	float
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketCooldown

Class

net.minecraft.network.play.server.SPacketCooldown

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_186920_a()	Item
func_186922_b()	int
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketUpdateBossInfo

Class

net.minecraft.network.play.server.SPacketUpdateBossInfo

Extends

Packet

Methods	Return Type
func_148833_a(NetHandlerPlayClient n)	void
func_148833_a(NetHandler n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_186900_e()	BossInfo$Color
func_186901_i()	boolean
func_186902_b()	SPacketUpdateBossInfo$Operation
func_186904_f()	BossInfo$Overlay
func_186906_d()	float
func_186907_c()	TextComponent
func_186908_a()	UUID
func_186909_g()	boolean
func_186910_h()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketUnloadChunk

Class

net.minecraft.network.play.server.SPacketUnloadChunk

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_186940_a()	int
func_186941_b()	int
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketSoundEffect

Class

net.minecraft.network.play.server.SPacketSoundEffect

Extends

Packet

Methods	Return Type
func_148833_a(NetHandlerPlayClient n)	void
func_148833_a(NetHandler n)	void
func_148837_a(PacketBuffer p)	void

Methods	Return Type
func_148840_b(PacketBuffer p)	void
func_149207_d()	double
func_149208_g()	float
func_149209_h()	float
func_149210_f()	double
func_149211_e()	double
func_186977_b()	SoundCategory
func_186978_a()	SoundEvent
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketSetPassengers

Class

net.minecraft.network.play.server.SPacketSetPassengers

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_186971_a()	int[]
func_186972_b()	int
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketCustomSound

Class

net.minecraft.network.play.server.SPacketCustomSound

Extends

Packet

Methods	Return Type
func_148833_a(NetHandlerPlayClient n)	void
func_148833_a(NetHandler n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_186925_e()	double
func_186926_d()	double
func_186927_f()	float
func_186928_g()	float

Methods	Return Type
func_186929_b()	SoundCategory
func_186930_a()	String
func_186932_c()	double
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketPlayerPosLook

Class

net.minecraft.network.play.server.SPacketPlayerPosLook

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_148928_d()	double
func_148930_g()	float
func_148931_f()	float
func_148932_c()	double
func_148933_e()	double
func_179834_f()	Set<SPacketPlayerPosLook$EnumFlags>
func_186965_f()	int
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketRecipeBook

Class

net.minecraft.network.play.server.SPacketRecipeBook

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_192593_c()	boolean
func_192594_d()	boolean
func_192595_a()	List<Recipe>
func_193644_b()	List<Recipe>

Methods	Return Type
func_194151_e()	SPacketRecipeBook$State
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketAdvancementInfo

Class

net.minecraft.network.play.server.SPacketAdvancementInfo

Extends

Packet

Methods	Return Type
func_148833_a(NetHandlerPlayClient n)	void
func_148833_a(NetHandler n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_192600_b()	Set<ResourceLocation>
func_192602_d()	boolean
func_192603_a()	Map<ResourceLocation, Advancement$Builder>
func_192604_c()	Map<ResourceLocation, AdvancementProgress>
wait(long arg0, int arg1)	void
wait(long l)	void

ClientAdvancementManager

Class

net.minecraft.client.multiplayer.ClientAdvancementManager

Extends

Fields	Type
field_192803_d	Map<Advancement, AdvancementProgress>

Methods	Return Type
func_192798_a(ClientAdvancementManager$IListener c)	void
func_192799_a(SPacketAdvancementInfo s)	void
func_194229_a()	AdvancementList
func_194230_a(Advancement arg0, boolean arg1)	void
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketSelectAdvancementsTab

Class

net.minecraft.network.play.server.SPacketSelectAdvancementsTab

Extends

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayClient n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_194154_a()	ResourceLocation
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketPlaceGhostRecipe

Class

net.minecraft.network.play.server.SPacketPlaceGhostRecipe

Extends

Packet

Methods	Return Type
func_148833_a(NetHandlerPlayClient n)	void
func_148833_a(NetHandler n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_194311_a()	Recipe
func_194313_b()	int
wait(long arg0, int arg1)	void
wait(long l)	void

AbstractTexture

Class

net.minecraft.client.renderer.texture.AbstractTexture

Extends

TextureObject

Fields	Type
multiTex	MultiTexID
multiTexID	MultiTexID

Methods	Return Type
func_110551_a(ResourceManager r)	void
func_110552_b()	int
func_147631_c()	void
func_174935_a()	void
func_174936_b(boolean arg0, boolean arg1)	void

Methods	Return Type
func_174937_a(boolean arg0, boolean arg1)	void
wait(long arg0, int arg1)	void
wait(long l)	void

MultiTexID

Class

net.optifine.shaders.MultiTexID

Extends

Fields	Type
base	int
norm	int
spec	int

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

TextureMapPopulator

Interface

net.minecraft.client.renderer.texture.ITextureMapPopulator

Extends

Methods	Return Type
func_177059_a(TextureMap t)	void

Tickable

Interface

net.minecraft.util.ITickable

Extends

Methods	Return Type
func_73660_a()	void

SoundManager

Class

net.minecraft.client.audio.SoundManager

Extends

Fields	Type
field_148618_g	int
field_148620_e	SoundManager$SoundSystemStarterThread

Fields	Type
field_148622_c	SoundHandler
field_148624_n	Map<String, int>
field_148625_l	List<TickableSound>
field_148629_h	Map<String, Sound>
field_188776_k	Multimap<SoundCategory, String>

Methods	Return Type
func_148596_a()	void
func_148597_a(Sound s)	boolean
func_148599_a(Sound arg0, int arg1)	void
func_148602_b(Sound s)	void
func_148604_f()	void
func_148605_d()	void
func_148610_e()	void
func_148611_c(Sound s)	void
func_148613_b()	void
func_148614_c()	void
func_148615_a(EntityPlayer arg0, float arg1)	void
func_188770_e(Sound s)	float
func_188771_a(SoundCategory arg0, float arg1)	void
func_188772_d(Sound s)	float
func_188773_b(SoundEventListener s)	void
func_188774_a(SoundEventListener s)	void
func_189567_a(String arg0, SoundCategory arg1)	void
setListener(Entity arg0, float arg1)	void
wait(long arg0, int arg1)	void
wait(long l)	void

SoundEventAccessor

Class
net.minecraft.client.audio.SoundEventAccessor

Extends
SoundEventAccessor

Methods	Return Type
func_148720_g()	Object
func_148720_g()	Sound
func_148721_a()	int
func_188712_c()	TextComponent
func_188714_b()	ResourceLocation
func_188715_a(SoundEventAccessor<Sound> s)	void
wait(long arg0, int arg1)	void
wait(long l)	void

SoundEventListener

Interface

net.minecraft.client.audio.ISoundEventListener

Extends

Methods	Return Type
func_184067_a(Sound arg0, SoundEventAccessor arg1)	void

MinecraftProfileTexture$Type

Class

com.mojang.authlib.minecraft.MinecraftProfileTexture$Type

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

MinecraftProfileTexture

Class

com.mojang.authlib.minecraft.MinecraftProfileTexture

Extends

Fields	Type
hash	String
url	String

Methods	Return Type
getMetadata(String s)	String
wait(long arg0, int arg1)	void
wait(long l)	void

SkinManager$SkinAvailableCallback

Interface

net.minecraft.client.resources.SkinManager$SkinAvailableCallback

Extends

Methods	Return Type
func_180521_a(MinecraftProfileTexture$Type arg0, ResourceLocation arg1, MinecraftProfileTexture arg2)	void

ItemCameraTransforms$TransformType

Class

net.minecraft.client.renderer.block.model.ItemCameraTransforms$TransformType

Extends

Enum

ModelPart

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

Render

Class

net.minecraft.client.renderer.entity.Render

Extends

EntityRenderer

Fields	Type
entityClass	Class
field_76989_e	float
locationTextureCustom	ResourceLocation

Methods	Return Type
func_110776_a(ResourceLocation r)	void
func_177068_d()	RenderManager
func_177071_a(Entity arg0, Camera arg1, double arg2, double arg3, double arg4)	boolean
func_188295_H_()	boolean
func_188297_a(boolean b)	void
func_188300_b(Entity arg0, double arg1, double arg2, double arg3, float arg4, float arg5)	void
func_76979_b(Entity arg0, double arg1, double arg2, double arg3, float arg4, float arg5)	void
func_76983_a()	FontRenderer
func_76986_a(Entity arg0, double arg1, double arg2, double arg3, float arg4, float arg5)	void
wait(long arg0, int arg1)	void
wait(long l)	void

RenderPlayer

Class

net.minecraft.client.renderer.entity.RenderPlayer

Extends

RenderLivingBase

Fields	Type
entityClass	Class
field_177097_h	List<net.minecraft.client.renderer.entity.layers.LayerRenderer<T>>
field_76989_e	float
field_77045_g	ModelBase
layerRenderers	List<net.minecraft.client.renderer.entity.layers.LayerRenderer<T>>
locationTextureCustom	ResourceLocation
renderAgeInTicks	float
renderEntity	EntityLivingBase
renderHeadPitch	float
renderHeadYaw	float
renderLimbSwing	float
renderLimbSwingAmount	float
renderPartialTicks	float
renderScaleFactor	float

Methods	Return Type
func_110775_a(AbstractClientPlayer a)	ResourceLocation
func_110775_a(Entity e)	ResourceLocation
func_110776_a(ResourceLocation r)	void
func_177067_a(EntityLivingBase arg0, double arg1, double arg2, double arg3)	void
func_177067_a(Entity arg0, double arg1, double arg2, double arg3)	void
func_177068_d()	RenderManager
func_177071_a(Entity arg0, Camera arg1, double arg2, double arg3, double arg4)	boolean
func_177087_b()	ModelPlayer
func_177087_b()	ModelBase
func_177094_a(LayerRenderer l)	boolean
func_177137_d(AbstractClientPlayer a)	void
func_177138_b(AbstractClientPlayer a)	void
func_177139_c(AbstractClientPlayer a)	void
func_188295_H_()	boolean
func_188297_a(boolean b)	void
func_188300_b(Entity arg0, double arg1, double arg2, double arg3, float arg4, float arg5)	void
func_188322_c(EntityLivingBase arg0, float arg1)	float
func_76979_b(Entity arg0, double arg1, double arg2, double arg3, float arg4, float arg5)	void
func_76983_a()	FontRenderer
func_76986_a(AbstractClientPlayer arg0, double arg1, double arg2, double arg3, float arg4, float arg5)	void

Methods	Return Type
func_76986_a(Entity arg0, double arg1, double arg2, double arg3, float arg4, float arg5)	void
func_76986_a(EntityLivingBase arg0, double arg1, double arg2, double arg3, float arg4, float arg5)	void
func_82422_c()	void
wait(long arg0, int arg1)	void
wait(long l)	void

ItemModelMesher

Class

net.minecraft.client.renderer.ItemModelMesher

Extends

Methods	Return Type
func_178080_a(Item arg0, ItemMeshDefinition arg1)	void
func_178082_a(Item i)	TextureAtlasSprite
func_178083_a()	ModelManager
func_178085_b()	void
func_178086_a(Item arg0, int arg1, ModelResourceLocation arg2)	void
func_178087_a(Item arg0, int arg1)	TextureAtlasSprite
func_178089_a(ItemStack i)	BakedModel
wait(long arg0, int arg1)	void
wait(long l)	void

ModelManager

Class

net.minecraft.client.renderer.block.model.ModelManager

Extends

ResourceManagerReloadListener

Methods	Return Type
func_110549_a(ResourceManager r)	void
func_174951_a()	BakedModel
func_174952_b()	TextureMap
func_174953_a(ModelResourceLocation m)	BakedModel
func_174954_c()	BlockModelShapes
wait(long arg0, int arg1)	void
wait(long l)	void

BakedQuad

Class

net.minecraft.client.renderer.block.model.BakedQuad

Extends

VertexProducer

Fields	Type
faceQuad	boolean
format	VertexFormat
fullFaceQuad	boolean
fullQuad	boolean
midX	float
midY	double
midZ	double
quadBounds	QuadBounds
quadEmissive	BakedQuad
vertexDataSingle	int[]

Methods	Return Type
func_178209_a()	int[]
func_178210_d()	EnumFacing
func_178211_c()	int
func_178212_b()	boolean
func_187508_a()	TextureAtlasSprite
pipe(VertexConsumer v)	void
shouldApplyDiffuseLighting()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

BlockColor

Interface

net.minecraft.client.renderer.color.IBlockColor

Extends

Methods	Return Type
func_186720_a(BlockState arg0, BlockAccess arg1, BlockPos arg2, int arg3)	int

DataFixer

Interface

net.minecraft.util.datafix.IDataFixer

Extends

Methods	Return Type
func_188251_a(FixType arg0, NBTTagCompound arg1, int arg2)	NBTTagCompound

FixType

Interface

net.minecraft.util.datafix.IFixType

Extends

DataWalker

Interface

net.minecraft.util.datafix.IDataWalker

Extends

Methods	Return Type
func_188266_a(DataFixer arg0, NBTTagCompound arg1, int arg2)	NBTTagCompound

FixableData

Interface

net.minecraft.util.datafix.IFixableData

Extends

Methods	Return Type
func_188216_a()	int
func_188217_a(NBTTagCompound n)	NBTTagCompound

FixTypes

Class

net.minecraft.util.datafix.FixTypes

Extends

Enum

FixType

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

Toast

Interface

net.minecraft.client.gui.toasts.IToast

Extends

Methods	Return Type
func_193652_b()	Object
func_193653_a(GuiToast arg0, long arg1)	IToast$Visibility

WorldSummary

Class

net.minecraft.world.storage.WorldSummary

Extends

Comparable

Methods	Return Type
compareTo(Object o)	int
compareTo(WorldSummary w)	int
func_154336_c()	long
func_186355_l()	boolean
func_186356_m()	boolean
func_186357_i()	String
func_75783_h()	boolean
func_75784_e()	long
func_75785_d()	boolean
func_75786_a()	String
func_75788_b()	String
func_75789_g()	boolean
func_75790_f()	GameType
wait(long arg0, int arg1)	void
wait(long l)	void

CommandManager

Interface

net.minecraft.command.ICommandManager

Extends

Methods	Return Type
func_180524_a(CommandSender arg0, String arg1, BlockPos arg2)	List<String>
func_71555_a()	Map<String, Command>
func_71556_a(CommandSender arg0, String arg1)	int
func_71557_a(CommandSender c)	List<Command>

ServerStatusResponse

Class

net.minecraft.network.ServerStatusResponse

Extends

Fields	Type
json	String

Methods	Return Type

Methods	Return Type
func_151315_a(TextComponent t)	void
func_151316_d()	String
func_151317_a()	TextComponent
func_151318_b()	ServerStatusResponse$Players
func_151319_a(ServerStatusResponse$Players s)	void
func_151320_a(String s)	void
func_151321_a(ServerStatusResponse$Version s)	void
func_151322_c()	ServerStatusResponse$Version
invalidateJson()	void
wait(long arg0, int arg1)	void
wait(long l)	void

NetworkSystem

Class

net.minecraft.network.NetworkSystem

Extends

Fields	Type
field_151277_a	boolean

Methods	Return Type
func_151265_a(InetAddress arg0, int arg1)	void
func_151267_d()	MinecraftServer
func_151268_b()	void
func_151269_c()	void
func_151270_a()	SocketAddress
wait(long arg0, int arg1)	void
wait(long l)	void

PlayerProfileCache

Class

net.minecraft.server.management.PlayerProfileCache

Extends

Fields	Type
field_152661_c	Map<String, PlayerProfileCache$ProfileEntry>

Methods	Return Type
func_152649_a(GameProfile g)	void
func_152652_a(UUID u)	GameProfile
func_152654_a()	String[]
func_152655_a(String s)	GameProfile
func_152657_b()	void

Methods	Return Type
func_152658_c()	void
wait(long arg0, int arg1)	void
wait(long l)	void

GameProfileRepository

Interface

com.mojang.authlib.GameProfileRepository

Extends

Methods	Return Type
findProfilesByNames(String[] arg0, Agent arg1, ProfileLookupCallback arg2)	void

ServerCommandManager

Class

net.minecraft.command.ServerCommandManager

Extends

CommandHandler

CommandListener

Fields	Type
field_71561_b	Set<Command>

Methods	Return Type
func_152372_a(CommandSender arg0, Command arg1, int arg2, String arg3, Object[] arg4)	void
func_180524_a(CommandSender arg0, String arg1, BlockPos arg2)	List<String>
func_71555_a()	Map<String, Command>
func_71556_a(CommandSender arg0, String arg1)	int
func_71557_a(CommandSender c)	List<Command>
func_71560_a(Command c)	Command
wait(long arg0, int arg1)	void
wait(long l)	void

PlayerList

Class

net.minecraft.server.management.PlayerList

Extends

Fields	Type
field_72407_n	boolean

Methods	Return Type
func_148537_a(Packet<?> arg0, int arg1)	void
func_148539_a(TextComponent t)	void

Methods	Return Type
func_148540_a(Packet<?> p)	void
func_148542_a(SocketAddress arg0, GameProfile arg1)	String
func_148543_a(EntityPlayer arg0, double arg1, double arg2, double arg3, double arg4, int arg5, Packet<?> arg6)	void
func_148544_a(TextComponent arg0, boolean arg1)	void
func_148545_a(GameProfile g)	EntityPlayerMP
func_152596_g(GameProfile g)	boolean
func_152597_c(GameProfile g)	void
func_152598_l()	String[]
func_152599_k()	UserListWhitelist
func_152600_g()	GameProfile[]
func_152601_d(GameProfile g)	void
func_152602_a(EntityPlayer e)	StatisticsManagerServer
func_152603_m()	UserListOps
func_152604_a(GameType g)	void
func_152605_a(GameProfile g)	void
func_152606_n()	String[]
func_152607_e(GameProfile g)	boolean
func_152608_h()	UserListBans
func_152610_b(GameProfile g)	void
func_152611_a(int i)	void
func_152612_a(String s)	EntityPlayerMP
func_177451_a(UUID u)	EntityPlayerMP
func_177452_b(EntityPlayer arg0, TextComponent arg1)	void
func_177453_a(EntityPlayer arg0, TextComponent arg1)	void
func_181057_v()	List<EntityPlayerMP>
func_181058_b(boolean b)	String
func_183023_f(GameProfile g)	boolean
func_187242_a(EntityPlayerMP arg0, int arg1)	void
func_187243_f(EntityPlayerMP e)	void
func_187244_a()	void
func_192054_h(EntityPlayerMP e)	PlayerAdvancements
func_193244_w()	void
func_72352_l()	int
func_72354_b(EntityPlayerMP arg0, WorldServer arg1)	void
func_72358_d(EntityPlayerMP e)	void
func_72363_f()	UserListIPBans
func_72364_a(WorldServer[] w)	void
func_72365_p()	MinecraftServer
func_72367_e(EntityPlayerMP e)	void
func_72368_a(EntityPlayerMP arg0, int arg1, boolean arg2)	EntityPlayerMP
func_72369_d()	String[]
func_72371_a(boolean b)	void

Methods	Return Type
func_72372_a()	int
func_72373_m()	String[]
func_72374_b()	void
func_72375_a(EntityPlayerMP arg0, WorldServer arg1)	void
func_72377_c(EntityPlayerMP e)	void
func_72378_q()	NBTTagCompound
func_72380_a(EntityPlayerMP e)	NBTTagCompound
func_72382_j(String s)	List<EntityPlayerMP>
func_72385_f(EntityPlayerMP e)	void
func_72387_b(boolean b)	void
func_72389_g()	void
func_72392_r()	void
func_72394_k()	int
func_72395_o()	int
func_82448_a(Entity arg0, int arg1, WorldServer arg2, WorldServer arg3)	void
getPlayerNBT(EntityPlayerMP e)	NBTTagCompound
initializeConnectionToPlayer(NetworkManager arg0, EntityPlayerMP arg1, NetHandlerPlayServer arg2)	void
transferEntityToWorld(Entity arg0, int arg1, WorldServer arg2, WorldServer arg3, Teleporter arg4)	void
transferEntityToWorld(Entity arg0, int arg1, WorldServer arg2, WorldServer arg3, Teleporter arg4)	void
transferPlayerToDimension(EntityPlayerMP arg0, int arg1, Teleporter arg2)	void
transferPlayerToDimension(EntityPlayerMP arg0, int arg1, Teleporter arg2)	void
wait(long arg0, int arg1)	void
wait(long l)	void

MutableColor4I

Class
com.feed_the_beast.ftblib.lib.icon.MutableColor4I

Extends
Color4I

Fields	Type
empty	boolean
ingredient	Object
json	JsonElement
mutable	boolean

Methods	Return Type
addBrightness(int i)	Color4I
addBrightness(float f)	Color4I
alphaf()	float
alphai()	int
bindTexture()	void
bluef()	float

Methods	Return Type
bluei()	int
combineWith(Icon[] i)	Icon
combineWith(Icon i)	Icon
copy()	MutableColor4I
copy()	Color4I
copy()	Icon
createPixelBuffer()	PixelBuffer
draw(int arg0, int arg1, int arg2, int arg3, Color4I arg4)	void
draw(int arg0, int arg1, int arg2, int arg3)	void
draw3D(Color4I c)	void
drawStatic(int arg0, int arg1, int arg2, int arg3)	void
greenf()	float
greeni()	int
hasPixelBuffer()	boolean
lerp(Color4I arg0, float arg1)	Color4I
mutable()	MutableColor4I
redf()	float
redi()	int
rgb()	int
rgba()	int
set(Color4I c)	Color4I
set(int arg0, int arg1)	Color4I
set(int i)	Color4I
set(int arg0, int arg1, int arg2, int arg3)	Color4I
set(Color4I arg0, int arg1)	Color4I
setAlpha(int i)	Color4I
setFromHSB(float arg0, float arg1, float arg2)	Color4I
wait(long arg0, int arg1)	void
wait(long l)	void
whiteIfEmpty()	Color4I
withAlpha(int i)	Color4I
withAlphaf(float f)	Color4I
withBorder(int i)	Icon
withOutline(Color4I arg0, boolean arg1)	Icon
withTint(Color4I c)	Color4I
withTint(Color4I c)	Icon

AbstractInt2ByteMap

Class
it.unimi.dsi.fastutil.ints.AbstractInt2ByteMap

Extends
AbstractInt2ByteFunction

Extends

Int2ByteMap

Serializable

Fields	Type
empty	boolean

Methods	Return Type
clear()	void
compute(Object arg0, BiFunction<? super K, ? super V, ? extends V> arg1)	Object
computeIfAbsent(Object arg0, Function<? super K, ? extends V> arg1)	Object
computeIfPresent(Object arg0, BiFunction<? super K, ? super V, ? extends V> arg1)	Object
containsKey(int i)	boolean
containsKey(Object o)	boolean
containsValue(byte b)	boolean
containsValue(Object o)	boolean
defaultReturnValue(byte b)	void
defaultReturnValue()	byte
entrySet()	ObjectSet<java.util.Map$Entry<java.lang.Integer, java.lang.Byte>>
entrySet()	Set
forEach(BiConsumer<? super K, ? super V> b)	void
get(Object o)	byte
get(Object o)	Object
get(int i)	byte
getOrDefault(Object arg0, Object arg1)	Object
int2ByteEntrySet()	ObjectSet<Int2ByteMap$Entry>
keySet()	Set
keySet()	IntSet
merge(Object arg0, Object arg1, BiFunction<? super V, ? super V, ? extends V> arg2)	Object
put(int arg0, byte arg1)	byte
put(int arg0, byte arg1)	byte
put(Object arg0, Object arg1)	Object
putAll(Map<? extends java.lang.Integer, ? extends java.lang.Byte> m)	void
putIfAbsent(Object arg0, Object arg1)	Object
remove(int i)	byte
remove(Object o)	byte
remove(Object o)	Object
remove(Object arg0, Object arg1)	boolean
replace(Object arg0, Object arg1)	Object
replace(Object arg0, Object arg1, Object arg2)	boolean
replaceAll(BiFunction<? super K, ? super V, ? extends V> b)	void
size()	int
size()	int
values()	Collection

Methods	Return Type
values()	ByteCollection
wait(long arg0, int arg1)	void
wait(long l)	void

Hash

Interface

it.unimi.dsi.fastutil.Hash

Extends

ObjectSet

Interface

it.unimi.dsi.fastutil.objects.ObjectSet

Extends

ObjectCollection

Set

Fields	Type
empty	boolean

Methods	Return Type
add(Object o)	boolean
add(Object o)	boolean
addAll(Collection<? extends E> c)	boolean
addAll(Collection<? extends E> c)	boolean
clear()	void
clear()	void
contains(Object o)	boolean
contains(Object o)	boolean
containsAll(Collection<?> c)	boolean
containsAll(Collection<?> c)	boolean
forEach(Consumer<? super T> c)	void
iterator()	ObjectIterator<K>
iterator()	Iterator<E>
iterator()	Iterator<T>
iterator()	Iterator<E>
objectIterator()	ObjectIterator<K>
parallelStream()	Stream<E>
remove(Object o)	boolean
removeAll(Collection<?> c)	boolean
removeAll(Collection<?> c)	boolean
removeIf(Predicate<? super E> p)	boolean
retainAll(Collection<?> c)	boolean

Methods	Return Type
retainAll(Collection<?> c)	boolean
size()	int
size()	int
spliterator()	Spliterator<E>
stream()	Stream<E>
toArray(Object[] o)	Object[]
toArray()	Object[]
toArray()	Object[]
toArray(Object[] o)	Object[]

Int2ByteMap$FastEntrySet

Interface

it.unimi.dsi.fastutil.ints.Int2ByteMap$FastEntrySet

Extends

ObjectSet

Fields	Type
empty	boolean

Methods	Return Type
add(Object o)	boolean
add(Object o)	boolean
addAll(Collection<? extends E> c)	boolean
addAll(Collection<? extends E> c)	boolean
clear()	void
clear()	void
contains(Object o)	boolean
contains(Object o)	boolean
containsAll(Collection<?> c)	boolean
containsAll(Collection<?> c)	boolean
fastIterator()	ObjectIterator<Int2ByteMap$Entry>
forEach(Consumer<? super T> c)	void
iterator()	ObjectIterator<K>
iterator()	Iterator<E>
iterator()	Iterator<T>
iterator()	Iterator<E>
objectIterator()	ObjectIterator<K>
parallelStream()	Stream<E>
remove(Object o)	boolean
removeAll(Collection<?> c)	boolean
removeAll(Collection<?> c)	boolean
removeIf(Predicate<? super E> p)	boolean
retainAll(Collection<?> c)	boolean

Methods	Return Type
retainAll(Collection<?> c)	boolean
size()	int
size()	int
spliterator()	Spliterator<E>
stream()	Stream<E>
toArray(Object[] o)	Object[]
toArray()	Object[]
toArray()	Object[]
toArray(Object[] o)	Object[]

IntSet

Interface

it.unimi.dsi.fastutil.ints.IntSet

Extends

IntCollection

Set

Fields	Type
empty	boolean

Methods	Return Type
add(int i)	boolean
add(Object o)	boolean
add(Object o)	boolean
addAll(IntCollection i)	boolean
addAll(Collection<? extends E> c)	boolean
addAll(Collection<? extends E> c)	boolean
clear()	void
clear()	void
contains(int i)	boolean
contains(Object o)	boolean
contains(Object o)	boolean
containsAll(IntCollection i)	boolean
containsAll(Collection<?> c)	boolean
containsAll(Collection<?> c)	boolean
forEach(Consumer<? super T> c)	void
intIterator()	IntIterator
iterator()	IntIterator
iterator()	Iterator<E>
iterator()	Iterator<T>
iterator()	Iterator<E>
parallelStream()	Stream<E>
rem(int i)	boolean

Methods	Return Type
remove(int i)	boolean
remove(Object o)	boolean
remove(Object o)	boolean
removeAll(IntCollection i)	boolean
removeAll(Collection<?> c)	boolean
removeAll(Collection<?> c)	boolean
removeIf(Predicate<? super E> p)	boolean
retainAll(IntCollection i)	boolean
retainAll(Collection<?> c)	boolean
retainAll(Collection<?> c)	boolean
size()	int
size()	int
spliterator()	Spliterator<E>
stream()	Stream<E>
toArray(int[] i)	int[]
toArray(Object[] o)	Object[]
toArray()	Object[]
toArray()	Object[]
toArray(Object[] o)	Object[]
toIntArray()	int[]
toIntArray(int[] i)	int[]

ByteCollection

Interface

it.unimi.dsi.fastutil.bytes.ByteCollection

Extends

Collection

ByteIterable

Fields	Type
empty	boolean

Methods	Return Type
add(byte b)	boolean
add(Object o)	boolean
addAll(ByteCollection b)	boolean
addAll(Collection<? extends E> c)	boolean
byteIterator()	ByteIterator
clear()	void
contains(byte b)	boolean
contains(Object o)	boolean
containsAll(ByteCollection b)	boolean
containsAll(Collection<?> c)	boolean

Methods	Return Type
forEach(Consumer<? super T> c)	void
iterator()	ByteIterator
iterator()	Iterator<E>
iterator()	Iterator<T>
parallelStream()	Stream<E>
rem(byte b)	boolean
remove(Object o)	boolean
removeAll(ByteCollection b)	boolean
removeAll(Collection<?> c)	boolean
removeIf(Predicate<? super E> p)	boolean
retainAll(ByteCollection b)	boolean
retainAll(Collection<?> c)	boolean
size()	int
spliterator()	Spliterator<E>
stream()	Stream<E>
toArray(byte[] b)	byte[]
toArray(Object[] o)	Object[]
toArray()	Object[]
toByteArray()	byte[]
toByteArray(byte[] b)	byte[]

AbstractIntSet

Class
it.unimi.dsi.fastutil.ints.AbstractIntSet

Extends
AbstractIntCollection
Cloneable
IntSet

Fields	Type
empty	boolean

Methods	Return Type
add(int i)	boolean
add(int i)	boolean
add(Object o)	boolean
addAll(IntCollection i)	boolean
addAll(Collection<? extends java.lang.Integer> c)	boolean
clear()	void
contains(int i)	boolean
contains(Object o)	boolean
containsAll(Collection<?> c)	boolean
containsAll(IntCollection i)	boolean

Methods	Return Type
forEach(Consumer<? super T> c)	void
intIterator()	IntIterator
iterator()	IntIterator
iterator()	Iterator
parallelStream()	Stream<E>
rem(int i)	boolean
rem(Object o)	boolean
remove(int i)	boolean
remove(Object o)	boolean
removeAll(Collection<?> c)	boolean
removeAll(IntCollection i)	boolean
removeIf(Predicate<? super E> p)	boolean
retainAll(Collection<?> c)	boolean
retainAll(IntCollection i)	boolean
size()	int
size()	int
size()	int
spliterator()	Spliterator<E>
stream()	Stream<E>
toArray()	Object[]
toArray(Object[] o)	Object[]
toArray(int[] i)	int[]
toIntArray()	int[]
toIntArray(int[] i)	int[]
wait(long arg0, int arg1)	void
wait(long l)	void

IntCollection

Interface

it.unimi.dsi.fastutil.ints.IntCollection

Extends

Collection

IntIterable

Fields	Type
empty	boolean

Methods	Return Type
add(int i)	boolean
add(Object o)	boolean
addAll(IntCollection i)	boolean
addAll(Collection<? extends E> c)	boolean
clear()	void

Methods	Return Type
contains(int i)	boolean
contains(Object o)	boolean
containsAll(IntCollection i)	boolean
containsAll(Collection<?> c)	boolean
forEach(Consumer<? super T> c)	void
intIterator()	IntIterator
iterator()	IntIterator
iterator()	Iterator<E>
iterator()	Iterator<T>
parallelStream()	Stream<E>
rem(int i)	boolean
remove(Object o)	boolean
removeAll(IntCollection i)	boolean
removeAll(Collection<?> c)	boolean
removeIf(Predicate<? super E> p)	boolean
retainAll(IntCollection i)	boolean
retainAll(Collection<?> c)	boolean
size()	int
spliterator()	Spliterator<E>
stream()	Stream<E>
toArray(int[] i)	int[]
toArray(Object[] o)	Object[]
toArray()	Object[]
toIntArray()	int[]
toIntArray(int[] i)	int[]

IntIterator

Interface

it.unimi.dsi.fastutil.ints.IntIterator

Extends

Iterator

Methods	Return Type
forEachRemaining(Consumer<? super E> c)	void
hasNext()	boolean
next()	Object
nextInt()	int
remove()	void
skip(int i)	int

AbstractInt2ObjectMap

Class

Class

it.unimi.dsi.fastutil.ints.AbstractInt2ObjectMap

Extends

AbstractInt2ObjectFunction

Int2ObjectMap

Serializable

Fields	Type
empty	boolean

Methods	Return Type
clear()	void
compute(Object arg0, BiFunction<? super K, ? super V, ? extends V> arg1)	Object
computeIfAbsent(Object arg0, Function<? super K, ? extends V> arg1)	Object
computeIfPresent(Object arg0, BiFunction<? super K, ? super V, ? extends V> arg1)	Object
containsKey(int i)	boolean
containsKey(Object o)	boolean
containsValue(Object o)	boolean
defaultReturnValue(Object o)	void
defaultReturnValue()	Object
entrySet()	Set
entrySet()	ObjectSet<java.util.Map$Entry<java.lang.Integer, V>>
forEach(BiConsumer<? super K, ? super V> b)	void
get(Object o)	Object
get(int i)	Object
getOrDefault(Object arg0, Object arg1)	Object
int2ObjectEntrySet()	ObjectSet<it.unimi.dsi.fastutil.ints.Int2ObjectMap$Entry<V>>
keySet()	Set
keySet()	IntSet
merge(Object arg0, Object arg1, BiFunction<? super V, ? super V, ? extends V> arg2)	Object
put(int arg0, Object arg1)	Object
put(Object arg0, Object arg1)	Object
put(int arg0, Object arg1)	Object
putAll(Map<? extends java.lang.Integer, ? extends V> m)	void
putIfAbsent(Object arg0, Object arg1)	Object
remove(int i)	Object
remove(Object o)	Object
remove(Object arg0, Object arg1)	boolean
replace(Object arg0, Object arg1)	Object
replace(Object arg0, Object arg1, Object arg2)	boolean
replaceAll(BiFunction<? super K, ? super V, ? extends V> b)	void
size()	int
size()	int
values()	Collection

Methods	Return Type
values()	ObjectCollection<V>
wait(long arg0, int arg1)	void
wait(long l)	void

Int2ObjectMap$FastEntrySet

Interface

it.unimi.dsi.fastutil.ints.Int2ObjectMap$FastEntrySet

Extends

ObjectSet

Fields	Type
empty	boolean

Methods	Return Type
add(Object o)	boolean
add(Object o)	boolean
addAll(Collection<? extends E> c)	boolean
addAll(Collection<? extends E> c)	boolean
clear()	void
clear()	void
contains(Object o)	boolean
contains(Object o)	boolean
containsAll(Collection<?> c)	boolean
containsAll(Collection<?> c)	boolean
fastIterator()	ObjectIterator<it.unimi.dsi.fastutil.ints.Int2ObjectMap$Entry<V>>
forEach(Consumer<? super T> c)	void
iterator()	ObjectIterator<K>
iterator()	Iterator<E>
iterator()	Iterator<T>
iterator()	Iterator<E>
objectIterator()	ObjectIterator<K>
parallelStream()	Stream<E>
remove(Object o)	boolean
removeAll(Collection<?> c)	boolean
removeAll(Collection<?> c)	boolean
removeIf(Predicate<? super E> p)	boolean
retainAll(Collection<?> c)	boolean
retainAll(Collection<?> c)	boolean
size()	int
size()	int
spliterator()	Spliterator<E>
stream()	Stream<E>
toArray(Object[] o)	Object[]

Methods	Return Type
toArray()	Object[]
toArray()	Object[]
toArray(Object[] o)	Object[]

ObjectCollection

Interface

it.unimi.dsi.fastutil.objects.ObjectCollection

Extends

Collection

ObjectIterable

Fields	Type
empty	boolean

Methods	Return Type
add(Object o)	boolean
addAll(Collection<? extends E> c)	boolean
clear()	void
contains(Object o)	boolean
containsAll(Collection<?> c)	boolean
forEach(Consumer<? super T> c)	void
iterator()	ObjectIterator<K>
iterator()	Iterator<E>
iterator()	Iterator<T>
objectIterator()	ObjectIterator<K>
parallelStream()	Stream<E>
remove(Object o)	boolean
removeAll(Collection<?> c)	boolean
removeIf(Predicate<? super E> p)	boolean
retainAll(Collection<?> c)	boolean
size()	int
spliterator()	Spliterator<E>
stream()	Stream<E>
toArray(Object[] o)	Object[]
toArray()	Object[]

DependencyRequirement

Class

com.feed_the_beast.ftbquests.quest.DependencyRequirement

Extends

Enum

WithID

Fields	Type
completed	boolean
declaringClass	Class<E>
id	String
one	boolean

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

WeightedReward

Class

com.feed_the_beast.ftbquests.quest.loot.WeightedReward

Extends

Comparable

Fields	Type
reward	Reward
weight	int

Methods	Return Type
compareTo(Object o)	int
compareTo(WeightedReward w)	int
wait(long arg0, int arg1)	void
wait(long l)	void

FinalIDObject

Class

com.feed_the_beast.ftblib.lib.util.FinalIDObject

Extends

WithID

Fields	Type
id	String

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

ConfigValueInstance

Class

Class

com.feed_the_beast.ftblib.lib.config.ConfigValueInstance

Extends

FinalIDObject

Fields	Type
canEdit	boolean
defaultValue	ConfigValue
displayName	TextComponent
excluded	boolean
group	ConfigGroup
hidden	boolean
icon	Icon
id	String
info	TextComponent
order	int
path	String
useScrollBar	boolean
value	ConfigValue

Methods	Return Type
copy(ConfigGroup c)	ConfigValueInstance
wait(long arg0, int arg1)	void
wait(long l)	void
writeData(DataOut d)	void

ConfigValue

Class

com.feed_the_beast.ftblib.lib.config.ConfigValue

Extends

WithID

Fields	Type
boolean	boolean
color	Color4I
empty	boolean
id	String
string	String
stringForGUI	TextComponent
timer	Ticks
variants	List<String>

Methods	Return Type
addInfo(ConfigValueInstance arg0, List<String> arg1)	void

Methods	Return Type
copy()	ConfigValue
equalsValue(ConfigValue c)	boolean
getDouble()	double
getInt()	int
getLong()	long
isNull()	boolean
onClicked(OpenableGui arg0, ConfigValueInstance arg1, MouseButton arg2, Runnable arg3)	void
readData(DataIn d)	void
readFromNBT(NBTTagCompound arg0, String arg1)	void
setValueFromJson(JsonElement j)	void
setValueFromOtherValue(ConfigValue c)	void
setValueFromString(CommandSender arg0, String arg1, boolean arg2)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void
writeData(DataOut d)	void
writeToNBT(NBTTagCompound arg0, String arg1)	void

BooleanConsumer

Interface

com.feed_the_beast.ftblib.lib.util.misc.BooleanConsumer

Extends

Methods	Return Type
accept(boolean b)	void

NameMap

Class

com.feed_the_beast.ftblib.lib.util.misc.NameMap

Extends

Iterable

DataIn$Deserializer

DataOut$Serializer

Fields	Type
defaultValue	Object
keys	List<String>
map	Map<String, E>
values	List<E>

Methods	Return Type
forEach(Consumer<? super T> c)	void
get(String s)	Object
get(int i)	Object

Methods	Return Type
getColor(Object o)	Color4I
getDisplayName(CommandSender arg0, Object arg1)	TextComponent
getIndex(Object o)	int
getName(Object o)	String
getNext(Object o)	Object
getNullable(String s)	Object
getPrevious(Object o)	Object
getRandom(Random r)	Object
getStringIndex(String s)	int
iterator()	Iterator<E>
offset(Object arg0, int arg1)	Object
read(DataIn d)	Object
readFromNBT(NBTTagCompound arg0, String arg1, EnumSaveType arg2)	Object
size()	int
spliterator()	Spliterator<T>
wait(long arg0, int arg1)	void
wait(long l)	void
withDefault(Object o)	NameMap<E>
write(DataOut arg0, Object arg1)	void
writeToNBT(NBTTagCompound arg0, String arg1, EnumSaveType arg2, Object arg3)	void

PlayerInteractionManager

Class

net.minecraft.server.management.PlayerInteractionManager

Extends

Fields	Type
blockReachDistance	double
field_73088_d	boolean
field_73090_b	EntityPlayerMP
field_73092_a	World

Methods	Return Type
func_180237_b(BlockPos b)	boolean
func_180238_e()	void
func_180239_c()	boolean
func_180784_a(BlockPos arg0, EnumFacing arg1)	void
func_180785_a(BlockPos b)	void
func_187250_a(EntityPlayer arg0, World arg1, ItemStack arg2, EnumHand arg3)	EnumActionResult
func_187251_a(EntityPlayer arg0, World arg1, ItemStack arg2, EnumHand arg3, BlockPos arg4, EnumFacing arg5, float arg6, float arg7, float arg8)	EnumActionResult
func_73075_a()	void
func_73076_a(GameType g)	void

Methods	Return Type
func_73077_b(GameType g)	void
func_73080_a(WorldServer w)	void
func_73081_b()	GameType
func_73083_d()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

NetHandlerPlayServer

Class

net.minecraft.network.NetHandlerPlayServer

Extends

NetHandlerPlayServer

Tickable

Fields	Type
field_147365_f	int
field_147367_d	MinecraftServer
field_147368_e	int
field_147369_b	EntityPlayerMP
field_147371_a	NetworkManager
field_184343_A	int
field_184362_y	Vec3d

Methods	Return Type
func_147231_a(TextComponent t)	void
func_147338_a(CPacketEnchantItem c)	void
func_147339_a(CPacketConfirmTransaction c)	void
func_147340_a(CPacketUseEntity c)	void
func_147341_a(CPacketTabComplete c)	void
func_147342_a(CPacketClientStatus c)	void
func_147343_a(CPacketUpdateSign c)	void
func_147344_a(CPacketCreativeInventoryAction c)	void
func_147345_a(CPacketPlayerDigging c)	void
func_147346_a(CPacketPlayerTryUseItem c)	void
func_147347_a(CPacketPlayer c)	void
func_147348_a(CPacketPlayerAbilities c)	void
func_147349_a(CPacketCustomPayload c)	void
func_147351_a(CPacketClickWindow c)	void
func_147352_a(CPacketClientSettings c)	void
func_147353_a(CPacketKeepAlive c)	void
func_147354_a(CPacketChatMessage c)	void
func_147355_a(CPacketHeldItemChange c)	void
func_147356_a(CPacketCloseWindow c)	void

Methods	Return Type
func_147357_a(CPacketEntityAction c)	void
func_147358_a(CPacketInput c)	void
func_147359_a(Packet<?> p)	void
func_147362_b()	NetworkManager
func_147364_a(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_175086_a(CPacketResourcePackStatus c)	void
func_175087_a(CPacketAnimation c)	void
func_175088_a(CPacketSpectate c)	void
func_175089_a(double arg0, double arg1, double arg2, float arg3, float arg4, Set<SPacketPlayerPosLook$EnumFlags> arg5)	void
func_184337_a(CPacketPlayerTryUseItemOnBlock c)	void
func_184338_a(CPacketVehicleMove c)	void
func_184339_a(CPacketConfirmTeleport c)	void
func_184340_a(CPacketSteerBoat c)	void
func_191984_a(CPacketRecipeInfo c)	void
func_194027_a(CPacketSeenAdvancements c)	void
func_194028_b(TextComponent t)	void
func_194308_a(CPacketPlaceRecipe c)	void
func_73660_a()	void
wait(long arg0, int arg1)	void
wait(long l)	void

StatisticsManagerServer

Class

net.minecraft.stats.StatisticsManagerServer

Extends

StatisticsManager

Methods	Return Type
func_150871_b(EntityPlayer arg0, StatBase arg1, int arg2)	void
func_150873_a(EntityPlayer arg0, StatBase arg1, int arg2)	void
func_150876_a(EntityPlayerMP e)	void
func_150877_d()	void
func_150881_a(String s)	Map<StatBase, TupleIntJsonSerializable>
func_150882_a()	void
func_150883_b()	void
func_77444_a(StatBase s)	int
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketClientSettings

Class

net.minecraft.network.play.client.CPacketClientSettings

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayServer n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149520_f()	boolean
func_149521_d()	int
func_149523_e()	EntityPlayer$EnumChatVisibility
func_149524_c()	String
func_186991_f()	EnumHandSide
wait(long arg0, int arg1)	void
wait(long l)	void

RecipeBookServer

Class

net.minecraft.stats.RecipeBookServer

Extends

RecipeBook

Methods	Return Type
func_192810_b(boolean b)	void
func_192812_b()	boolean
func_192813_a(boolean b)	void
func_192815_c()	boolean
func_192824_e()	NBTTagCompound
func_192825_a(NBTTagCompound n)	void
func_192826_c(EntityPlayerMP e)	void
func_193824_a(RecipeBook r)	void
func_193825_e(Recipe r)	void
func_193830_f(Recipe r)	boolean
func_193831_b(Recipe r)	void
func_193834_b(List<Recipe> arg0, EntityPlayerMP arg1)	void
func_193835_a(List<Recipe> arg0, EntityPlayerMP arg1)	void
func_194073_a(Recipe r)	void
func_194074_f(Recipe r)	void
func_194076_e(Recipe r)	boolean
func_194079_d()	List<Recipe>
wait(long arg0, int arg1)	void
wait(long l)	void

PlayerAdvancements

Class

net.minecraft.advancements.PlayerAdvancements

Extends

Methods	Return Type
func_192739_a(EntityPlayerMP e)	void
func_192741_b(EntityPlayerMP e)	void
func_192744_b(Advancement arg0, String arg1)	boolean
func_192745_a()	void
func_192747_a(Advancement a)	AdvancementProgress
func_192749_b()	void
func_192750_a(Advancement arg0, String arg1)	boolean
func_193766_b()	void
func_194220_a(Advancement a)	void
wait(long arg0, int arg1)	void
wait(long l)	void

DataIn$Deserializer

Interface

com.feed_the_beast.ftblib.lib.io.DataIn$Deserializer

Extends

Methods	Return Type
read(DataIn d)	Object

BlockDimPos

Class

com.feed_the_beast.ftblib.lib.math.BlockDimPos

Extends

Fields	Type
blockPos	BlockPos
dim	int
posX	int
posY	int
posZ	int

Methods	Return Type
add(int arg0, int arg1, int arg2)	BlockDimPos
copy()	BlockDimPos
equalsPos(BlockDimPos b)	boolean
teleporter()	TeleporterDimPos
toChunkPos()	ChunkDimPos
toIntArray()	int[]

Methods	Return Type
toVec()	Vec3d
wait(long arg0, int arg1)	void
wait(long l)	void

IntList

Interface

it.unimi.dsi.fastutil.ints.IntList

Extends

List

Comparable

IntCollection

Fields	Type
empty	boolean

Methods	Return Type
add(int i)	boolean
add(int arg0, int arg1)	void
add(Object o)	boolean
add(int arg0, Object arg1)	void
add(Object o)	boolean
addAll(IntList i)	boolean
addAll(int arg0, IntList arg1)	boolean
addAll(int arg0, IntCollection arg1)	boolean
addAll(Collection<? extends E> c)	boolean
addAll(int arg0, Collection<? extends E> arg1)	boolean
addAll(IntCollection i)	boolean
addAll(Collection<? extends E> c)	boolean
addElements(int arg0, int[] arg1, int arg2, int arg3)	void
addElements(int arg0, int[] arg1)	void
clear()	void
clear()	void
compareTo(Object o)	int
contains(Object o)	boolean
contains(int i)	boolean
contains(Object o)	boolean
containsAll(Collection<?> c)	boolean
containsAll(IntCollection i)	boolean
containsAll(Collection<?> c)	boolean
forEach(Consumer<? super T> c)	void
get(int i)	Object
getElements(int arg0, int[] arg1, int arg2, int arg3)	void
getInt(int i)	int

Methods	Return Type
indexOf(int i)	int
indexOf(Object o)	int
intIterator()	IntIterator
intListIterator()	IntListIterator
intListIterator(int i)	IntListIterator
intSubList(int arg0, int arg1)	IntList
iterator()	IntListIterator
iterator()	Iterator<E>
iterator()	IntIterator
iterator()	Iterator<E>
iterator()	Iterator<T>
lastIndexOf(int i)	int
lastIndexOf(Object o)	int
listIterator(int i)	IntListIterator
listIterator()	IntListIterator
listIterator(int i)	ListIterator<E>
listIterator()	ListIterator<E>
parallelStream()	Stream<E>
rem(int i)	boolean
remove(int i)	Object
remove(Object o)	boolean
remove(Object o)	boolean
removeAll(Collection<?> c)	boolean
removeAll(IntCollection i)	boolean
removeAll(Collection<?> c)	boolean
removeElements(int arg0, int arg1)	void
removeIf(Predicate<? super E> p)	boolean
removeInt(int i)	int
replaceAll(UnaryOperator<E> u)	void
retainAll(Collection<?> c)	boolean
retainAll(IntCollection i)	boolean
retainAll(Collection<?> c)	boolean
set(int arg0, int arg1)	int
set(int arg0, Object arg1)	Object
size(int i)	void
size()	int
size()	int
sort(Comparator<? super E> c)	void
spliterator()	Spliterator<E>
stream()	Stream<E>
subList(int arg0, int arg1)	IntList
subList(int arg0, int arg1)	List<E>

Methods	Return Type
toArray()	Object[]
toArray(Object[] o)	Object[]
toArray(int[] i)	int[]
toArray(Object[] o)	Object[]
toArray()	Object[]
toIntArray()	int[]
toIntArray(int[] i)	int[]

DataOut$Serializer

Interface

com.feed_the_beast.ftblib.lib.io.DataOut$Serializer

Extends

Methods	Return Type
write(DataOut arg0, Object arg1)	void

FireworksJS$Shape

Class

dev.latvian.kubejs.world.FireworksJS$Shape

Extends

Enum

Fields	Type
declaringClass	Class<E>
type	int

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

ServerPlayerData

Class

dev.latvian.kubejs.player.ServerPlayerDataJS

Extends

PlayerData

Fields	Type
data Temporary data, mods can attach objects to this	AttachedData
id	UUID

Fields	Type
name	String
overworld	World
player	ServerPlayer
playerEntity	EntityPlayer
profile	GameProfile
server	Server

Methods	Return Type
hasClientMod()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

IScoreCriteria$EnumRenderType

Class

net.minecraft.scoreboard.IScoreCriteria$EnumRenderType

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_178796_a()	String
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

Village

Class

net.minecraft.village.Village

Extends

CapabilitySerializable

Methods	Return Type
deserializeNBT(NBTTagCompound n)	void
deserializeNBT(NBTBase n)	void
func_179863_c(BlockPos b)	VillageDoorInfo
func_179864_e(BlockPos b)	VillageDoorInfo
func_179865_b(BlockPos b)	VillageDoorInfo
func_179866_a(BlockPos b)	boolean

Methods	Return Type
func_180608_a()	BlockPos
func_75558_f()	List<VillageDoorInfo>
func_75560_a(int i)	void
func_75561_d()	int
func_75562_e()	int
func_75566_g()	boolean
func_75567_c()	int
func_75568_b()	int
func_75571_b(EntityLivingBase e)	EntityLivingBase
func_75575_a(EntityLivingBase e)	void
func_75576_a(VillageDoorInfo v)	void
func_82683_b(int i)	void
func_82684_a(String s)	int
func_82685_c(EntityLivingBase e)	EntityPlayer
func_82686_i()	boolean
func_82687_d(String s)	boolean
func_82688_a(String arg0, int arg1)	int
func_82689_b(NBTTagCompound n)	void
func_82690_a(NBTTagCompound n)	void
func_82691_a(World w)	void
func_82692_h()	void
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
getPlayerReputation(UUID u)	int
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
isPlayerReputationTooLow(UUID u)	boolean
modifyPlayerReputation(UUID arg0, int arg1)	int
serializeNBT()	NBTBase
serializeNBT()	NBTTagCompound
wait(long arg0, int arg1)	void
wait(long l)	void

IRenderHandler

Class

net.minecraftforge.client.IRenderHandler

Extends

Methods	Return Type
render(float arg0, WorldClient arg1, Minecraft arg2)	void
wait(long arg0, int arg1)	void
wait(long l)	void

WorldProvider$WorldSleepResult

Class

net.minecraft.world.WorldProvider$WorldSleepResult

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

DimensionType

Class

net.minecraft.world.DimensionType

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_186065_b()	String
func_186067_c()	String
func_186068_a()	int
func_186070_d()	WorldProvider
name()	String
ordinal()	int
setLoadSpawn(boolean b)	DimensionType
shouldLoadSpawn()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

ChunkGenerator

Interface

net.minecraft.world.gen.IChunkGenerator

Extends

Methods	Return Type
func_177458_a(EnumCreatureType arg0, BlockPos arg1)	List<Biome$SpawnListEntry>
func_180513_a(World arg0, String arg1, BlockPos arg2, boolean arg3)	BlockPos
func_180514_a(Chunk arg0, int arg1, int arg2)	void
func_185931_b(int arg0, int arg1)	void
func_185932_a(int arg0, int arg1)	Chunk
func_185933_a(Chunk arg0, int arg1, int arg2)	boolean
func_193414_a(World arg0, String arg1, BlockPos arg2)	boolean

ForgeChunkManager$Type

Class

net.minecraftforge.common.ForgeChunkManager$Type

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

GenLayer

Class

net.minecraft.world.gen.layer.GenLayer

Extends

Methods	Return Type
func_75903_a(long arg0, long arg1)	void
func_75904_a(int arg0, int arg1, int arg2, int arg3)	int[]
func_75905_a(long l)	void
wait(long arg0, int arg1)	void
wait(long l)	void

ChunkGeneratorSettings

Class

net.minecraft.world.gen.ChunkGeneratorSettings

Extends

Fields **Type**

Fields	Type
field_177777_D	int
field_177778_E	boolean
field_177779_F	int
field_177780_G	int
field_177781_A	boolean
field_177782_B	int
field_177783_C	boolean
field_177784_L	int
field_177785_M	int
field_177786_N	int
field_177787_O	int
field_177788_H	int
field_177789_I	int
field_177790_J	int
field_177791_K	int
field_177792_U	int
field_177793_T	int
field_177794_W	int
field_177795_V	int
field_177796_Q	int
field_177797_P	int
field_177798_S	int
field_177799_R	int
field_177800_Y	int
field_177801_X	int
field_177802_Z	int
field_177803_f	float
field_177804_g	float
field_177805_az	int
field_177806_d	float
field_177807_ay	int
field_177808_e	float
field_177809_b	float
field_177810_c	float
field_177811_a	float
field_177812_at	int
field_177813_n	float
field_177814_as	int
field_177815_o	float
field_177816_ar	int
field_177817_l	float
field_177818_aq	int

Fields	Type
field_177819_m	float
field_177820_ax	int
field_177821_j	float
field_177822_aw	int
field_177823_k	float
field_177824_av	int
field_177825_h	float
field_177826_au	int
field_177827_i	float
field_177828_ak	int
field_177829_w	boolean
field_177830_al	int
field_177831_v	boolean
field_177832_ai	int
field_177833_u	boolean
field_177834_aj	int
field_177835_t	int
field_177836_ao	int
field_177837_s	boolean
field_177838_ap	int
field_177839_r	boolean
field_177840_am	int
field_177841_q	int
field_177842_an	int
field_177843_p	float
field_177844_ac	int
field_177845_ad	int
field_177846_aa	int
field_177847_ab	int
field_177848_ag	int
field_177849_ah	int
field_177850_z	boolean
field_177851_ae	int
field_177852_y	boolean
field_177853_af	int
field_177854_x	boolean
field_191077_z	boolean

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

GuiCreateWorld

Class

net.minecraft.client.gui.GuiCreateWorld

Extends

GuiScreen

Fields	Type
field_146287_f	int
field_146288_g	long
field_146290_a	GuiButton
field_146291_p	boolean
field_146292_n	List<GuiButton>
field_146294_l	int
field_146295_m	int
field_146297_k	Minecraft
field_146298_h	int
field_146331_K	int
field_146334_a	String
field_73735_i	float

Methods	Return Type
func_146269_k()	void
func_146270_b(int i)	void
func_146274_d()	void
func_146276_q_()	void
func_146278_c(int i)	void
func_146279_a(String arg0, int arg1, int arg2)	void
func_146280_a(Minecraft arg0, int arg1, int arg2)	void
func_146281_b()	void
func_146282_l()	void
func_146283_a(List<String> arg0, int arg1, int arg2)	void
func_146318_a(WorldInfo w)	void
func_175174_a(float arg0, float arg1, int arg2, int arg3, int arg4, int arg5)	void
func_175175_a(int arg0, int arg1, TextureAtlasSprite arg2, int arg3, int arg4)	void
func_175273_b(Minecraft arg0, int arg1, int arg2)	void
func_175275_f(String s)	void
func_175276_a(TextComponent t)	boolean
func_175281_b(String arg0, boolean arg1)	void
func_183500_a(int arg0, int arg1)	void
func_191927_a(ItemStack i)	List<String>
func_193975_a(boolean b)	void
func_193976_p()	boolean
func_73729_b(int arg0, int arg1, int arg2, int arg3, int arg4, int arg5)	void
func_73731_b(FontRenderer arg0, String arg1, int arg2, int arg3, int arg4)	void
func_73732_a(FontRenderer arg0, String arg1, int arg2, int arg3, int arg4)	void

Methods	Return Type
func_73733_a(int arg0, int arg1, int arg2, int arg3, int arg4, int arg5)	void
func_73863_a(int arg0, int arg1, float arg2)	void
func_73866_w_()	void
func_73868_f()	boolean
func_73876_c()	void
func_73878_a(boolean arg0, int arg1)	void
wait(long arg0, int arg1)	void
wait(long l)	void

NBTTagIntArray

Class

net.minecraft.nbt.NBTTagIntArray

Extends

NBTBase

Methods	Return Type
func_150302_c()	int[]
func_74732_a()	byte
func_74737_b()	NBTBase
func_74737_b()	NBTTagIntArray
func_82582_d()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

EnumBorderStatus

Class

net.minecraft.world.border.EnumBorderStatus

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_177766_a()	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

BorderListener

Interface

net.minecraft.world.border.IBorderListener

Extends

Methods	Return Type
func_177690_b(WorldBorder arg0, int arg1)	void
func_177691_a(WorldBorder arg0, int arg1)	void
func_177692_a(WorldBorder arg0, double arg1, double arg2, long arg3)	void
func_177693_a(WorldBorder arg0, double arg1, double arg2)	void
func_177694_a(WorldBorder arg0, double arg1)	void
func_177695_c(WorldBorder arg0, double arg1)	void
func_177696_b(WorldBorder arg0, double arg1)	void

CapabilityDispatcher

Class

net.minecraftforge.common.capabilities.CapabilityDispatcher

Extends

NBTSerializable

CapabilityProvider

Methods	Return Type
areCompatible(CapabilityDispatcher c)	boolean
deserializeNBT(NBTBase n)	void
deserializeNBT(NBTTagCompound n)	void
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
serializeNBT()	NBTBase
serializeNBT()	NBTTagCompound
wait(long arg0, int arg1)	void
wait(long l)	void

ExtendedBlockStorage

Class

net.minecraft.world.chunk.storage.ExtendedBlockStorage

Extends

Fields	Type
blockRefCount	int

Methods	Return Type
func_177484_a(int arg0, int arg1, int arg2, BlockState arg3)	void
func_177485_a(int arg0, int arg1, int arg2)	BlockState
func_186049_g()	BlockStateContainer
func_76657_c(int arg0, int arg1, int arg2, int arg3)	void

Methods	Return Type
func_76659_c(NibbleArray n)	void
func_76661_k()	NibbleArray
func_76662_d()	int
func_76663_a()	boolean
func_76666_d(NibbleArray n)	void
func_76670_c(int arg0, int arg1, int arg2)	int
func_76671_l()	NibbleArray
func_76672_e()	void
func_76674_d(int arg0, int arg1, int arg2)	int
func_76675_b()	boolean
func_76677_d(int arg0, int arg1, int arg2, int arg3)	void
wait(long arg0, int arg1)	void
wait(long l)	void

Chunk$EnumCreateEntityType

Class
net.minecraft.world.chunk.Chunk$EnumCreateEntityType

Extends
Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

ClassInheritanceMultiMap

Class
net.minecraft.util.ClassInheritanceMultiMap

Extends
AbstractSet

Fields	Type
empty	boolean

Methods	Return Type
add(Object o)	boolean
addAll(Collection<? extends E> c)	boolean

Methods	Return Type
clear()	void
contains(Object o)	boolean
containsAll(Collection<?> c)	boolean
forEach(Consumer<? super T> c)	void
func_180215_b(Class<S> c)	Iterable<S>
iterator()	Iterator<T>
parallelStream()	Stream<E>
remove(Object o)	boolean
removeAll(Collection<?> c)	boolean
removeIf(Predicate<? super E> p)	boolean
retainAll(Collection<?> c)	boolean
size()	int
spliterator()	Spliterator<E>
stream()	Stream<E>
toArray(Object[] o)	Object[]
toArray()	Object[]
wait(long arg0, int arg1)	void
wait(long l)	void

PacketBuffer

Class

net.minecraft.network.PacketBuffer

Extends

ByteBuf

Fields	Type
direct	boolean
readable	boolean
readOnly	boolean
writable	boolean

Methods	Return Type
alloc()	ByteBufAllocator
array()	byte[]
arrayOffset()	int
asReadOnly()	ByteBuf
bytesBefore(byte b)	int
bytesBefore(int arg0, byte arg1)	int
bytesBefore(int arg0, int arg1, byte arg2)	int
capacity(int i)	ByteBuf
capacity()	int
clear()	ByteBuf
compareTo(Object o)	int

Methods	Return Type
compareTo(ByteBuf b)	int
copy()	ByteBuf
copy(int arg0, int arg1)	ByteBuf
discardReadBytes()	ByteBuf
discardSomeReadBytes()	ByteBuf
duplicate()	ByteBuf
ensureWritable(int i)	ByteBuf
ensureWritable(int arg0, boolean arg1)	int
forEachByte(int arg0, int arg1, ByteProcessor arg2)	int
forEachByte(ByteProcessor b)	int
forEachByteDesc(ByteProcessor b)	int
forEachByteDesc(int arg0, int arg1, ByteProcessor arg2)	int
func_150786_a(NBTTagCompound n)	PacketBuffer
func_150787_b(int i)	PacketBuffer
func_150788_a(ItemStack i)	PacketBuffer
func_150789_c(int i)	String
func_150791_c()	ItemStack
func_150792_a()	int
func_150793_b()	NBTTagCompound
func_179249_a(Enum<?> e)	PacketBuffer
func_179250_a(byte[] b)	PacketBuffer
func_179251_a()	byte[]
func_179252_a(UUID u)	PacketBuffer
func_179253_g()	UUID
func_179254_b(long l)	PacketBuffer
func_179255_a(BlockPos b)	PacketBuffer
func_179256_a(TextComponent t)	PacketBuffer
func_179257_a(Class<T> c)	Enum
func_179258_d()	TextComponent
func_179259_c()	BlockPos
func_179260_f()	long
func_180714_a(String s)	PacketBuffer
func_186863_b()	int[]
func_186865_a(long[] l)	PacketBuffer
func_186873_b(long[] l)	long[]
func_186875_a(int[] i)	PacketBuffer
func_189423_a(long[] arg0, int arg1)	long[]
func_189424_c(int i)	int[]
func_189425_b(int i)	byte[]
func_192572_a(ResourceLocation r)	PacketBuffer
func_192573_m()	Date
func_192574_a(Date d)	PacketBuffer

Methods	Return Type
func_192575_l()	ResourceLocation
getBoolean(int i)	boolean
getByte(int i)	byte
getBytes(int arg0, ByteBuffer arg1)	ByteBuf
getBytes(int arg0, OutputStream arg1, int arg2)	ByteBuf
getBytes(int arg0, byte[] arg1)	ByteBuf
getBytes(int arg0, GatheringByteChannel arg1, int arg2)	int
getBytes(int arg0, FileChannel arg1, long arg2, int arg3)	int
getBytes(int arg0, ByteBuf arg1)	ByteBuf
getBytes(int arg0, ByteBuf arg1, int arg2)	ByteBuf
getBytes(int arg0, ByteBuf arg1, int arg2, int arg3)	ByteBuf
getBytes(int arg0, byte[] arg1, int arg2, int arg3)	ByteBuf
getChar(int i)	char
getCharSequence(int arg0, int arg1, Charset arg2)	CharSequence
getDouble(int i)	double
getFloat(int i)	float
getInt(int i)	int
getIntLE(int i)	int
getLong(int i)	long
getLongLE(int i)	long
getMedium(int i)	int
getMediumLE(int i)	int
getShort(int i)	short
getShortLE(int i)	short
getUnsignedByte(int i)	short
getUnsignedInt(int i)	long
getUnsignedIntLE(int i)	long
getUnsignedMedium(int i)	int
getUnsignedMediumLE(int i)	int
getUnsignedShort(int i)	int
getUnsignedShortLE(int i)	int
hasArray()	boolean
hasMemoryAddress()	boolean
indexOf(int arg0, int arg1, byte arg2)	int
internalNioBuffer(int arg0, int arg1)	ByteBuffer
markReaderIndex()	ByteBuf
markWriterIndex()	ByteBuf
maxCapacity()	int
maxWritableBytes()	int
memoryAddress()	long
nioBuffer(int arg0, int arg1)	ByteBuffer
nioBuffer()	ByteBuffer

Methods	Return Type
nioBufferCount()	int
nioBuffers()	ByteBuffer[]
nioBuffers(int arg0, int arg1)	ByteBuffer[]
order()	ByteOrder
order(ByteOrder b)	ByteBuf
readableBytes()	int
readBoolean()	boolean
readByte()	byte
readBytes(byte[] arg0, int arg1, int arg2)	ByteBuf
readBytes(ByteBuffer b)	ByteBuf
readBytes(OutputStream arg0, int arg1)	ByteBuf
readBytes(GatheringByteChannel arg0, int arg1)	int
readBytes(ByteBuf arg0, int arg1)	ByteBuf
readBytes(int i)	ByteBuf
readBytes(ByteBuf b)	ByteBuf
readBytes(ByteBuf arg0, int arg1, int arg2)	ByteBuf
readBytes(byte[] b)	ByteBuf
readBytes(FileChannel arg0, long arg1, int arg2)	int
readChar()	char
readCharSequence(int arg0, Charset arg1)	CharSequence
readDouble()	double
readerIndex(int i)	ByteBuf
readerIndex()	int
readFloat()	float
readInt()	int
readIntLE()	int
readLong()	long
readLongLE()	long
readMedium()	int
readMediumLE()	int
readRetainedSlice(int i)	ByteBuf
readShort()	short
readShortLE()	short
readSlice(int i)	ByteBuf
readUnsignedByte()	short
readUnsignedInt()	long
readUnsignedIntLE()	long
readUnsignedMedium()	int
readUnsignedMediumLE()	int
readUnsignedShort()	int
readUnsignedShortLE()	int
refCnt()	int

Methods	Return Type
release(int i)	boolean
release()	boolean
resetReaderIndex()	ByteBuf
resetWriterIndex()	ByteBuf
retain(int i)	ByteBuf
retain()	ReferenceCounted
retain()	ByteBuf
retain(int i)	ReferenceCounted
retainedDuplicate()	ByteBuf
retainedSlice(int arg0, int arg1)	ByteBuf
retainedSlice()	ByteBuf
setBoolean(int arg0, boolean arg1)	ByteBuf
setByte(int arg0, int arg1)	ByteBuf
setBytes(int arg0, ScatteringByteChannel arg1, int arg2)	int
setBytes(int arg0, byte[] arg1, int arg2, int arg3)	ByteBuf
setBytes(int arg0, ByteBuffer arg1)	ByteBuf
setBytes(int arg0, FileChannel arg1, long arg2, int arg3)	int
setBytes(int arg0, byte[] arg1)	ByteBuf
setBytes(int arg0, ByteBuf arg1, int arg2)	ByteBuf
setBytes(int arg0, ByteBuf arg1)	ByteBuf
setBytes(int arg0, InputStream arg1, int arg2)	int
setBytes(int arg0, ByteBuf arg1, int arg2, int arg3)	ByteBuf
setChar(int arg0, int arg1)	ByteBuf
setCharSequence(int arg0, CharSequence arg1, Charset arg2)	int
setDouble(int arg0, double arg1)	ByteBuf
setFloat(int arg0, float arg1)	ByteBuf
setIndex(int arg0, int arg1)	ByteBuf
setInt(int arg0, int arg1)	ByteBuf
setIntLE(int arg0, int arg1)	ByteBuf
setLong(int arg0, long arg1)	ByteBuf
setLongLE(int arg0, long arg1)	ByteBuf
setMedium(int arg0, int arg1)	ByteBuf
setMediumLE(int arg0, int arg1)	ByteBuf
setShort(int arg0, int arg1)	ByteBuf
setShortLE(int arg0, int arg1)	ByteBuf
setZero(int arg0, int arg1)	ByteBuf
skipBytes(int i)	ByteBuf
slice(int arg0, int arg1)	ByteBuf
slice()	ByteBuf
toString(Charset c)	String
toString(int arg0, int arg1, Charset arg2)	String
touch()	ByteBuf

Methods	Return Type
touch(Object o)	ByteBuf
touch()	ReferenceCounted
touch(Object o)	ReferenceCounted
unwrap()	ByteBuf
wait(long arg0, int arg1)	void
wait(long l)	void
writableBytes()	int
writeBoolean(boolean b)	ByteBuf
writeByte(int i)	ByteBuf
writeBytes(byte[] arg0, int arg1, int arg2)	ByteBuf
writeBytes(byte[] b)	ByteBuf
writeBytes(ByteBuf arg0, int arg1, int arg2)	ByteBuf
writeBytes(ByteBuf arg0, int arg1)	ByteBuf
writeBytes(ByteBuf b)	ByteBuf
writeBytes(FileChannel arg0, long arg1, int arg2)	int
writeBytes(ScatteringByteChannel arg0, int arg1)	int
writeBytes(InputStream arg0, int arg1)	int
writeBytes(ByteBuffer b)	ByteBuf
writeChar(int i)	ByteBuf
writeCharSequence(CharSequence arg0, Charset arg1)	int
writeDouble(double d)	ByteBuf
writeFloat(float f)	ByteBuf
writeInt(int i)	ByteBuf
writeIntLE(int i)	ByteBuf
writeLong(long l)	ByteBuf
writeLongLE(long l)	ByteBuf
writeMedium(int i)	ByteBuf
writeMediumLE(int i)	ByteBuf
writerIndex()	int
writerIndex(int i)	ByteBuf
writeShort(int i)	ByteBuf
writeShortLE(int i)	ByteBuf
writeZero(int i)	ByteBuf

BiomeDecorator

Class

net.minecraft.world.biome.BiomeDecorator

Extends

Fields	Type
field_150514_p	WorldGenFlowers
field_180293_d	ChunkGeneratorSettings

Fields	Type
field_180294_c	BlockPos
field_180295_l	WorldGenerator
field_180296_j	WorldGenerator
field_180297_k	WorldGenerator
field_180298_q	WorldGenerator
field_180299_p	WorldGenerator
field_185425_a	boolean
field_189870_A	float
field_76798_D	int
field_76799_E	int
field_76800_F	int
field_76801_G	int
field_76802_A	int
field_76803_B	int
field_76804_C	int
field_76805_H	int
field_76806_I	int
field_76807_J	int
field_76808_K	boolean
field_76809_f	WorldGenerator
field_76810_g	WorldGenerator
field_76818_l	WorldGenerator
field_76819_m	WorldGenerator
field_76820_j	WorldGenerator
field_76821_k	WorldGenerator
field_76822_h	WorldGenerator
field_76823_i	WorldGenerator
field_76824_w	WorldGenerator
field_76825_v	WorldGenerator
field_76826_u	WorldGenerator
field_76827_t	WorldGenerator
field_76828_s	WorldGenerator
field_76831_p	WorldGenerator
field_76832_z	int
field_76833_y	int
field_76834_x	WorldGenerator

Methods	Return Type
func_180292_a(World arg0, Random arg1, Biome arg2, BlockPos arg3)	void
wait(long arg0, int arg1)	void
wait(long l)	void

Biome$TempCategory

Class

net.minecraft.world.biome.Biome$TempCategory

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

WorldGenAbstractTree

Class

net.minecraft.world.gen.feature.WorldGenAbstractTree

Extends

WorldGenerator

Methods	Return Type
func_175904_e()	void
func_180709_b(World arg0, Random arg1, BlockPos arg2)	boolean
func_180711_a(World arg0, Random arg1, BlockPos arg2)	void
isReplaceable(World arg0, BlockPos arg1)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

ChunkPrimer

Class

net.minecraft.world.chunk.ChunkPrimer

Extends

Methods	Return Type
func_177855_a(int arg0, int arg1, int arg2, BlockState arg3)	void
func_177856_a(int arg0, int arg1, int arg2)	BlockState
func_186138_a(int arg0, int arg1)	int
wait(long arg0, int arg1)	void
wait(long l)	void

BlockFlower$EnumFlowerType

Class

Class

net.minecraft.block.BlockFlower$EnumFlowerType

Extends

Enum

StringSerializable

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_176610_l()	String
func_176963_d()	String
func_176964_a()	BlockFlower$EnumFlowerColor
func_176968_b()	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

WorldGenerator

Class

net.minecraft.world.gen.feature.WorldGenerator

Extends

Methods	Return Type
func_175904_e()	void
func_180709_b(World arg0, Random arg1, BlockPos arg2)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

NetHandler

Interface

net.minecraft.network.INetHandler

Extends

Methods	Return Type
func_147231_a(TextComponent t)	void

LootTable

Class

net.minecraft.world.storage.loot.LootTable

Extends

Fields	Type
field_186466_c	List<LootPool>
frozen	boolean

Methods	Return Type
addPool(LootPool l)	void
freeze()	void
func_186460_a(Inventory arg0, Random arg1, LootContext arg2)	void
func_186462_a(Random arg0, LootContext arg1)	List<ItemStack>
getPool(String s)	LootPool
removePool(String s)	LootPool
wait(long arg0, int arg1)	void
wait(long l)	void

NBTSerializable

Interface

net.minecraftforge.common.util.INBTSerializable

Extends

Methods	Return Type
deserializeNBT(NBTBase n)	void
serializeNBT()	NBTBase

PlayerFileData

Interface

net.minecraft.world.storage.IPlayerFileData

Extends

Methods	Return Type
func_75752_b(EntityPlayer e)	NBTTagCompound
func_75753_a(EntityPlayer e)	void
func_75754_f()	String[]

ChunkLoader

Interface

net.minecraft.world.chunk.storage.IChunkLoader

Extends

Methods	Return Type
func_191063_a(int arg0, int arg1)	boolean
func_75815_a(World arg0, int arg1, int arg2)	Chunk
func_75816_a(World arg0, Chunk arg1)	void

Methods	Return Type
func_75817_a()	void
func_75818_b()	void
func_75819_b(World arg0, Chunk arg1)	void

CrashReportDetail

Interface

net.minecraft.crash.ICrashReportDetail

Extends

Callable

Methods	Return Type
call()	Object

GameRules$ValueType

Class

net.minecraft.world.GameRules$ValueType

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

ScoreObjective

Class

net.minecraft.scoreboard.ScoreObjective

Extends

Methods	Return Type
func_178766_e()	IScoreCriteria$EnumRenderType
func_178767_a(IScoreCriteria$EnumRenderType i)	void
func_96678_d()	String
func_96679_b()	String
func_96680_c()	ScoreCriteria
func_96681_a(String s)	void
func_96682_a()	Scoreboard

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

ScorePlayerTeam

Class

net.minecraft.scoreboard.ScorePlayerTeam

Extends

Team

Methods	Return Type
func_142053_d(String s)	String
func_142054_a(Team t)	boolean
func_178770_i()	Team$EnumVisible
func_178771_j()	Team$EnumVisible
func_178772_a(Team$EnumVisible t)	void
func_178773_b(Team$EnumVisible t)	void
func_178774_a(TextFormatting t)	void
func_178775_l()	TextFormatting
func_186681_k()	Team$CollisionRule
func_186682_a(Team$CollisionRule t)	void
func_96660_a(boolean b)	void
func_96661_b()	String
func_96662_c(String s)	void
func_96663_f()	String
func_96664_a(String s)	void
func_96665_g()	boolean
func_96666_b(String s)	void
func_96668_e()	String
func_96669_c()	String
func_96670_d()	Collection<String>
func_98297_h()	boolean
func_98298_a(int i)	void
func_98299_i()	int
func_98300_b(boolean b)	void
wait(long arg0, int arg1)	void
wait(long l)	void

Score

Class

net.minecraft.scoreboard.Score

Extends

Methods	Return Type
func_178815_a(boolean b)	void
func_178816_g()	boolean
func_96645_d()	ScoreObjective
func_96646_b(int i)	void
func_96647_c(int i)	void
func_96648_a()	void
func_96649_a(int i)	void
func_96650_f()	Scoreboard
func_96652_c()	int
func_96653_e()	String
wait(long arg0, int arg1)	void
wait(long l)	void

Capability$IStorage

Interface

net.minecraftforge.common.capabilities.Capability$IStorage

Extends

Methods	Return Type
readNBT(Capability<T> arg0, Object arg1, EnumFacing arg2, NBTBase arg3)	void
writeNBT(Capability<T> arg0, Object arg1, EnumFacing arg2)	NBTBase

WeightedRandom$Item

Class

net.minecraft.util.WeightedRandom$Item

Extends

Fields	Type
field_76292_a	int

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

Template

Class

net.minecraft.world.gen.structure.template.Template

Extends

Methods	Return Type
func_186252_a(String s)	void
func_186253_b(World arg0, BlockPos arg1, PlacementSettings arg2)	void
func_186254_a(World arg0, BlockPos arg1, BlockPos arg2, boolean arg3, Block arg4)	void

Methods	Return Type
func_186256_b(NBTTagCompound n)	void
func_186257_a(Rotation r)	BlockPos
func_186258_a(BlockPos arg0, PlacementSettings arg1)	Map<BlockPos, String>
func_186259_a()	BlockPos
func_186260_a(World arg0, BlockPos arg1, PlacementSettings arg2)	void
func_186261_b()	String
func_186262_a(PlacementSettings arg0, BlockPos arg1, PlacementSettings arg2, BlockPos arg3)	BlockPos
func_189552_a(NBTTagCompound n)	NBTTagCompound
func_189960_a(World arg0, BlockPos arg1, TemplateProcessor arg2, PlacementSettings arg3, int arg4)	void
func_189961_a(BlockPos arg0, Mirror arg1, Rotation arg2)	BlockPos
func_189962_a(World arg0, BlockPos arg1, PlacementSettings arg2, int arg3)	void
wait(long arg0, int arg1)	void
wait(long l)	void

PlayerChunkMapEntry

Class

net.minecraft.server.management.PlayerChunkMapEntry

Extends

Fields	Type
watchingPlayers	List<EntityPlayerMP>

Methods	Return Type
func_187264_a()	ChunkPos
func_187265_a(int arg0, int arg1, int arg2)	void
func_187266_f()	Chunk
func_187267_a(Packet<?> p)	void
func_187268_a(boolean b)	boolean
func_187269_a(Predicate<EntityPlayerMP> p)	boolean
func_187270_g()	double
func_187271_a(double arg0, Predicate<EntityPlayerMP> arg1)	boolean
func_187272_b()	boolean
func_187274_e()	boolean
func_187275_d(EntityPlayerMP e)	boolean
func_187276_a(EntityPlayerMP e)	void
func_187277_b(EntityPlayerMP e)	void
func_187278_c(EntityPlayerMP e)	void
func_187279_c()	void
func_187280_d()	void
wait(long arg0, int arg1)	void
wait(long l)	void

FunctionObject

Class

net.minecraft.command.FunctionObject

Extends

Methods	Return Type
func_193528_a()	FunctionObject$Entry[]
wait(long arg0, int arg1)	void
wait(long l)	void

Team$EnumVisible

Class

net.minecraft.scoreboard.Team$EnumVisible

Extends

Enum

Fields	Type
declaringClass	Class<E>
field_178827_f	int
field_178830_e	String

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

Team$CollisionRule

Class

net.minecraft.scoreboard.Team$CollisionRule

Extends

Enum

Fields	Type
declaringClass	Class<E>
field_186693_e	String
field_186694_f	int

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

DataSerializer

Interface

net.minecraft.network.datasync.DataSerializer

Extends

Methods	Return Type
func_187159_a(PacketBuffer p)	Object
func_187160_a(PacketBuffer arg0, Object arg1)	void
func_187161_a(int i)	DataParameter<T>
func_192717_a(Object o)	Object

EntityWeatherEffect

Class

net.minecraft.entity.effect.EntityWeatherEffect

Extends

Entity

Fields	Type
addedToWorld	boolean
capturedDrops	ArrayList<EntityItem>
captureDrops	boolean
entityData	NBTTagCompound
field_181016_an	BlockPos
field_184239_as	Entity
field_190534_ay	int
field_70116_cv	long
field_70117_cu	long
field_70118_ct	long
field_70122_E	boolean
field_70123_F	boolean
field_70124_G	boolean
field_70125_A	float
field_70126_B	float
field_70127_C	float
field_70128_L	boolean
field_70130_N	float
field_70131_O	float
field_70132_H	boolean
field_70133_I	boolean

Fields	Type
field_70136_U	double
field_70137_T	double
field_70138_W	float
field_70140_Q	float
field_70141_P	float
field_70142_S	double
field_70143_R	float
field_70144_Y	float
field_70145_X	boolean
field_70156_m	boolean
field_70158_ak	boolean
field_70159_w	double
field_70160_al	boolean
field_70161_v	double
field_70162_ai	int
field_70163_u	double
field_70164_aj	int
field_70165_t	double
field_70166_s	double
field_70167_r	double
field_70169_q	double
field_70170_p	World
field_70172_ad	int
field_70173_aa	int
field_70175_ag	boolean
field_70176_ah	int
field_70177_z	float
field_70178_ae	boolean
field_70179_y	double
field_70180_af	EntityDataManager
field_70181_x	double
field_71087_bX	boolean
field_71088_bW	int
field_71093_bK	int
field_82151_R	float
field_82153_h	int
field_98038_p	boolean
persistentID	UUID
updateBlocked	boolean

Methods	Return Type
canRiderInteract()	boolean
canTrample(World arg0, Block arg1, BlockPos arg2, float arg3)	boolean

Methods	Return Type
changeDimension(int arg0, Teleporter arg1)	Entity
deserializeNBT(NBTTagCompound n)	void
deserializeNBT(NBTBase n)	void
func_110124_au()	UUID
func_130014_f_()	World
func_145747_a(TextComponent t)	void
func_145748_c_()	TextComponent
func_145769_d(int i)	void
func_145770_h(double arg0, double arg1, double arg2)	boolean
func_145773_az()	boolean
func_145778_a(Item arg0, int arg1, float arg2)	EntityItem
func_145779_a(Item arg0, int arg1)	EntityItem
func_145782_y()	int
func_145818_k_()	boolean
func_174791_d()	Vec3d
func_174792_t_()	boolean
func_174793_f()	Entity
func_174794_a(CommandResultStats$Type arg0, int arg1)	void
func_174805_g(boolean b)	void
func_174807_aT()	CommandResultStats
func_174810_b(boolean b)	void
func_174811_aO()	EnumFacing
func_174812_G()	void
func_174813_aQ()	AxisAlignedBB
func_174814_R()	boolean
func_174816_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3, float arg4)	boolean
func_174817_o(Entity e)	void
func_174818_b(BlockPos b)	double
func_174820_d(int arg0, ItemStack arg1)	boolean
func_174821_h(boolean b)	void
func_174822_a(double arg0, float arg1)	RayTraceResult
func_174824_e(float f)	Vec3d
func_174826_a(AxisAlignedBB a)	void
func_174827_a(EntityPlayerMP e)	boolean
func_174828_a(BlockPos arg0, float arg1, float arg2)	void
func_174829_m()	void
func_174830_Y()	void
func_174831_c(BlockPos b)	double
func_174832_aS()	boolean
func_174833_aM()	boolean
func_180425_c()	BlockPos
func_180426_a(double arg0, double arg1, double arg2, float arg3, float arg4, int arg5, boolean arg6)	void

Methods	Return Type
func_180427_aV()	boolean
func_180428_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3)	float
func_180430_e(float arg0, float arg1)	void
func_180431_b(DamageSource d)	boolean
func_180432_n(Entity e)	void
func_180799_ab()	boolean
func_181012_aH()	EnumFacing
func_181013_g(float f)	void
func_181014_aG()	Vec3d
func_181015_d(BlockPos b)	void
func_184102_h()	MinecraftServer
func_184172_bi()	EnumFacing
func_184174_b(boolean b)	void
func_184176_by()	SoundCategory
func_184177_bl()	AxisAlignedBB
func_184178_b(EntityPlayerMP e)	void
func_184179_bs()	Entity
func_184180_b(Class<T> c)	Collection<T>
func_184182_bu()	Collection<Entity>
func_184185_a(SoundEvent arg0, float arg1, float arg2)	void
func_184186_bw()	boolean
func_184187_bx()	Entity
func_184188_bt()	List<Entity>
func_184189_br()	boolean
func_184190_l(Entity e)	void
func_184191_r(Entity e)	boolean
func_184192_z()	EnumPushReaction
func_184193_aE()	Iterable<ItemStack>
func_184194_a(Team t)	boolean
func_184195_f(boolean b)	void
func_184196_w(Entity e)	boolean
func_184197_b(String s)	boolean
func_184198_c(NBTTagCompound n)	boolean
func_184199_a(EntityPlayer arg0, Vec3d arg1, EnumHand arg2)	EnumActionResult
func_184201_a(EntityEquipmentSlot arg0, ItemStack arg1)	void
func_184202_aL()	boolean
func_184203_c(EntityPlayerMP e)	void
func_184204_a(int i)	Entity
func_184205_a(Entity arg0, boolean arg1)	boolean
func_184206_a(DataParameter<?> d)	void
func_184207_aI()	boolean
func_184208_bv()	Entity

Methods	Return Type
func_184209_aF()	Iterable<ItemStack>
func_184210_p()	void
func_184211_a(String s)	boolean
func_184212_Q()	EntityDataManager
func_184213_bq()	boolean
func_184214_aD()	Iterable<ItemStack>
func_184215_y(Entity e)	boolean
func_184216_O()	Set<String>
func_184217_a(Mirror m)	float
func_184218_aH()	boolean
func_184220_m(Entity e)	boolean
func_184221_a(UUID u)	void
func_184222_aU()	boolean
func_184223_x(Entity e)	boolean
func_184224_h(boolean b)	void
func_184226_ay()	void
func_184229_a(Rotation r)	float
func_184230_a(EntityPlayer arg0, EnumHand arg1)	boolean
func_184232_k(Entity e)	void
func_189511_e(NBTTagCompound n)	NBTTagCompound
func_189512_bd()	String
func_189651_aD()	Vec3d
func_189652_ae()	boolean
func_189653_aC()	Vec2f
func_189654_d(boolean b)	void
func_190530_aW()	boolean
func_191953_am()	boolean
func_191956_a(Entity arg0, int arg1, DamageSource arg2)	void
func_191958_b(float arg0, float arg1, float arg2, float arg3)	void
func_70003_b(int arg0, String arg1)	boolean
func_70005_c_()	String
func_70011_f(double arg0, double arg1, double arg2)	double
func_70012_b(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70013_c()	float
func_70015_d(int i)	void
func_70016_h(double arg0, double arg1, double arg2)	void
func_70020_e(NBTTagCompound n)	void
func_70021_al()	Entity[]
func_70024_g(double arg0, double arg1, double arg2)	void
func_70026_G()	boolean
func_70027_ad()	boolean
func_70028_i(Entity e)	boolean

Methods	Return Type
func_70029_a(World w)	void
func_70030_z()	void
func_70031_b(boolean b)	void
func_70032_d(Entity e)	float
func_70033_W()	double
func_70034_d(float f)	void
func_70038_c(double arg0, double arg1, double arg2)	boolean
func_70039_c(NBTTagCompound n)	boolean
func_70040_Z()	Vec3d
func_70042_X()	double
func_70045_F()	boolean
func_70046_E()	AxisAlignedBB
func_70047_e()	float
func_70050_g(int i)	void
func_70051_ag()	boolean
func_70055_a(Material m)	boolean
func_70057_ab()	void
func_70066_B()	void
func_70067_L()	boolean
func_70068_e(Entity e)	double
func_70070_b()	int
func_70071_h_()	void
func_70072_I()	boolean
func_70074_a(EntityLivingBase e)	void
func_70075_an()	boolean
func_70077_a(EntityLightningBolt e)	void
func_70079_am()	float
func_70080_a(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70082_c(float arg0, float arg1)	void
func_70086_ai()	int
func_70089_S()	boolean
func_70090_H()	boolean
func_70091_d(MoverType arg0, double arg1, double arg2, double arg3)	void
func_70092_e(double arg0, double arg1, double arg2)	double
func_70093_af()	boolean
func_70094_T()	boolean
func_70095_a(boolean b)	void
func_70097_a(DamageSource arg0, float arg1)	boolean
func_70098_U()	void
func_70099_a(ItemStack arg0, float arg1)	EntityItem
func_70100_b_(EntityPlayer e)	void
func_70103_a(byte b)	void

Methods	Return Type
func_70104_M()	boolean
func_70106_y()	void
func_70107_b(double arg0, double arg1, double arg2)	void
func_70108_f(Entity e)	void
func_70110_aj()	void
func_70111_Y()	float
func_70112_a(double d)	boolean
func_70114_g(Entity e)	AxisAlignedBB
func_70634_a(double arg0, double arg1, double arg2)	void
func_70676_i(float f)	Vec3d
func_82142_c(boolean b)	void
func_82143_as()	int
func_82145_z()	int
func_82147_ab()	int
func_82149_j(Entity e)	void
func_82150_aj()	boolean
func_85029_a(CrashReportCategory c)	void
func_85031_j(Entity e)	boolean
func_90999_ad()	boolean
func_94059_bO()	boolean
func_95999_t()	String
func_96092_aw()	boolean
func_96094_a(String s)	void
func_96124_cp()	Team
func_98034_c(EntityPlayer e)	boolean
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
getPickedResult(RayTraceResult r)	ItemStack
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
isCreatureType(EnumCreatureType arg0, boolean arg1)	boolean
onAddedToWorld()	void
onRemovedFromWorld()	void
resetEntityId()	void
serializeNBT()	NBTTagCompound
serializeNBT()	NBTBase
shouldDismountInWater(Entity e)	boolean
shouldRenderInPass(int i)	boolean
shouldRiderSit()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

RecipeItemHelper

Class

Class

net.minecraft.client.util.RecipeItemHelper

Extends

Fields	Type
field_194124_a	Int2IntMap

Methods	Return Type
accountStack(ItemStack arg0, int arg1)	void
func_194112_a(ItemStack i)	void
func_194114_b(Recipe arg0, IntList arg1)	int
func_194116_a(Recipe arg0, IntList arg1)	boolean
func_194118_a(Recipe arg0, IntList arg1, int arg2)	boolean
func_194119_a()	void
func_194120_a(int i)	boolean
func_194121_a(Recipe arg0, int arg1, IntList arg2)	int
func_194122_a(int arg0, int arg1)	int
wait(long arg0, int arg1)	void
wait(long l)	void

MerchantRecipeList

Class

net.minecraft.village.MerchantRecipeList

Extends

ArrayList

Fields	Type
empty	boolean

Methods	Return Type
add(int arg0, Object arg1)	void
add(Object o)	boolean
addAll(int arg0, Collection<? extends E> arg1)	boolean
addAll(Collection<? extends E> c)	boolean
clear()	void
clone()	Object
contains(Object o)	boolean
containsAll(Collection<?> c)	boolean
ensureCapacity(int i)	void
forEach(Consumer<? super E> c)	void
func_151391_a(PacketBuffer p)	void
func_77201_a(NBTTagCompound n)	void
func_77202_a()	NBTTagCompound
func_77203_a(ItemStack arg0, ItemStack arg1, int arg2)	MerchantRecipe

Methods	Return Type
get(int i)	Object
indexOf(Object o)	int
iterator()	Iterator<E>
lastIndexOf(Object o)	int
listIterator(int i)	ListIterator<E>
listIterator()	ListIterator<E>
parallelStream()	Stream<E>
remove(Object o)	boolean
remove(int i)	Object
removeAll(Collection<?> c)	boolean
removeIf(Predicate<? super E> p)	boolean
replaceAll(UnaryOperator<E> u)	void
retainAll(Collection<?> c)	boolean
set(int arg0, Object arg1)	Object
size()	int
sort(Comparator<? super E> c)	void
spliterator()	Spliterator<E>
stream()	Stream<E>
subList(int arg0, int arg1)	List<E>
toArray()	Object[]
toArray(Object[] o)	Object[]
trimToSize()	void
wait(long arg0, int arg1)	void
wait(long l)	void

MerchantRecipe

Class

net.minecraft.village.MerchantRecipe

Extends

Methods	Return Type
func_180320_f()	int
func_180321_e()	int
func_180322_j()	boolean
func_77390_a(NBTTagCompound n)	void
func_77394_a()	ItemStack
func_77395_g()	NBTTagCompound
func_77396_b()	ItemStack
func_77397_d()	ItemStack
func_77398_c()	boolean
func_77399_f()	void
func_82783_a(int i)	void

Methods	Return Type
func_82784_g()	boolean
func_82785_h()	void
wait(long arg0, int arg1)	void
wait(long l)	void

TileEntityCommandBlock$Mode

Class

net.minecraft.tileentity.TileEntityCommandBlock$Mode

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

EntityAnimal

Class

net.minecraft.entity.passive.EntityAnimal

Extends

EntityAgeable

Animals

Fields	Type
addedToWorld	boolean
capturedDrops	ArrayList<EntityItem>
captureDrops	boolean
entityData	NBTTagCompound
field_110153_bc	float
field_110158_av	int
field_181016_an	BlockPos
field_184239_as	Entity
field_184617_aD	int
field_184618_aE	float
field_184619_aG	float
field_184622_au	EnumHand
field_184627_bm	ItemStack

Fields	Type
field_184628_bn	int
field_190534_ay	int
field_191988_bg	float
field_70116_cv	long
field_70117_cu	long
field_70118_ct	long
field_70122_E	boolean
field_70123_F	boolean
field_70124_G	boolean
field_70125_A	float
field_70126_B	float
field_70127_C	float
field_70128_L	boolean
field_70130_N	float
field_70131_O	float
field_70132_H	boolean
field_70133_I	boolean
field_70136_U	double
field_70137_T	double
field_70138_W	float
field_70140_Q	float
field_70141_P	float
field_70142_S	double
field_70143_R	float
field_70144_Y	float
field_70145_X	boolean
field_70156_m	boolean
field_70158_ak	boolean
field_70159_w	double
field_70160_al	boolean
field_70161_v	double
field_70162_ai	int
field_70163_u	double
field_70164_aj	int
field_70165_t	double
field_70166_s	double
field_70167_r	double
field_70169_q	double
field_70170_p	World
field_70172_ad	int
field_70173_aa	int
field_70175_ag	boolean

Fields	Type
field_70176_ah	int
field_70177_z	float
field_70178_ae	boolean
field_70179_y	double
field_70180_af	EntityDataManager
field_70181_x	double
field_70696_bz	EntityLivingBase
field_70701_bs	float
field_70702_br	float
field_70703_bu	boolean
field_70704_bt	float
field_70714_bg	EntityAITasks
field_70715_bh	EntityAITasks
field_70718_bc	int
field_70720_be	int
field_70721_aZ	float
field_70725_aQ	int
field_70726_aT	float
field_70727_aS	float
field_70728_aV	int
field_70732_aI	float
field_70733_aJ	float
field_70737_aN	int
field_70738_aO	int
field_70739_aP	float
field_70747_aH	float
field_70755_b	EntityLivingBase
field_70757_a	int
field_70758_at	float
field_70759_as	float
field_70760_ar	float
field_70761_aq	float
field_70769_ao	float
field_70770_ap	float
field_70771_an	int
field_71087_bX	boolean
field_71088_bW	int
field_71093_bK	int
field_82151_R	float
field_82153_h	int
field_82175_bq	boolean
field_98038_p	boolean

Fields	Type
itemInUseMaxDuration	int
persistentID	UUID
updateBlocked	boolean

Methods	Return Type
canRiderInteract()	boolean
canTrample(World arg0, Block arg1, BlockPos arg2, float arg3)	boolean
changeDimension(int arg0, Teleporter arg1)	Entity
curePotionEffects(ItemStack i)	void
deserializeNBT(NBTTagCompound n)	void
deserializeNBT(NBTBase n)	void
func_104002_bU()	boolean
func_110124_au()	UUID
func_110138_aP()	float
func_110139_bj()	float
func_110140_aT()	AbstractAttributeMap
func_110142_aN()	CombatTracker
func_110143_aJ()	float
func_110144_aD()	EntityLivingBase
func_110145_l(Entity e)	void
func_110148_a(Attribute a)	AttributeInstance
func_110149_m(float f)	void
func_110160_i(boolean arg0, boolean arg1)	void
func_110162_b(Entity arg0, boolean arg1)	void
func_110163_bv()	void
func_110166_bE()	Entity
func_110167_bD()	boolean
func_110173_bK()	boolean
func_110174_bM()	float
func_110175_bO()	boolean
func_110177_bN()	void
func_110195_a(int i)	void
func_130011_c(Entity e)	void
func_130014_f_()	World
func_142013_aG()	int
func_142015_aE()	int
func_145747_a(TextComponent t)	void
func_145748_c_()	TextComponent
func_145769_d(int i)	void
func_145770_h(double arg0, double arg1, double arg2)	boolean
func_145773_az()	boolean
func_145778_a(Item arg0, int arg1, float arg2)	EntityItem
func_145779_a(Item arg0, int arg1)	EntityItem

Methods	Return Type
func_145782_y()	int
func_145818_k_()	boolean
func_146082_f(EntityPlayer e)	void
func_152111_bt()	void
func_152112_bu()	void
func_174791_d()	Vec3d
func_174792_t_()	boolean
func_174793_f()	Entity
func_174794_a(CommandResultStats$Type arg0, int arg1)	void
func_174805_g(boolean b)	void
func_174807_aT()	CommandResultStats
func_174810_b(boolean b)	void
func_174811_aO()	EnumFacing
func_174812_G()	void
func_174813_aQ()	AxisAlignedBB
func_174814_R()	boolean
func_174816_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3, float arg4)	boolean
func_174817_o(Entity e)	void
func_174818_b(BlockPos b)	double
func_174820_d(int arg0, ItemStack arg1)	boolean
func_174821_h(boolean b)	void
func_174822_a(double arg0, float arg1)	RayTraceResult
func_174824_e(float f)	Vec3d
func_174826_a(AxisAlignedBB a)	void
func_174827_a(EntityPlayerMP e)	boolean
func_174828_a(BlockPos arg0, float arg1, float arg2)	void
func_174829_m()	void
func_174830_Y()	void
func_174831_c(BlockPos b)	double
func_174832_aS()	boolean
func_174833_aM()	boolean
func_175446_cd()	boolean
func_175449_a(BlockPos arg0, int arg1)	void
func_175501_a(int arg0, boolean arg1)	void
func_180425_c()	BlockPos
func_180426_a(double arg0, double arg1, double arg2, float arg3, float arg4, int arg5, boolean arg6)	void
func_180427_aV()	boolean
func_180428_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3)	float
func_180430_e(float arg0, float arg1)	void
func_180431_b(DamageSource d)	boolean
func_180432_n(Entity e)	void
func_180482_a(DifficultyInstance arg0, EntityLivingData arg1)	EntityLivingData

Methods	Return Type
func_180484_a(BlockPos b)	float
func_180485_d(BlockPos b)	boolean
func_180486_cf()	BlockPos
func_180799_ab()	boolean
func_181012_aH()	EnumFacing
func_181013_g(float f)	void
func_181014_aG()	Vec3d
func_181015_d(BlockPos b)	void
func_184102_h()	MinecraftServer
func_184172_bi()	EnumFacing
func_184174_b(boolean b)	void
func_184176_by()	SoundCategory
func_184177_bl()	AxisAlignedBB
func_184178_b(EntityPlayerMP e)	void
func_184179_bs()	Entity
func_184180_b(Class<T> c)	Collection<T>
func_184182_bu()	Collection<Entity>
func_184185_a(SoundEvent arg0, float arg1, float arg2)	void
func_184186_bw()	boolean
func_184187_bx()	Entity
func_184188_bt()	List<Entity>
func_184189_br()	boolean
func_184190_l(Entity e)	void
func_184191_r(Entity e)	boolean
func_184192_z()	EnumPushReaction
func_184193_aE()	Iterable<ItemStack>
func_184194_a(Team t)	boolean
func_184195_f(boolean b)	void
func_184196_w(Entity e)	boolean
func_184197_b(String s)	boolean
func_184198_c(NBTTagCompound n)	boolean
func_184199_a(EntityPlayer arg0, Vec3d arg1, EnumHand arg2)	EnumActionResult
func_184201_a(EntityEquipmentSlot arg0, ItemStack arg1)	void
func_184202_aL()	boolean
func_184203_c(EntityPlayerMP e)	void
func_184204_a(int i)	Entity
func_184205_a(Entity arg0, boolean arg1)	boolean
func_184206_a(DataParameter<?> d)	void
func_184207_aI()	boolean
func_184208_bv()	Entity
func_184209_aF()	Iterable<ItemStack>
func_184210_p()	void

Methods	Return Type
func_184211_a(String s)	boolean
func_184212_Q()	EntityDataManager
func_184213_bq()	boolean
func_184214_aD()	Iterable<ItemStack>
func_184215_y(Entity e)	boolean
func_184216_O()	Set<String>
func_184217_a(Mirror m)	float
func_184218_aH()	boolean
func_184220_m(Entity e)	boolean
func_184221_a(UUID u)	void
func_184222_aU()	boolean
func_184223_x(Entity e)	boolean
func_184224_h(boolean b)	void
func_184226_ay()	void
func_184229_a(Rotation r)	float
func_184230_a(EntityPlayer arg0, EnumHand arg1)	boolean
func_184232_k(Entity e)	void
func_184582_a(EntityEquipmentSlot e)	ItemStack
func_184583_d(DamageSource d)	boolean
func_184585_cz()	boolean
func_184586_b(EnumHand e)	ItemStack
func_184587_cr()	boolean
func_184589_d(Potion p)	void
func_184591_cq()	EnumHandSide
func_184592_cb()	ItemStack
func_184595_k(double arg0, double arg1, double arg2)	boolean
func_184596_c(Potion p)	PotionEffect
func_184597_cx()	void
func_184598_c(EnumHand e)	void
func_184599_cB()	int
func_184600_cs()	EnumHand
func_184602_cy()	void
func_184603_cC()	boolean
func_184605_cv()	int
func_184607_cu()	ItemStack
func_184609_a(EnumHand e)	void
func_184611_a(EnumHand arg0, ItemStack arg1)	void
func_184612_cw()	int
func_184613_cA()	boolean
func_184614_ca()	ItemStack
func_184638_cS()	boolean
func_184641_n(boolean b)	void

Methods	Return Type
func_184642_a(EntityEquipmentSlot arg0, float arg1)	void
func_184643_a(PathNodeType p)	float
func_184644_a(PathNodeType arg0, float arg1)	void
func_184645_a(EntityPlayer arg0, EnumHand arg1)	boolean
func_184646_p(float f)	void
func_184649_cE()	int
func_184652_a(EntityPlayer e)	boolean
func_189511_e(NBTTagCompound n)	NBTTagCompound
func_189512_bd()	String
func_189651_aD()	Vec3d
func_189652_ae()	boolean
func_189653_aC()	Vec2f
func_189654_d(boolean b)	void
func_189748_bU()	DamageSource
func_190530_aW()	boolean
func_190630_a(EntityEquipmentSlot e)	boolean
func_190631_cK()	boolean
func_191953_am()	boolean
func_191956_a(Entity arg0, int arg1, DamageSource arg2)	void
func_191958_b(float arg0, float arg1, float arg2, float arg3)	void
func_191986_a(float arg0, float arg1, float arg2)	void
func_191987_a(BlockPos arg0, boolean arg1)	void
func_191989_p(float f)	void
func_191993_do()	EntityPlayerMP
func_193076_bZ()	Map<Potion, PotionEffect>
func_70003_b(int arg0, String arg1)	boolean
func_70005_c_()	String
func_70011_f(double arg0, double arg1, double arg2)	double
func_70012_b(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70013_c()	float
func_70014_b(NBTTagCompound n)	void
func_70015_d(int i)	void
func_70016_h(double arg0, double arg1, double arg2)	void
func_70020_e(NBTTagCompound n)	void
func_70021_al()	Entity[]
func_70024_g(double arg0, double arg1, double arg2)	void
func_70026_G()	boolean
func_70027_ad()	boolean
func_70028_i(Entity e)	boolean
func_70029_a(World w)	void
func_70030_z()	void
func_70031_b(boolean b)	void

Methods	Return Type
func_70032_d(Entity e)	float
func_70033_W()	double
func_70034_d(float f)	void
func_70037_a(NBTTagCompound n)	void
func_70038_c(double arg0, double arg1, double arg2)	boolean
func_70039_c(NBTTagCompound n)	boolean
func_70040_Z()	Vec3d
func_70042_X()	double
func_70045_F()	boolean
func_70046_E()	AxisAlignedBB
func_70047_e()	float
func_70050_g(int i)	void
func_70051_ag()	boolean
func_70055_a(Material m)	boolean
func_70057_ab()	void
func_70058_J()	boolean
func_70066_B()	void
func_70067_L()	boolean
func_70068_e(Entity e)	double
func_70070_b()	int
func_70071_h_()	void
func_70072_I()	boolean
func_70074_a(EntityLivingBase e)	void
func_70075_an()	boolean
func_70077_a(EntityLightningBolt e)	void
func_70079_am()	float
func_70080_a(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70082_c(float arg0, float arg1)	void
func_70086_ai()	int
func_70089_S()	boolean
func_70090_H()	boolean
func_70091_d(MoverType arg0, double arg1, double arg2, double arg3)	void
func_70092_e(double arg0, double arg1, double arg2)	double
func_70093_af()	boolean
func_70094_T()	boolean
func_70095_a(boolean b)	void
func_70097_a(DamageSource arg0, float arg1)	boolean
func_70098_U()	void
func_70099_a(ItemStack arg0, float arg1)	EntityItem
func_70100_b_(EntityPlayer e)	void
func_70103_a(byte b)	void
func_70104_M()	boolean

Methods	Return Type
func_70106_y()	void
func_70107_b(double arg0, double arg1, double arg2)	void
func_70108_f(Entity e)	void
func_70110_aj()	void
func_70111_Y()	float
func_70112_a(double d)	boolean
func_70114_g(Entity e)	AxisAlignedBB
func_70601_bi()	boolean
func_70603_bj()	float
func_70604_c(EntityLivingBase e)	void
func_70605_aq()	EntityMoveHelper
func_70606_j(float f)	void
func_70608_bn()	boolean
func_70613_aW()	boolean
func_70615_aA()	void
func_70617_f_()	boolean
func_70624_b(EntityLivingBase e)	void
func_70625_a(Entity arg0, float arg1, float arg2)	void
func_70627_aG()	int
func_70631_g_()	boolean
func_70634_a(double arg0, double arg1, double arg2)	void
func_70635_at()	EntitySenses
func_70636_d()	void
func_70637_d(boolean b)	void
func_70638_az()	EntityLivingBase
func_70641_bl()	int
func_70642_aH()	void
func_70643_av()	EntityLivingBase
func_70644_a(Potion p)	boolean
func_70645_a(DamageSource d)	void
func_70646_bf()	int
func_70648_aU()	boolean
func_70651_bq()	Collection<PotionEffect>
func_70652_k(Entity e)	boolean
func_70653_a(Entity arg0, float arg1, double arg2, double arg3)	void
func_70654_ax()	int
func_70656_aK()	void
func_70657_f(float f)	void
func_70658_aO()	int
func_70659_e(float f)	void
func_70660_b(Potion p)	PotionEffect
func_70661_as()	PathNavigate

Methods	Return Type
func_70662_br()	boolean
func_70668_bt()	EnumCreatureAttribute
func_70669_a(ItemStack i)	void
func_70671_ap()	EntityLookHelper
func_70674_bp()	void
func_70676_i(float f)	Vec3d
func_70678_g(float f)	float
func_70681_au()	Random
func_70683_ar()	EntityJumpHelper
func_70685_l(Entity e)	boolean
func_70686_a(Class<? extends net.minecraft.entity.EntityLivingBase> c)	boolean
func_70687_e(PotionEffect p)	boolean
func_70689_ay()	float
func_70690_d(PotionEffect p)	void
func_70691_i(float f)	void
func_70781_l()	boolean
func_70873_a(int i)	void
func_70874_b()	int
func_70875_t()	void
func_70877_b(ItemStack i)	boolean
func_70878_b(EntityAnimal e)	boolean
func_70880_s()	boolean
func_71001_a(Entity arg0, int arg1)	void
func_82142_c(boolean b)	void
func_82143_as()	int
func_82145_z()	int
func_82147_ab()	int
func_82149_j(Entity e)	void
func_82150_aj()	boolean
func_82171_bF()	boolean
func_85029_a(CrashReportCategory c)	void
func_85031_j(Entity e)	boolean
func_85034_r(int i)	void
func_85035_bl()	int
func_90011_a(EntityAgeable e)	EntityAgeable
func_90999_ad()	boolean
func_94059_bO()	boolean
func_94060_bK()	EntityLivingBase
func_94061_f(boolean b)	void
func_95999_t()	String
func_96092_aw()	boolean
func_96094_a(String s)	void

Methods	Return Type
func_96124_cp()	Team
func_98034_c(EntityPlayer e)	boolean
func_98052_bS()	boolean
func_98053_h(boolean b)	void
func_98054_a(boolean b)	void
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
getPickedResult(RayTraceResult r)	ItemStack
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
isCreatureType(EnumCreatureType arg0, boolean arg1)	boolean
onAddedToWorld()	void
onRemovedFromWorld()	void
resetEntityId()	void
serializeNBT()	NBTTagCompound
serializeNBT()	NBTBase
shouldDismountInWater(Entity e)	boolean
shouldRenderInPass(int i)	boolean
shouldRiderFaceForward(EntityPlayer e)	boolean
shouldRiderSit()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

InventoryChangedListener

Interface

net.minecraft.inventory.IInventoryChangedListener

Extends

Methods	Return Type
func_76316_a(Inventory i)	void

JumpingMount

Interface

net.minecraft.entity.IJumpingMount

Extends

Methods	Return Type
func_110206_u(int i)	void
func_184775_b(int i)	void
func_184776_b()	boolean
func_184777_r_()	void

EntityAgeable

Class

Class

net.minecraft.entity.EntityAgeable

Extends

EntityCreature

Fields	Type
addedToWorld	boolean
capturedDrops	ArrayList<EntityItem>
captureDrops	boolean
entityData	NBTTagCompound
field_110153_bc	float
field_110158_av	int
field_181016_an	BlockPos
field_184239_as	Entity
field_184617_aD	int
field_184618_aE	float
field_184619_aG	float
field_184622_au	EnumHand
field_184627_bm	ItemStack
field_184628_bn	int
field_190534_ay	int
field_191988_bg	float
field_70116_cv	long
field_70117_cu	long
field_70118_ct	long
field_70122_E	boolean
field_70123_F	boolean
field_70124_G	boolean
field_70125_A	float
field_70126_B	float
field_70127_C	float
field_70128_L	boolean
field_70130_N	float
field_70131_O	float
field_70132_H	boolean
field_70133_I	boolean
field_70136_U	double
field_70137_T	double
field_70138_W	float
field_70140_Q	float
field_70141_P	float
field_70142_S	double
field_70143_R	float

Fields	Type
field_70144_Y	float
field_70145_X	boolean
field_70156_m	boolean
field_70158_ak	boolean
field_70159_w	double
field_70160_al	boolean
field_70161_v	double
field_70162_ai	int
field_70163_u	double
field_70164_aj	int
field_70165_t	double
field_70166_s	double
field_70167_r	double
field_70169_q	double
field_70170_p	World
field_70172_ad	int
field_70173_aa	int
field_70175_ag	boolean
field_70176_ah	int
field_70177_z	float
field_70178_ae	boolean
field_70179_y	double
field_70180_af	EntityDataManager
field_70181_x	double
field_70696_bz	EntityLivingBase
field_70701_bs	float
field_70702_br	float
field_70703_bu	boolean
field_70704_bt	float
field_70714_bg	EntityAITasks
field_70715_bh	EntityAITasks
field_70718_bc	int
field_70720_be	int
field_70721_aZ	float
field_70725_aQ	int
field_70726_aT	float
field_70727_aS	float
field_70728_aV	int
field_70732_aI	float
field_70733_aJ	float
field_70737_aN	int
field_70738_aO	int

Fields	Type
field_70739_aP	float
field_70747_aH	float
field_70755_b	EntityLivingBase
field_70757_a	int
field_70758_at	float
field_70759_as	float
field_70760_ar	float
field_70761_aq	float
field_70769_ao	float
field_70770_ap	float
field_70771_an	int
field_71087_bX	boolean
field_71088_bW	int
field_71093_bK	int
field_82151_R	float
field_82153_h	int
field_82175_bq	boolean
field_98038_p	boolean
itemInUseMaxDuration	int
persistentID	UUID
updateBlocked	boolean

Methods	Return Type
canRiderInteract()	boolean
canTrample(World arg0, Block arg1, BlockPos arg2, float arg3)	boolean
changeDimension(int arg0, Teleporter arg1)	Entity
curePotionEffects(ItemStack i)	void
deserializeNBT(NBTTagCompound n)	void
deserializeNBT(NBTBase n)	void
func_104002_bU()	boolean
func_110124_au()	UUID
func_110138_aP()	float
func_110139_bj()	float
func_110140_aT()	AbstractAttributeMap
func_110142_aN()	CombatTracker
func_110143_aJ()	float
func_110144_aD()	EntityLivingBase
func_110145_l(Entity e)	void
func_110148_a(Attribute a)	AttributeInstance
func_110149_m(float f)	void
func_110160_i(boolean arg0, boolean arg1)	void
func_110162_b(Entity arg0, boolean arg1)	void
func_110163_bv()	void

Methods	Return Type
func_110166_bE()	Entity
func_110167_bD()	boolean
func_110173_bK()	boolean
func_110174_bM()	float
func_110175_bO()	boolean
func_110177_bN()	void
func_110195_a(int i)	void
func_130011_c(Entity e)	void
func_130014_f_()	World
func_142013_aG()	int
func_142015_aE()	int
func_145747_a(TextComponent t)	void
func_145748_c_()	TextComponent
func_145769_d(int i)	void
func_145770_h(double arg0, double arg1, double arg2)	boolean
func_145773_az()	boolean
func_145778_a(Item arg0, int arg1, float arg2)	EntityItem
func_145779_a(Item arg0, int arg1)	EntityItem
func_145782_y()	int
func_145818_k_()	boolean
func_152111_bt()	void
func_152112_bu()	void
func_174791_d()	Vec3d
func_174792_t_()	boolean
func_174793_f()	Entity
func_174794_a(CommandResultStats$Type arg0, int arg1)	void
func_174805_g(boolean b)	void
func_174807_aT()	CommandResultStats
func_174810_b(boolean b)	void
func_174811_aO()	EnumFacing
func_174812_G()	void
func_174813_aQ()	AxisAlignedBB
func_174814_R()	boolean
func_174816_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3, float arg4)	boolean
func_174817_o(Entity e)	void
func_174818_b(BlockPos b)	double
func_174820_d(int arg0, ItemStack arg1)	boolean
func_174821_h(boolean b)	void
func_174822_a(double arg0, float arg1)	RayTraceResult
func_174824_e(float f)	Vec3d
func_174826_a(AxisAlignedBB a)	void
func_174827_a(EntityPlayerMP e)	boolean

Methods	Return Type
func_174828_a(BlockPos arg0, float arg1, float arg2)	void
func_174829_m()	void
func_174830_Y()	void
func_174831_c(BlockPos b)	double
func_174832_aS()	boolean
func_174833_aM()	boolean
func_175446_cd()	boolean
func_175449_a(BlockPos arg0, int arg1)	void
func_175501_a(int arg0, boolean arg1)	void
func_180425_c()	BlockPos
func_180426_a(double arg0, double arg1, double arg2, float arg3, float arg4, int arg5, boolean arg6)	void
func_180427_aV()	boolean
func_180428_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3)	float
func_180430_e(float arg0, float arg1)	void
func_180431_b(DamageSource d)	boolean
func_180432_n(Entity e)	void
func_180482_a(DifficultyInstance arg0, EntityLivingData arg1)	EntityLivingData
func_180484_a(BlockPos b)	float
func_180485_d(BlockPos b)	boolean
func_180486_cf()	BlockPos
func_180799_ab()	boolean
func_181012_aH()	EnumFacing
func_181013_g(float f)	void
func_181014_aG()	Vec3d
func_181015_d(BlockPos b)	void
func_184102_h()	MinecraftServer
func_184172_bi()	EnumFacing
func_184174_b(boolean b)	void
func_184176_by()	SoundCategory
func_184177_bl()	AxisAlignedBB
func_184178_b(EntityPlayerMP e)	void
func_184179_bs()	Entity
func_184180_b(Class<T> c)	Collection<T>
func_184182_bu()	Collection<Entity>
func_184185_a(SoundEvent arg0, float arg1, float arg2)	void
func_184186_bw()	boolean
func_184187_bx()	Entity
func_184188_bt()	List<Entity>
func_184189_br()	boolean
func_184190_l(Entity e)	void
func_184191_r(Entity e)	boolean
func_184192_z()	EnumPushReaction

Methods	Return Type
func_184193_aE()	Iterable<ItemStack>
func_184194_a(Team t)	boolean
func_184195_f(boolean b)	void
func_184196_w(Entity e)	boolean
func_184197_b(String s)	boolean
func_184198_c(NBTTagCompound n)	boolean
func_184199_a(EntityPlayer arg0, Vec3d arg1, EnumHand arg2)	EnumActionResult
func_184201_a(EntityEquipmentSlot arg0, ItemStack arg1)	void
func_184202_aL()	boolean
func_184203_c(EntityPlayerMP e)	void
func_184204_a(int i)	Entity
func_184205_a(Entity arg0, boolean arg1)	boolean
func_184206_a(DataParameter<?> d)	void
func_184207_aI()	boolean
func_184208_bv()	Entity
func_184209_aF()	Iterable<ItemStack>
func_184210_p()	void
func_184211_a(String s)	boolean
func_184212_Q()	EntityDataManager
func_184213_bq()	boolean
func_184214_aD()	Iterable<ItemStack>
func_184215_y(Entity e)	boolean
func_184216_O()	Set<String>
func_184217_a(Mirror m)	float
func_184218_aH()	boolean
func_184220_m(Entity e)	boolean
func_184221_a(UUID u)	void
func_184222_aU()	boolean
func_184223_x(Entity e)	boolean
func_184224_h(boolean b)	void
func_184226_ay()	void
func_184229_a(Rotation r)	float
func_184230_a(EntityPlayer arg0, EnumHand arg1)	boolean
func_184232_k(Entity e)	void
func_184582_a(EntityEquipmentSlot e)	ItemStack
func_184583_d(DamageSource d)	boolean
func_184585_cz()	boolean
func_184586_b(EnumHand e)	ItemStack
func_184587_cr()	boolean
func_184589_d(Potion p)	void
func_184591_cq()	EnumHandSide
func_184592_cb()	ItemStack

Methods	Return Type
func_184595_k(double arg0, double arg1, double arg2)	boolean
func_184596_c(Potion p)	PotionEffect
func_184597_cx()	void
func_184598_c(EnumHand e)	void
func_184599_cB()	int
func_184600_cs()	EnumHand
func_184602_cy()	void
func_184603_cC()	boolean
func_184605_cv()	int
func_184607_cu()	ItemStack
func_184609_a(EnumHand e)	void
func_184611_a(EnumHand arg0, ItemStack arg1)	void
func_184612_cw()	int
func_184613_cA()	boolean
func_184614_ca()	ItemStack
func_184638_cS()	boolean
func_184641_n(boolean b)	void
func_184642_a(EntityEquipmentSlot arg0, float arg1)	void
func_184643_a(PathNodeType p)	float
func_184644_a(PathNodeType arg0, float arg1)	void
func_184645_a(EntityPlayer arg0, EnumHand arg1)	boolean
func_184646_p(float f)	void
func_184649_cE()	int
func_184652_a(EntityPlayer e)	boolean
func_189511_e(NBTTagCompound n)	NBTTagCompound
func_189512_bd()	String
func_189651_aD()	Vec3d
func_189652_ae()	boolean
func_189653_aC()	Vec2f
func_189654_d(boolean b)	void
func_189748_bU()	DamageSource
func_190530_aW()	boolean
func_190630_a(EntityEquipmentSlot e)	boolean
func_190631_cK()	boolean
func_191953_am()	boolean
func_191956_a(Entity arg0, int arg1, DamageSource arg2)	void
func_191958_b(float arg0, float arg1, float arg2, float arg3)	void
func_191986_a(float arg0, float arg1, float arg2)	void
func_191987_a(BlockPos arg0, boolean arg1)	void
func_191989_p(float f)	void
func_193076_bZ()	Map<Potion, PotionEffect>
func_70003_b(int arg0, String arg1)	boolean

Methods	Return Type
func_70005_c_()	String
func_70011_f(double arg0, double arg1, double arg2)	double
func_70012_b(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70013_c()	float
func_70014_b(NBTTagCompound n)	void
func_70015_d(int i)	void
func_70016_h(double arg0, double arg1, double arg2)	void
func_70020_e(NBTTagCompound n)	void
func_70021_al()	Entity[]
func_70024_g(double arg0, double arg1, double arg2)	void
func_70026_G()	boolean
func_70027_ad()	boolean
func_70028_i(Entity e)	boolean
func_70029_a(World w)	void
func_70030_z()	void
func_70031_b(boolean b)	void
func_70032_d(Entity e)	float
func_70033_W()	double
func_70034_d(float f)	void
func_70037_a(NBTTagCompound n)	void
func_70038_c(double arg0, double arg1, double arg2)	boolean
func_70039_c(NBTTagCompound n)	boolean
func_70040_Z()	Vec3d
func_70042_X()	double
func_70045_F()	boolean
func_70046_E()	AxisAlignedBB
func_70047_e()	float
func_70050_g(int i)	void
func_70051_ag()	boolean
func_70055_a(Material m)	boolean
func_70057_ab()	void
func_70058_J()	boolean
func_70066_B()	void
func_70067_L()	boolean
func_70068_e(Entity e)	double
func_70070_b()	int
func_70071_h_()	void
func_70072_I()	boolean
func_70074_a(EntityLivingBase e)	void
func_70075_an()	boolean
func_70077_a(EntityLightningBolt e)	void
func_70079_am()	float

Methods	Return Type
func_70080_a(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70082_c(float arg0, float arg1)	void
func_70086_ai()	int
func_70089_S()	boolean
func_70090_H()	boolean
func_70091_d(MoverType arg0, double arg1, double arg2, double arg3)	void
func_70092_e(double arg0, double arg1, double arg2)	double
func_70093_af()	boolean
func_70094_T()	boolean
func_70095_a(boolean b)	void
func_70097_a(DamageSource arg0, float arg1)	boolean
func_70098_U()	void
func_70099_a(ItemStack arg0, float arg1)	EntityItem
func_70100_b_(EntityPlayer e)	void
func_70103_a(byte b)	void
func_70104_M()	boolean
func_70106_y()	void
func_70107_b(double arg0, double arg1, double arg2)	void
func_70108_f(Entity e)	void
func_70110_aj()	void
func_70111_Y()	float
func_70112_a(double d)	boolean
func_70114_g(Entity e)	AxisAlignedBB
func_70601_bi()	boolean
func_70603_bj()	float
func_70604_c(EntityLivingBase e)	void
func_70605_aq()	EntityMoveHelper
func_70606_j(float f)	void
func_70608_bn()	boolean
func_70613_aW()	boolean
func_70615_aA()	void
func_70617_f_()	boolean
func_70624_b(EntityLivingBase e)	void
func_70625_a(Entity arg0, float arg1, float arg2)	void
func_70627_aG()	int
func_70631_g_()	boolean
func_70634_a(double arg0, double arg1, double arg2)	void
func_70635_at()	EntitySenses
func_70636_d()	void
func_70637_d(boolean b)	void
func_70638_az()	EntityLivingBase
func_70641_bl()	int

Methods	Return Type
func_70642_aH()	void
func_70643_av()	EntityLivingBase
func_70644_a(Potion p)	boolean
func_70645_a(DamageSource d)	void
func_70646_bf()	int
func_70648_aU()	boolean
func_70651_bq()	Collection<PotionEffect>
func_70652_k(Entity e)	boolean
func_70653_a(Entity arg0, float arg1, double arg2, double arg3)	void
func_70654_ax()	int
func_70656_aK()	void
func_70657_f(float f)	void
func_70658_aO()	int
func_70659_e(float f)	void
func_70660_b(Potion p)	PotionEffect
func_70661_as()	PathNavigate
func_70662_br()	boolean
func_70668_bt()	EnumCreatureAttribute
func_70669_a(ItemStack i)	void
func_70671_ap()	EntityLookHelper
func_70674_bp()	void
func_70676_i(float f)	Vec3d
func_70678_g(float f)	float
func_70681_au()	Random
func_70683_ar()	EntityJumpHelper
func_70685_l(Entity e)	boolean
func_70686_a(Class<? extends net.minecraft.entity.EntityLivingBase> c)	boolean
func_70687_e(PotionEffect p)	boolean
func_70689_ay()	float
func_70690_d(PotionEffect p)	void
func_70691_i(float f)	void
func_70781_l()	boolean
func_70873_a(int i)	void
func_70874_b()	int
func_71001_a(Entity arg0, int arg1)	void
func_82142_c(boolean b)	void
func_82143_as()	int
func_82145_z()	int
func_82147_ab()	int
func_82149_j(Entity e)	void
func_82150_aj()	boolean
func_82171_bF()	boolean

Methods	Return Type
func_85029_a(CrashReportCategory c)	void
func_85031_j(Entity e)	boolean
func_85034_r(int i)	void
func_85035_bl()	int
func_90011_a(EntityAgeable e)	EntityAgeable
func_90999_ad()	boolean
func_94059_bO()	boolean
func_94060_bK()	EntityLivingBase
func_94061_f(boolean b)	void
func_95999_t()	String
func_96092_aw()	boolean
func_96094_a(String s)	void
func_96124_cp()	Team
func_98034_c(EntityPlayer e)	boolean
func_98052_bS()	boolean
func_98053_h(boolean b)	void
func_98054_a(boolean b)	void
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
getPickedResult(RayTraceResult r)	ItemStack
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
isCreatureType(EnumCreatureType arg0, boolean arg1)	boolean
onAddedToWorld()	void
onRemovedFromWorld()	void
resetEntityId()	void
serializeNBT()	NBTTagCompound
serializeNBT()	NBTBase
shouldDismountInWater(Entity e)	boolean
shouldRenderInPass(int i)	boolean
shouldRiderFaceForward(EntityPlayer e)	boolean
shouldRiderSit()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

TileEntityStructure$Mode

Class

net.minecraft.tileentity.TileEntityStructure$Mode

Extends

Enum

StringSerializable

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_176610_l()	String
func_185110_a()	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

InventoryBasic

Class

net.minecraft.inventory.InventoryBasic

Extends

Inventory

Methods	Return Type
func_110132_b(InventoryChangedListener i)	void
func_110133_a(String s)	void
func_110134_a(InventoryChangedListener i)	void
func_145748_c_()	TextComponent
func_145818_k_()	boolean
func_174885_b(int arg0, int arg1)	void
func_174886_c(EntityPlayer e)	void
func_174887_a_(int i)	int
func_174888_l()	void
func_174889_b(EntityPlayer e)	void
func_174890_g()	int
func_174894_a(ItemStack i)	ItemStack
func_191420_l()	boolean
func_70005_c_()	String
func_70296_d()	void
func_70297_j_()	int
func_70298_a(int arg0, int arg1)	ItemStack
func_70299_a(int arg0, ItemStack arg1)	void
func_70300_a(EntityPlayer e)	boolean
func_70301_a(int i)	ItemStack
func_70302_i_()	int
func_70304_b(int i)	ItemStack
func_94041_b(int arg0, ItemStack arg1)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

TileEntityEnderChest

Class

net.minecraft.tileentity.TileEntityEnderChest

Extends

TileEntity

Tickable

Fields	Type
field_145972_a	float
field_145973_j	int
field_145975_i	float
renderBoundingBox	AxisAlignedBB
tileData	NBTTagCompound

Methods	Return Type
canRenderBreaking()	boolean
deserializeNBT(NBTBase n)	void
deserializeNBT(NBTTagCompound n)	void
func_145748_c_()	TextComponent
func_145828_a(CrashReportCategory c)	void
func_145829_t()	void
func_145830_o()	boolean
func_145831_w()	World
func_145832_p()	int
func_145833_n()	double
func_145834_a(World w)	void
func_145835_a(double arg0, double arg1, double arg2)	double
func_145836_u()	void
func_145837_r()	boolean
func_145838_q()	Block
func_145839_a(NBTTagCompound n)	void
func_145842_c(int arg0, int arg1)	boolean
func_145843_s()	void
func_145969_a()	void
func_145970_b()	void
func_145971_a(EntityPlayer e)	boolean
func_174877_v()	BlockPos
func_174878_a(BlockPos b)	void
func_183000_F()	boolean
func_189515_b(NBTTagCompound n)	NBTTagCompound
func_189517_E_()	NBTTagCompound
func_189518_D_()	SPacketUpdateTileEntity
func_189667_a(Rotation r)	void
func_189668_a(Mirror m)	void
func_70296_d()	void

Methods	Return Type
func_73660_a()	void
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
handleUpdateTag(NBTTagCompound n)	void
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
hasFastRenderer()	boolean
onChunkUnload()	void
onDataPacket(NetworkManager arg0, SPacketUpdateTileEntity arg1)	void
onLoad()	void
restrictNBTCopy()	boolean
serializeNBT()	NBTBase
serializeNBT()	NBTTagCompound
shouldRefresh(World arg0, BlockPos arg1, BlockState arg2, BlockState arg3)	boolean
shouldRenderInPass(int i)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

AppleCoreFoodStats

Interface

squeek.applecore.asm.util.IAppleCoreFoodStats

Extends

Fields	Type
exhaustion	float
foodTimer	int
player	EntityPlayer
starveTimer	int

Methods	Return Type
setPrevFoodLevel(int i)	void
setSaturation(float f)	void

ItemFood

Class

net.minecraft.item.ItemFood

Extends

Item

Fields	Type
creativeTabs	CreativeTabs[]
delegate	RegistryDelegate<T>
field_77851_ca	PotionEffect
field_77852_bZ	boolean
field_77853_b	int

Fields	Type
field_77854_c	float
field_77855_a	int
field_77856_bY	boolean
field_77858_cd	float
registryName	ResourceLocation
registryType	Class<T>
repairable	boolean
tileEntityItemStackRenderer	TileEntityItemStackRenderer

Methods	Return Type
canApplyAtEnchantingTable(ItemStack arg0, Enchantment arg1)	boolean
canContinueUsing(ItemStack arg0, ItemStack arg1)	boolean
canDestroyBlockInCreative(World arg0, BlockPos arg1, ItemStack arg2, EntityPlayer arg3)	boolean
canDisableShield(ItemStack arg0, ItemStack arg1, EntityLivingBase arg2, EntityLivingBase arg3)	boolean
canHarvestBlock(BlockState arg0, ItemStack arg1)	boolean
createEntity(World arg0, Entity arg1, ItemStack arg2)	Entity
doesSneakBypassUse(ItemStack arg0, BlockAccess arg1, BlockPos arg2, EntityPlayer arg3)	boolean
func_111205_h(EntityEquipmentSlot e)	Multimap<String, AttributeModifier>
func_111207_a(ItemStack arg0, EntityPlayer arg1, EntityLivingBase arg2, EnumHand arg3)	boolean
func_150893_a(ItemStack arg0, BlockState arg1)	float
func_150895_a(CreativeTabs arg0, NonNullList<ItemStack> arg1)	void
func_150897_b(BlockState b)	boolean
func_150905_g(ItemStack i)	int
func_150906_h(ItemStack i)	float
func_179215_a(NBTTagCompound n)	boolean
func_179218_a(ItemStack arg0, World arg1, BlockState arg2, BlockPos arg3, EntityLivingBase arg4)	boolean
func_180614_a(EntityPlayer arg0, World arg1, BlockPos arg2, EnumHand arg3, EnumFacing arg4, float arg5, float arg6, float arg7)	EnumActionResult
func_185040_i()	boolean
func_185043_a(ResourceLocation arg0, ItemPropertyGetter arg1)	void
func_185045_a(ResourceLocation r)	ItemPropertyGetter
func_185070_a(PotionEffect arg0, float arg1)	ItemFood
func_190903_i()	ItemStack
func_194125_a(CreativeTabs c)	boolean
func_77612_l()	int
func_77613_e(ItemStack i)	EnumRarity
func_77614_k()	boolean
func_77615_a(ItemStack arg0, World arg1, EntityLivingBase arg2, int arg3)	void
func_77616_k(ItemStack i)	boolean
func_77619_b()	int
func_77622_d(ItemStack arg0, World arg1, EntityPlayer arg2)	void
func_77624_a(ItemStack arg0, World arg1, List<String> arg2, TooltipFlag arg3)	void

Methods	Return Type
func_77625_d(int i)	Item
func_77626_a(ItemStack i)	int
func_77627_a(boolean b)	Item
func_77629_n_()	boolean
func_77634_r()	boolean
func_77636_d(ItemStack i)	boolean
func_77637_a(CreativeTabs c)	Item
func_77639_j()	int
func_77640_w()	CreativeTabs
func_77642_a(Item i)	Item
func_77643_m_()	boolean
func_77644_a(ItemStack arg0, EntityLivingBase arg1, EntityLivingBase arg2)	boolean
func_77645_m()	boolean
func_77647_b(int i)	int
func_77651_p()	boolean
func_77653_i(ItemStack i)	String
func_77654_b(ItemStack arg0, World arg1, EntityLivingBase arg2)	ItemStack
func_77655_b(String s)	Item
func_77656_e(int i)	Item
func_77657_g(ItemStack i)	String
func_77658_a()	String
func_77659_a(World arg0, EntityPlayer arg1, EnumHand arg2)	ActionResult<ItemStack>
func_77661_b(ItemStack i)	EnumAction
func_77662_d()	boolean
func_77663_a(ItemStack arg0, World arg1, Entity arg2, int arg3, boolean arg4)	void
func_77664_n()	Item
func_77667_c(ItemStack i)	String
func_77668_q()	Item
func_77845_h()	boolean
func_77848_i()	ItemFood
func_82788_x()	boolean
func_82789_a(ItemStack arg0, ItemStack arg1)	boolean
getAnimationParameters(ItemStack arg0, World arg1, EntityLivingBase arg2)	ImmutableMap<String, TimeValue>
getArmorModel(EntityLivingBase arg0, ItemStack arg1, EntityEquipmentSlot arg2, ModelBiped arg3)	ModelBiped
getArmorTexture(ItemStack arg0, Entity arg1, EntityEquipmentSlot arg2, String arg3)	String
getAttributeModifiers(EntityEquipmentSlot arg0, ItemStack arg1)	Multimap<String, AttributeModifier>
getContainerItem(ItemStack i)	ItemStack
getCreatorModId(ItemStack i)	String
getDamage(ItemStack i)	int
getDurabilityForDisplay(ItemStack i)	double
getEntityLifespan(ItemStack arg0, World arg1)	int

Methods	Return Type
getEquipmentSlot(ItemStack i)	EntityEquipmentSlot
getFontRenderer(ItemStack i)	FontRenderer
getForgeRarity(ItemStack i)	Rarity
getHarvestLevel(ItemStack arg0, String arg1, EntityPlayer arg2, BlockState arg3)	int
getHighlightTip(ItemStack arg0, String arg1)	String
getHorseArmorTexture(EntityLiving arg0, ItemStack arg1)	String
getHorseArmorType(ItemStack i)	HorseArmorType
getItemBurnTime(ItemStack i)	int
getItemEnchantability(ItemStack i)	int
getItemStackLimit(ItemStack i)	int
getMaxDamage(ItemStack i)	int
getMetadata(ItemStack i)	int
getNBTShareTag(ItemStack i)	NBTTagCompound
getRGBDurabilityForDisplay(ItemStack i)	int
getSmeltingExperience(ItemStack i)	float
getToolClasses(ItemStack i)	Set<String>
getXpRepairRatio(ItemStack i)	float
hasContainerItem(ItemStack i)	boolean
hasCustomEntity(ItemStack i)	boolean
initCapabilities(ItemStack arg0, NBTTagCompound arg1)	CapabilityProvider
isBeaconPayment(ItemStack i)	boolean
isBookEnchantable(ItemStack arg0, ItemStack arg1)	boolean
isDamaged(ItemStack i)	boolean
isShield(ItemStack arg0, EntityLivingBase arg1)	boolean
isValidArmor(ItemStack arg0, EntityEquipmentSlot arg1, Entity arg2)	boolean
onArmorTick(World arg0, EntityPlayer arg1, ItemStack arg2)	void
onBlockStartBreak(ItemStack arg0, BlockPos arg1, EntityPlayer arg2)	boolean
onDroppedByPlayer(ItemStack arg0, EntityPlayer arg1)	boolean
onEntityItemUpdate(EntityItem e)	boolean
onEntitySwing(EntityLivingBase arg0, ItemStack arg1)	boolean
onHorseArmorTick(World arg0, EntityLiving arg1, ItemStack arg2)	void
onItemUseFirst(EntityPlayer arg0, World arg1, BlockPos arg2, EnumFacing arg3, float arg4, float arg5, float arg6, EnumHand arg7)	EnumActionResult
onLeftClickEntity(ItemStack arg0, EntityPlayer arg1, Entity arg2)	boolean
onUsingTick(ItemStack arg0, EntityLivingBase arg1, int arg2)	void
readNBTShareTag(ItemStack arg0, NBTTagCompound arg1)	void
renderHelmetOverlay(ItemStack arg0, EntityPlayer arg1, ScaledResolution arg2, float arg3)	void
setDamage(ItemStack arg0, int arg1)	void
setHarvestLevel(String arg0, int arg1)	void
setNoRepair()	Item
shouldCauseBlockBreakReset(ItemStack arg0, ItemStack arg1)	boolean
shouldCauseReequipAnimation(ItemStack arg0, ItemStack arg1, boolean arg2)	boolean
showDurabilityBar(ItemStack i)	boolean

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

EnumPacketDirection

Class

net.minecraft.network.EnumPacketDirection

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

EnumConnectionState

Class

net.minecraft.network.EnumConnectionState

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_150759_c()	int
func_179244_a(EnumPacketDirection arg0, int arg1)	Packet<?>
func_179246_a(EnumPacketDirection arg0, Packet<?> arg1)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

EntityHanging

Class

net.minecraft.entity.EntityHanging

Extends

Entity

Fields	Type
addedToWorld	boolean
capturedDrops	ArrayList<EntityItem>
captureDrops	boolean
entityData	NBTTagCompound
field_174860_b	EnumFacing
field_181016_an	BlockPos
field_184239_as	Entity
field_190534_ay	int
field_70116_cv	long
field_70117_cu	long
field_70118_ct	long
field_70122_E	boolean
field_70123_F	boolean
field_70124_G	boolean
field_70125_A	float
field_70126_B	float
field_70127_C	float
field_70128_L	boolean
field_70130_N	float
field_70131_O	float
field_70132_H	boolean
field_70133_I	boolean
field_70136_U	double
field_70137_T	double
field_70138_W	float
field_70140_Q	float
field_70141_P	float
field_70142_S	double
field_70143_R	float
field_70144_Y	float
field_70145_X	boolean
field_70156_m	boolean
field_70158_ak	boolean
field_70159_w	double
field_70160_al	boolean
field_70161_v	double
field_70162_ai	int
field_70163_u	double
field_70164_aj	int
field_70165_t	double

Fields	Type
field_70166_s	double
field_70167_r	double
field_70169_q	double
field_70170_p	World
field_70172_ad	int
field_70173_aa	int
field_70175_ag	boolean
field_70176_ah	int
field_70177_z	float
field_70178_ae	boolean
field_70179_y	double
field_70180_af	EntityDataManager
field_70181_x	double
field_71087_bX	boolean
field_71088_bW	int
field_71093_bK	int
field_82151_R	float
field_82153_h	int
field_98038_p	boolean
persistentID	UUID
updateBlocked	boolean

Methods	Return Type
canRiderInteract()	boolean
canTrample(World arg0, Block arg1, BlockPos arg2, float arg3)	boolean
changeDimension(int arg0, Teleporter arg1)	Entity
deserializeNBT(NBTTagCompound n)	void
deserializeNBT(NBTBase n)	void
func_110124_au()	UUID
func_110128_b(Entity e)	void
func_130014_f_()	World
func_145747_a(TextComponent t)	void
func_145748_c_()	TextComponent
func_145769_d(int i)	void
func_145770_h(double arg0, double arg1, double arg2)	boolean
func_145773_az()	boolean
func_145778_a(Item arg0, int arg1, float arg2)	EntityItem
func_145779_a(Item arg0, int arg1)	EntityItem
func_145782_y()	int
func_145818_k_()	boolean
func_174791_d()	Vec3d
func_174792_t_()	boolean
func_174793_f()	Entity

Methods	Return Type
func_174794_a(CommandResultStats$Type arg0, int arg1)	void
func_174805_g(boolean b)	void
func_174807_aT()	CommandResultStats
func_174810_b(boolean b)	void
func_174811_aO()	EnumFacing
func_174812_G()	void
func_174813_aQ()	AxisAlignedBB
func_174814_R()	boolean
func_174816_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3, float arg4)	boolean
func_174817_o(Entity e)	void
func_174818_b(BlockPos b)	double
func_174820_d(int arg0, ItemStack arg1)	boolean
func_174821_h(boolean b)	void
func_174822_a(double arg0, float arg1)	RayTraceResult
func_174824_e(float f)	Vec3d
func_174826_a(AxisAlignedBB a)	void
func_174827_a(EntityPlayerMP e)	boolean
func_174828_a(BlockPos arg0, float arg1, float arg2)	void
func_174829_m()	void
func_174830_Y()	void
func_174831_c(BlockPos b)	double
func_174832_aS()	boolean
func_174833_aM()	boolean
func_174857_n()	BlockPos
func_180425_c()	BlockPos
func_180426_a(double arg0, double arg1, double arg2, float arg3, float arg4, int arg5, boolean arg6)	void
func_180427_aV()	boolean
func_180428_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3)	float
func_180430_e(float arg0, float arg1)	void
func_180431_b(DamageSource d)	boolean
func_180432_n(Entity e)	void
func_180799_ab()	boolean
func_181012_aH()	EnumFacing
func_181013_g(float f)	void
func_181014_aG()	Vec3d
func_181015_d(BlockPos b)	void
func_184102_h()	MinecraftServer
func_184172_bi()	EnumFacing
func_184174_b(boolean b)	void
func_184176_by()	SoundCategory
func_184177_bl()	AxisAlignedBB
func_184178_b(EntityPlayerMP e)	void

Methods	Return Type
func_184179_bs()	Entity
func_184180_b(Class<T> c)	Collection<T>
func_184182_bu()	Collection<Entity>
func_184185_a(SoundEvent arg0, float arg1, float arg2)	void
func_184186_bw()	boolean
func_184187_bx()	Entity
func_184188_bt()	List<Entity>
func_184189_br()	boolean
func_184190_l(Entity e)	void
func_184191_r(Entity e)	boolean
func_184192_z()	EnumPushReaction
func_184193_aE()	Iterable<ItemStack>
func_184194_a(Team t)	boolean
func_184195_f(boolean b)	void
func_184196_w(Entity e)	boolean
func_184197_b(String s)	boolean
func_184198_c(NBTTagCompound n)	boolean
func_184199_a(EntityPlayer arg0, Vec3d arg1, EnumHand arg2)	EnumActionResult
func_184201_a(EntityEquipmentSlot arg0, ItemStack arg1)	void
func_184202_aL()	boolean
func_184203_c(EntityPlayerMP e)	void
func_184204_a(int i)	Entity
func_184205_a(Entity arg0, boolean arg1)	boolean
func_184206_a(DataParameter<?> d)	void
func_184207_aI()	boolean
func_184208_bv()	Entity
func_184209_aF()	Iterable<ItemStack>
func_184210_p()	void
func_184211_a(String s)	boolean
func_184212_Q()	EntityDataManager
func_184213_bq()	boolean
func_184214_aD()	Iterable<ItemStack>
func_184215_y(Entity e)	boolean
func_184216_O()	Set<String>
func_184217_a(Mirror m)	float
func_184218_aH()	boolean
func_184220_m(Entity e)	boolean
func_184221_a(UUID u)	void
func_184222_aU()	boolean
func_184223_x(Entity e)	boolean
func_184224_h(boolean b)	void
func_184226_ay()	void

Methods	Return Type
func_184229_a(Rotation r)	float
func_184230_a(EntityPlayer arg0, EnumHand arg1)	boolean
func_184232_k(Entity e)	void
func_184523_o()	void
func_189511_e(NBTTagCompound n)	NBTTagCompound
func_189512_bd()	String
func_189651_aD()	Vec3d
func_189652_ae()	boolean
func_189653_aC()	Vec2f
func_189654_d(boolean b)	void
func_190530_aW()	boolean
func_191953_am()	boolean
func_191956_a(Entity arg0, int arg1, DamageSource arg2)	void
func_191958_b(float arg0, float arg1, float arg2, float arg3)	void
func_70003_b(int arg0, String arg1)	boolean
func_70005_c_()	String
func_70011_f(double arg0, double arg1, double arg2)	double
func_70012_b(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70013_c()	float
func_70014_b(NBTTagCompound n)	void
func_70015_d(int i)	void
func_70016_h(double arg0, double arg1, double arg2)	void
func_70020_e(NBTTagCompound n)	void
func_70021_al()	Entity[]
func_70024_g(double arg0, double arg1, double arg2)	void
func_70026_G()	boolean
func_70027_ad()	boolean
func_70028_i(Entity e)	boolean
func_70029_a(World w)	void
func_70030_z()	void
func_70031_b(boolean b)	void
func_70032_d(Entity e)	float
func_70033_W()	double
func_70034_d(float f)	void
func_70037_a(NBTTagCompound n)	void
func_70038_c(double arg0, double arg1, double arg2)	boolean
func_70039_c(NBTTagCompound n)	boolean
func_70040_Z()	Vec3d
func_70042_X()	double
func_70045_F()	boolean
func_70046_E()	AxisAlignedBB
func_70047_e()	float

Methods	Return Type
func_70050_g(int i)	void
func_70051_ag()	boolean
func_70055_a(Material m)	boolean
func_70057_ab()	void
func_70066_B()	void
func_70067_L()	boolean
func_70068_e(Entity e)	double
func_70070_b()	int
func_70071_h_()	void
func_70072_I()	boolean
func_70074_a(EntityLivingBase e)	void
func_70075_an()	boolean
func_70077_a(EntityLightningBolt e)	void
func_70079_am()	float
func_70080_a(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70082_c(float arg0, float arg1)	void
func_70086_ai()	int
func_70089_S()	boolean
func_70090_H()	boolean
func_70091_d(MoverType arg0, double arg1, double arg2, double arg3)	void
func_70092_e(double arg0, double arg1, double arg2)	double
func_70093_af()	boolean
func_70094_T()	boolean
func_70095_a(boolean b)	void
func_70097_a(DamageSource arg0, float arg1)	boolean
func_70098_U()	void
func_70099_a(ItemStack arg0, float arg1)	EntityItem
func_70100_b_(EntityPlayer e)	void
func_70103_a(byte b)	void
func_70104_M()	boolean
func_70106_y()	void
func_70107_b(double arg0, double arg1, double arg2)	void
func_70108_f(Entity e)	void
func_70110_aj()	void
func_70111_Y()	float
func_70112_a(double d)	boolean
func_70114_g(Entity e)	AxisAlignedBB
func_70518_d()	boolean
func_70634_a(double arg0, double arg1, double arg2)	void
func_70676_i(float f)	Vec3d
func_82142_c(boolean b)	void
func_82143_as()	int

Methods	Return Type
func_82145_z()	int
func_82147_ab()	int
func_82149_j(Entity e)	void
func_82150_aj()	boolean
func_82329_d()	int
func_82330_g()	int
func_85029_a(CrashReportCategory c)	void
func_85031_j(Entity e)	boolean
func_90999_ad()	boolean
func_94059_bO()	boolean
func_95999_t()	String
func_96092_aw()	boolean
func_96094_a(String s)	void
func_96124_cp()	Team
func_98034_c(EntityPlayer e)	boolean
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
getPickedResult(RayTraceResult r)	ItemStack
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
isCreatureType(EnumCreatureType arg0, boolean arg1)	boolean
onAddedToWorld()	void
onRemovedFromWorld()	void
resetEntityId()	void
serializeNBT()	NBTTagCompound
serializeNBT()	NBTBase
shouldDismountInWater(Entity e)	boolean
shouldRenderInPass(int i)	boolean
shouldRiderSit()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

EntityAITasks$EntityAITaskEntry

Class

net.minecraft.entity.ai.EntityAITasks$EntityAITaskEntry

Extends

Fields	Type
field_188524_c	boolean
field_75731_b	int
field_75733_a	EntityAIBase

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

EntityAIBase

Class

net.minecraft.entity.ai.EntityAIBase

Extends

Methods	Return Type
func_75246_d()	void
func_75247_h()	int
func_75248_a(int i)	void
func_75249_e()	void
func_75250_a()	boolean
func_75251_c()	void
func_75252_g()	boolean
func_75253_b()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

EntityMoveHelper$Action

Class

net.minecraft.entity.ai.EntityMoveHelper$Action

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

Path

Class

net.minecraft.pathfinding.Path

Extends

Methods	Return Type
func_186309_a(int arg0, PathPoint arg1)	void
func_186310_f()	Vec3d
func_189964_i()	PathPoint

Methods	Return Type
func_189965_h()	PathPoint[]
func_189966_g()	PathPoint[]
func_75870_c()	PathPoint
func_75871_b(int i)	void
func_75872_c(int i)	void
func_75873_e()	int
func_75874_d()	int
func_75875_a()	void
func_75876_a(Path p)	boolean
func_75877_a(int i)	PathPoint
func_75878_a(Entity e)	Vec3d
func_75879_b()	boolean
func_75881_a(Entity arg0, int arg1)	Vec3d
wait(long arg0, int arg1)	void
wait(long l)	void

NodeProcessor

Class

net.minecraft.pathfinding.NodeProcessor

Extends

Methods	Return Type
func_176163_a()	void
func_186315_a(BlockAccess arg0, EntityLiving arg1)	void
func_186316_c(boolean b)	void
func_186317_a(boolean b)	void
func_186318_b()	PathPoint
func_186319_a(BlockAccess arg0, int arg1, int arg2, int arg3, EntityLiving arg4, int arg5, int arg6, int arg7, boolean arg8, boolean arg9)	PathNodeType
func_186320_a(PathPoint[] arg0, PathPoint arg1, PathPoint arg2, float arg3)	int
func_186321_b(boolean b)	void
func_186322_e()	boolean
func_186323_c()	boolean
func_186324_d()	boolean
func_186325_a(double arg0, double arg1, double arg2)	PathPoint
func_186330_a(BlockAccess arg0, int arg1, int arg2, int arg3)	PathNodeType
wait(long arg0, int arg1)	void
wait(long l)	void

ModelBox

Class

net.minecraft.client.model.ModelBox

Extends

Fields	Type
field_78246_f	float
field_78247_g	String
field_78248_d	float
field_78249_e	float
field_78250_b	float
field_78251_c	float
field_78252_a	float
field_78254_i	TexturedQuad[]

Methods	Return Type
func_178780_a(BufferBuilder arg0, float arg1)	void
func_78244_a(String s)	ModelBox
wait(long arg0, int arg1)	void
wait(long l)	void

ModelUpdater

Class
net.optifine.entity.model.anim.ModelUpdater

Extends

Methods	Return Type
initialize(ModelResolver m)	boolean
update()	void
wait(long arg0, int arg1)	void
wait(long l)	void

Command

Interface
net.minecraft.command.ICommand

Extends
Comparable

Methods	Return Type
compareTo(Object o)	int
func_184881_a(MinecraftServer arg0, CommandSender arg1, String[] arg2)	void
func_184882_a(MinecraftServer arg0, CommandSender arg1)	boolean
func_184883_a(MinecraftServer arg0, CommandSender arg1, String[] arg2, BlockPos arg3)	List<String>
func_71514_a()	List<String>
func_71517_b()	String
func_71518_a(CommandSender c)	String
func_82358_a(String[] arg0, int arg1)	boolean

Event$Result

Class

net.minecraftforge.fml.common.eventhandler.Event$Result

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

RewardType$GuiProvider

Interface

com.feed_the_beast.ftbquests.quest.reward.RewardType$GuiProvider

Extends

Methods	Return Type
openCreationGui(OpenableGui arg0, Quest arg1, Consumer<Reward> arg2)	void

RewardType$Provider

Interface

com.feed_the_beast.ftbquests.quest.reward.RewardType$Provider

Extends

Methods	Return Type
create(Quest q)	Reward

TaskType$GuiProvider

Interface

com.feed_the_beast.ftbquests.quest.task.TaskType$GuiProvider

Extends

Methods	Return Type
openCreationGui(OpenableGui arg0, Quest arg1, Consumer<Task> arg2)	void

TaskType$Provider

Interface

com.feed_the_beast.ftbquests.quest.task.TaskType$Provider

Extends

Methods	Return Type
create(Quest q)	Task

TileWithTeam

Class

com.feed_the_beast.ftbquests.tile.TileWithTeam

Extends

TileBase

Fields	Type
blockState	BlockState
brokenByCreative	boolean
dimPos	BlockDimPos
indestructible	boolean
renderBoundingBox	AxisAlignedBB
team	String
tileData	NBTTagCompound

Methods	Return Type
canRenderBreaking()	boolean
checkIfDirty()	void
createState(BlockState b)	BlockState
deserializeNBT(NBTBase n)	void
deserializeNBT(NBTTagCompound n)	void
func_145748_c_()	TextComponent
func_145818_k_()	boolean
func_145828_a(CrashReportCategory c)	void
func_145829_t()	void
func_145830_o()	boolean
func_145831_w()	World
func_145832_p()	int
func_145833_n()	double
func_145834_a(World w)	void
func_145835_a(double arg0, double arg1, double arg2)	double
func_145836_u()	void
func_145837_r()	boolean
func_145838_q()	Block
func_145839_a(NBTTagCompound n)	void
func_145842_c(int arg0, int arg1)	boolean
func_145843_s()	void
func_174877_v()	BlockPos
func_174878_a(BlockPos b)	void

Methods	Return Type
func_183000_F()	boolean
func_189515_b(NBTTagCompound n)	NBTTagCompound
func_189517_E_()	NBTTagCompound
func_189518_D_()	SPacketUpdateTileEntity
func_189667_a(Rotation r)	void
func_189668_a(Mirror m)	void
func_70005_c_()	String
func_70296_d()	void
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
handleUpdateTag(NBTTagCompound n)	void
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
hasFastRenderer()	boolean
isOwner(EntityPlayer e)	boolean
notifyNeighbors()	void
onChunkUnload()	void
onContentsChanged(boolean b)	void
onDataPacket(NetworkManager arg0, SPacketUpdateTileEntity arg1)	void
onLoad()	void
onUpdatePacket(EnumSaveType e)	void
playSound(SoundEvent arg0, SoundCategory arg1, float arg2, float arg3)	void
readFromItem(ItemStack i)	void
restrictNBTCopy()	boolean
serializeNBT()	NBTBase
serializeNBT()	NBTTagCompound
setIDFromPlacer(EntityLivingBase e)	void
shouldRefresh(World arg0, BlockPos arg1, BlockState arg2, BlockState arg3)	boolean
shouldRenderInPass(int i)	boolean
updateComparator()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void
writeToItem(ItemStack i)	void
writeToPickBlock(ItemStack i)	void

ConfigCallback

Interface

com.feed_the_beast.ftblib.lib.config.IConfigCallback

Extends

Methods	Return Type
onConfigSaved(ConfigGroup arg0, CommandSender arg1)	void

TaskScreen

Interface

com.feed_the_beast.ftbquests.tile.ITaskScreen

Extends

Screen

Fields	Type
offsetX	int
offsetY	int
offsetZ	int
paint	BlockState
screen	TileTaskScreenCore

Methods	Return Type
paint(BlockState arg0, EnumFacing arg1, boolean arg2)	void

EnumSaveType

Class

com.feed_the_beast.ftblib.lib.tile.EnumSaveType

Extends

Enum

Fields	Type
declaringClass	Class<E>
full	boolean
item	boolean
save	boolean

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

TileBase

Class

com.feed_the_beast.ftblib.lib.tile.TileBase

Extends

TileEntity

WorldNameable

ChangeCallback

Fields	Type

Fields	Type
blockState	BlockState
brokenByCreative	boolean
dimPos	BlockDimPos
renderBoundingBox	AxisAlignedBB
tileData	NBTTagCompound

Methods	Return Type
canRenderBreaking()	boolean
checkIfDirty()	void
createState(BlockState b)	BlockState
deserializeNBT(NBTBase n)	void
deserializeNBT(NBTTagCompound n)	void
func_145748_c_()	TextComponent
func_145818_k_()	boolean
func_145828_a(CrashReportCategory c)	void
func_145829_t()	void
func_145830_o()	boolean
func_145831_w()	World
func_145832_p()	int
func_145833_n()	double
func_145834_a(World w)	void
func_145835_a(double arg0, double arg1, double arg2)	double
func_145836_u()	void
func_145837_r()	boolean
func_145838_q()	Block
func_145839_a(NBTTagCompound n)	void
func_145842_c(int arg0, int arg1)	boolean
func_145843_s()	void
func_174877_v()	BlockPos
func_174878_a(BlockPos b)	void
func_183000_F()	boolean
func_189515_b(NBTTagCompound n)	NBTTagCompound
func_189517_E_()	NBTTagCompound
func_189518_D_()	SPacketUpdateTileEntity
func_189667_a(Rotation r)	void
func_189668_a(Mirror m)	void
func_70005_c_()	String
func_70296_d()	void
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
handleUpdateTag(NBTTagCompound n)	void
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
hasFastRenderer()	boolean
notifyNeighbors()	void

Methods	Return Type
onChunkUnload()	void
onContentsChanged(boolean b)	void
onDataPacket(NetworkManager arg0, SPacketUpdateTileEntity arg1)	void
onLoad()	void
onUpdatePacket(EnumSaveType e)	void
playSound(SoundEvent arg0, SoundCategory arg1, float arg2, float arg3)	void
readFromItem(ItemStack i)	void
restrictNBTCopy()	boolean
serializeNBT()	NBTBase
serializeNBT()	NBTTagCompound
shouldRefresh(World arg0, BlockPos arg1, BlockState arg2, BlockState arg3)	boolean
shouldRenderInPass(int i)	boolean
updateComparator()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void
writeToItem(ItemStack i)	void
writeToPickBlock(ItemStack i)	void

DisplayInfo

Class

net.minecraft.advancements.DisplayInfo

Extends

Methods	Return Type
func_192290_a(PacketBuffer p)	void
func_192291_d()	FrameType
func_192292_a(float arg0, float arg1)	void
func_192293_c()	ResourceLocation
func_192296_f()	float
func_192297_a()	TextComponent
func_192298_b()	ItemStack
func_192299_e()	float
func_193220_i()	boolean
func_193222_b()	TextComponent
func_193223_h()	boolean
func_193224_j()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

AdvancementRewards

Class

net.minecraft.advancements.AdvancementRewards

Extends

Methods	Return Type
func_192113_a(EntityPlayerMP e)	void
wait(long arg0, int arg1)	void
wait(long l)	void

Criterion

Class

net.minecraft.advancements.Criterion

Extends

Methods	Return Type
func_192140_a(PacketBuffer p)	void
func_192143_a()	CriterionInstance
wait(long arg0, int arg1)	void
wait(long l)	void

Advancement$Builder

Class

net.minecraft.advancements.Advancement$Builder

Extends

Methods	Return Type
func_192056_a(ResourceLocation r)	Advancement
func_192057_a(PacketBuffer p)	void
func_192058_a(Function<ResourceLocation, Advancement> f)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

ClickEvent

Class

net.minecraft.util.text.event.ClickEvent

Extends

Methods	Return Type
func_150668_b()	String
func_150669_a()	ClickEvent$Action
wait(long arg0, int arg1)	void
wait(long l)	void

HoverEvent

Class

Class

net.minecraft.util.text.event.HoverEvent

Extends

Methods	Return Type
func_150701_a()	HoverEvent$Action
func_150702_b()	TextComponent
wait(long arg0, int arg1)	void
wait(long l)	void

MetadataSectionSerializer

Interface

net.minecraft.client.resources.data.IMetadataSectionSerializer

Extends

JsonDeserializer

Methods	Return Type
deserialize(JsonElement arg0, Type arg1, JsonDeserializationContext arg2)	Object
func_110483_a()	String

SVertexBuilder

Class

net.optifine.shaders.SVertexBuilder

Extends

Methods	Return Type
calcNormal(BufferBuilder arg0, int arg1)	void
popEntity()	void
pushEntity(long l)	void
wait(long arg0, int arg1)	void
wait(long l)	void

BufferBuilder$State

Class

net.minecraft.client.renderer.BufferBuilder$State

Extends

Methods	Return Type
func_179013_a()	int[]
func_179014_c()	int
func_179016_d()	VertexFormat
wait(long arg0, int arg1)	void
wait(long l)	void

BlockStateMapper

Class

net.minecraft.client.renderer.block.statemap.BlockStateMapper

Extends

Methods	Return Type
func_178446_a()	Map<BlockState, ModelResourceLocation>
func_178447_a(Block arg0, StateMapper arg1)	void
func_178448_a(Block[] b)	void
func_188181_b(Block b)	Map<BlockState, ModelResourceLocation>
func_188182_a(Block b)	Set<ResourceLocation>
wait(long arg0, int arg1)	void
wait(long l)	void

StateMapper

Interface

net.minecraft.client.renderer.block.statemap.IStateMapper

Extends

Methods	Return Type
func_178130_a(Block b)	Map<BlockState, ModelResourceLocation>

ItemCameraTransforms

Class

net.minecraft.client.renderer.block.model.ItemCameraTransforms

Extends

Fields	Type
field_178353_d	ItemTransformVec3f
field_178354_e	ItemTransformVec3f
field_181699_o	ItemTransformVec3f
field_181700_p	ItemTransformVec3f
field_188036_k	ItemTransformVec3f
field_188037_l	ItemTransformVec3f
field_188038_m	ItemTransformVec3f
field_188039_n	ItemTransformVec3f

Methods	Return Type
func_181687_c(ItemCameraTransforms$TransformType i)	boolean
func_181688_b(ItemCameraTransforms$TransformType i)	ItemTransformVec3f
func_181689_a(ItemCameraTransforms$TransformType i)	void
wait(long arg0, int arg1)	void
wait(long l)	void

ItemOverrideList

Class

net.minecraft.client.renderer.block.model.ItemOverrideList

Extends

Fields	**Type**
overrides	ImmutableList<ItemOverride>

Methods	**Return Type**
func_188021_a(ItemStack arg0, World arg1, EntityLivingBase arg2)	ResourceLocation
handleItemState(BakedModel arg0, ItemStack arg1, World arg2, EntityLivingBase arg3)	BakedModel
wait(long arg0, int arg1)	void
wait(long l)	void

Pair

Class

org.apache.commons.lang3.tuple.Pair

Extends

Map$Entry

Comparable

Serializable

Fields	**Type**
key	Object
left	Object
right	Object
value	Object

Methods	**Return Type**
compareTo(Pair<L, R> p)	int
compareTo(Object o)	int
toString(String s)	String
wait(long arg0, int arg1)	void
wait(long l)	void

AabbFrame

Class

net.optifine.render.AabbFrame

Extends

AxisAlignedBB

Fields	**Type**
field_72334_f	double
field_72336_d	double

Fields	Type
field_72337_e	double
field_72338_b	double
field_72339_c	double
field_72340_a	double

Methods	Return Type
func_111270_a(AxisAlignedBB a)	AxisAlignedBB
func_181656_b()	boolean
func_186660_b(Vec3d v)	boolean
func_186662_g(double d)	AxisAlignedBB
func_186664_h(double d)	AxisAlignedBB
func_186666_e(double d)	AxisAlignedBB
func_186667_c(Vec3d v)	boolean
func_186668_a(double arg0, double arg1, double arg2, double arg3, double arg4, double arg5)	boolean
func_186669_d(Vec3d v)	boolean
func_186670_a(BlockPos b)	AxisAlignedBB
func_189972_c()	Vec3d
func_189973_a(Vec3d arg0, Vec3d arg1)	boolean
func_191194_a(Vec3d v)	AxisAlignedBB
func_191195_a(double arg0, double arg1, double arg2)	AxisAlignedBB
func_191500_a(AxisAlignedBB a)	AxisAlignedBB
func_72314_b(double arg0, double arg1, double arg2)	AxisAlignedBB
func_72316_a(AxisAlignedBB arg0, double arg1)	double
func_72317_d(double arg0, double arg1, double arg2)	AxisAlignedBB
func_72318_a(Vec3d v)	boolean
func_72320_b()	double
func_72321_a(double arg0, double arg1, double arg2)	AxisAlignedBB
func_72322_c(AxisAlignedBB arg0, double arg1)	double
func_72323_b(AxisAlignedBB arg0, double arg1)	double
func_72326_a(AxisAlignedBB a)	boolean
func_72327_a(Vec3d arg0, Vec3d arg1)	RayTraceResult
isBoundingBoxInFrustumFully(Camera arg0, int arg1)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

CompiledChunk

Class

net.minecraft.client.renderer.chunk.CompiledChunk

Extends

Methods	Return Type
func_178485_b()	List<TileEntity>
func_178486_a(BlockRenderLayer b)	void

Methods	Return Type
func_178487_c()	BufferBuilder$State
func_178488_a(SetVisibility s)	void
func_178489_a()	boolean
func_178490_a(TileEntity t)	void
func_178491_b(BlockRenderLayer b)	boolean
func_178492_d(BlockRenderLayer b)	boolean
func_178493_c(BlockRenderLayer b)	void
func_178494_a(BufferBuilder$State b)	void
func_178495_a(EnumFacing arg0, EnumFacing arg1)	boolean
getAnimatedSprites(BlockRenderLayer b)	BitSet
setAnimatedSprites(BlockRenderLayer arg0, BitSet arg1)	void
wait(long arg0, int arg1)	void
wait(long l)	void

ChunkCompileTaskGenerator

Class

net.minecraft.client.renderer.chunk.ChunkCompileTaskGenerator

Extends

Comparable

Methods	Return Type
compareTo(ChunkCompileTaskGenerator c)	int
compareTo(Object o)	int
func_178535_a(ChunkCompileTaskGenerator$Status c)	void
func_178536_b()	RenderChunk
func_178537_h()	boolean
func_178538_g()	ChunkCompileTaskGenerator$Type
func_178539_a(Runnable r)	void
func_178540_f()	ReentrantLock
func_178541_a(RegionRenderCacheBuilder r)	void
func_178542_e()	void
func_178543_a(CompiledChunk c)	void
func_178544_c()	CompiledChunk
func_178545_d()	RegionRenderCacheBuilder
func_178546_a()	ChunkCompileTaskGenerator$Status
func_188228_i()	double
wait(long arg0, int arg1)	void
wait(long l)	void

ISound$AttenuationType

Class

net.minecraft.client.audio.ISound$AttenuationType

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_148586_a()	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

Sound

Class

net.minecraft.client.audio.Sound

Extends

SoundEventAccessor

Methods	Return Type
func_148720_g()	Object
func_148720_g()	Sound
func_148721_a()	int
func_188719_a()	ResourceLocation
func_188721_b()	ResourceLocation
func_188722_g()	Sound$Type
func_188723_h()	boolean
func_188724_c()	float
func_188725_d()	float
wait(long arg0, int arg1)	void
wait(long l)	void

Shader

Class

net.minecraft.client.shader.Shader

Extends

Fields	Type
field_148050_b	Framebuffer
field_148052_a	Framebuffer

Methods	Return Type
func_148041_a(String arg0, Object arg1, int arg2, int arg3)	void

Methods	Return Type
func_148042_a(float f)	void
func_148043_c()	ShaderManager
func_148044_b()	void
func_148045_a(Matrix4f m)	void
wait(long arg0, int arg1)	void
wait(long l)	void

RegionRenderCacheBuilder

Class

net.minecraft.client.renderer.RegionRenderCacheBuilder

Extends

Methods	Return Type
func_179038_a(BlockRenderLayer b)	BufferBuilder
func_179039_a(int i)	BufferBuilder
wait(long arg0, int arg1)	void
wait(long l)	void

VboRange

Class

net.optifine.render.VboRange

Extends

Fields	Type
next	VboRange
node	LinkedList$Node<VboRange>
position	int
positionNext	int
prev	VboRange
size	int

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

VboRegion

Class

net.optifine.render.VboRegion

Extends

Fields	Type
positionTop	int

Methods	Return Type
bindBuffer()	void
bufferData(ByteBuffer arg0, VboRange arg1)	void
deleteGlBuffers()	void
drawArrays(VboRange v)	void
finishDraw(VboRenderList v)	void
unbindBuffer()	void
wait(long arg0, int arg1)	void
wait(long l)	void

VertexFormatElement

Class

net.minecraft.client.renderer.vertex.VertexFormatElement

Extends

Methods	Return Type
func_177367_b()	VertexFormatElement$EnumType
func_177368_f()	int
func_177369_e()	int
func_177370_d()	int
func_177374_g()	boolean
func_177375_c()	VertexFormatElement$EnumUsage
wait(long arg0, int arg1)	void
wait(long l)	void

BlockModelRenderer$AmbientOcclusionFace

Class

net.minecraft.client.renderer.BlockModelRenderer$AmbientOcclusionFace

Extends

Methods	Return Type
func_187491_a(BlockAccess arg0, BlockState arg1, BlockPos arg2, EnumFacing arg3, float[] arg4, BitSet arg5)	void
setMaxBlockLight()	void
wait(long arg0, int arg1)	void
wait(long l)	void

BlockPosM

Class

net.optifine.BlockPosM

Extends

BlockPos

Methods	Return Type

Methods	Return Type
compareTo(Vec3i v)	int
compareTo(Object o)	int
func_177951_i(Vec3i v)	double
func_177952_p()	int
func_177954_c(double arg0, double arg1, double arg2)	double
func_177955_d(Vec3i v)	BlockPos
func_177955_d(Vec3i v)	Vec3i
func_177956_o()	int
func_177957_d(double arg0, double arg1, double arg2)	double
func_177958_n()	int
func_177963_a(double arg0, double arg1, double arg2)	BlockPos
func_177964_d(int i)	BlockPos
func_177965_g(int i)	BlockPos
func_177967_a(EnumFacing arg0, int arg1)	BlockPos
func_177968_d()	BlockPos
func_177970_e(int i)	BlockPos
func_177971_a(Vec3i v)	BlockPos
func_177972_a(EnumFacing e)	BlockPos
func_177973_b(Vec3i v)	BlockPos
func_177974_f()	BlockPos
func_177976_e()	BlockPos
func_177977_b()	BlockPos
func_177978_c()	BlockPos
func_177979_c(int i)	BlockPos
func_177981_b(int i)	BlockPos
func_177982_a(int arg0, int arg1, int arg2)	BlockPos
func_177984_a()	BlockPos
func_177985_f(int i)	BlockPos
func_177986_g()	long
func_185332_f(int arg0, int arg1, int arg2)	double
func_185334_h()	BlockPos
func_190942_a(Rotation r)	BlockPos
setXyz(double arg0, double arg1, double arg2)	void
setXyz(int arg0, int arg1, int arg2)	void
wait(long arg0, int arg1)	void
wait(long l)	void

ListQuadsOverlay

Class
net.optifine.model.ListQuadsOverlay

Extends

Methods	Return Type
addQuad(BakedQuad arg0, BlockState arg1)	void
clear()	void
getBlockState(int i)	BlockState
getListQuadsSingle(BakedQuad b)	List<BakedQuad>
getQuad(int i)	BakedQuad
size()	int
wait(long arg0, int arg1)	void
wait(long l)	void

Long2ObjectFunction

Interface

it.unimi.dsi.fastutil.longs.Long2ObjectFunction

Extends

Function

Methods	Return Type
clear()	void
containsKey(long l)	boolean
containsKey(Object o)	boolean
defaultReturnValue(Object o)	void
defaultReturnValue()	Object
get(long l)	Object
get(Object o)	Object
put(long arg0, Object arg1)	Object
put(Object arg0, Object arg1)	Object
remove(long l)	Object
remove(Object o)	Object
size()	int

LongSet

Interface

it.unimi.dsi.fastutil.longs.LongSet

Extends

LongCollection

Set

Fields	Type
empty	boolean

Methods	Return Type
add(long l)	boolean
add(Object o)	boolean
add(Object o)	boolean

Methods	Return Type
addAll(LongCollection l)	boolean
addAll(Collection<? extends E> c)	boolean
addAll(Collection<? extends E> c)	boolean
clear()	void
clear()	void
contains(long l)	boolean
contains(Object o)	boolean
contains(Object o)	boolean
containsAll(LongCollection l)	boolean
containsAll(Collection<?> c)	boolean
containsAll(Collection<?> c)	boolean
forEach(Consumer<? super T> c)	void
iterator()	LongIterator
iterator()	Iterator<E>
iterator()	Iterator<T>
iterator()	Iterator<E>
longIterator()	LongIterator
parallelStream()	Stream<E>
rem(long l)	boolean
remove(long l)	boolean
remove(Object o)	boolean
remove(Object o)	boolean
removeAll(LongCollection l)	boolean
removeAll(Collection<?> c)	boolean
removeAll(Collection<?> c)	boolean
removeIf(Predicate<? super E> p)	boolean
retainAll(LongCollection l)	boolean
retainAll(Collection<?> c)	boolean
retainAll(Collection<?> c)	boolean
size()	int
size()	int
spliterator()	Spliterator<E>
stream()	Stream<E>
toArray(long[] l)	long[]
toArray(Object[] o)	Object[]
toArray()	Object[]
toArray()	Object[]
toArray(Object[] o)	Object[]
toLongArray()	long[]
toLongArray(long[] l)	long[]

EntityTameable

Class

net.minecraft.entity.passive.EntityTameable

Extends

EntityAnimal

EntityOwnable

Fields	Type
addedToWorld	boolean
capturedDrops	ArrayList<EntityItem>
captureDrops	boolean
entityData	NBTTagCompound
field_110153_bc	float
field_110158_av	int
field_181016_an	BlockPos
field_184239_as	Entity
field_184617_aD	int
field_184618_aE	float
field_184619_aG	float
field_184622_au	EnumHand
field_184627_bm	ItemStack
field_184628_bn	int
field_190534_ay	int
field_191988_bg	float
field_70116_cv	long
field_70117_cu	long
field_70118_ct	long
field_70122_E	boolean
field_70123_F	boolean
field_70124_G	boolean
field_70125_A	float
field_70126_B	float
field_70127_C	float
field_70128_L	boolean
field_70130_N	float
field_70131_O	float
field_70132_H	boolean
field_70133_I	boolean
field_70136_U	double
field_70137_T	double
field_70138_W	float
field_70140_Q	float
field_70141_P	float
field_70142_S	double

Fields	Type
field_70143_R	float
field_70144_Y	float
field_70145_X	boolean
field_70156_m	boolean
field_70158_ak	boolean
field_70159_w	double
field_70160_al	boolean
field_70161_v	double
field_70162_ai	int
field_70163_u	double
field_70164_aj	int
field_70165_t	double
field_70166_s	double
field_70167_r	double
field_70169_q	double
field_70170_p	World
field_70172_ad	int
field_70173_aa	int
field_70175_ag	boolean
field_70176_ah	int
field_70177_z	float
field_70178_ae	boolean
field_70179_y	double
field_70180_af	EntityDataManager
field_70181_x	double
field_70696_bz	EntityLivingBase
field_70701_bs	float
field_70702_br	float
field_70703_bu	boolean
field_70704_bt	float
field_70714_bg	EntityAITasks
field_70715_bh	EntityAITasks
field_70718_bc	int
field_70720_be	int
field_70721_aZ	float
field_70725_aQ	int
field_70726_aT	float
field_70727_aS	float
field_70728_aV	int
field_70732_aI	float
field_70733_aJ	float
field_70737_aN	int

Fields	Type
field_70738_aO	int
field_70739_aP	float
field_70747_aH	float
field_70755_b	EntityLivingBase
field_70757_a	int
field_70758_at	float
field_70759_as	float
field_70760_ar	float
field_70761_aq	float
field_70769_ao	float
field_70770_ap	float
field_70771_an	int
field_71087_bX	boolean
field_71088_bW	int
field_71093_bK	int
field_82151_R	float
field_82153_h	int
field_82175_bq	boolean
field_98038_p	boolean
itemInUseMaxDuration	int
persistentID	UUID
updateBlocked	boolean

Methods	Return Type
canRiderInteract()	boolean
canTrample(World arg0, Block arg1, BlockPos arg2, float arg3)	boolean
changeDimension(int arg0, Teleporter arg1)	Entity
curePotionEffects(ItemStack i)	void
deserializeNBT(NBTTagCompound n)	void
deserializeNBT(NBTBase n)	void
func_104002_bU()	boolean
func_110124_au()	UUID
func_110138_aP()	float
func_110139_bj()	float
func_110140_aT()	AbstractAttributeMap
func_110142_aN()	CombatTracker
func_110143_aJ()	float
func_110144_aD()	EntityLivingBase
func_110145_l(Entity e)	void
func_110148_a(Attribute a)	AttributeInstance
func_110149_m(float f)	void
func_110160_i(boolean arg0, boolean arg1)	void
func_110162_b(Entity arg0, boolean arg1)	void

Methods	Return Type
func_110163_bv()	void
func_110166_bE()	Entity
func_110167_bD()	boolean
func_110173_bK()	boolean
func_110174_bM()	float
func_110175_bO()	boolean
func_110177_bN()	void
func_110195_a(int i)	void
func_130011_c(Entity e)	void
func_130014_f_()	World
func_142013_aG()	int
func_142015_aE()	int
func_142018_a(EntityLivingBase arg0, EntityLivingBase arg1)	boolean
func_145747_a(TextComponent t)	void
func_145748_c_()	TextComponent
func_145769_d(int i)	void
func_145770_h(double arg0, double arg1, double arg2)	boolean
func_145773_az()	boolean
func_145778_a(Item arg0, int arg1, float arg2)	EntityItem
func_145779_a(Item arg0, int arg1)	EntityItem
func_145782_y()	int
func_145818_k_()	boolean
func_146082_f(EntityPlayer e)	void
func_152111_bt()	void
func_152112_bu()	void
func_152114_e(EntityLivingBase e)	boolean
func_174791_d()	Vec3d
func_174792_t_()	boolean
func_174793_f()	Entity
func_174794_a(CommandResultStats$Type arg0, int arg1)	void
func_174805_g(boolean b)	void
func_174807_aT()	CommandResultStats
func_174810_b(boolean b)	void
func_174811_aO()	EnumFacing
func_174812_G()	void
func_174813_aQ()	AxisAlignedBB
func_174814_R()	boolean
func_174816_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3, float arg4)	boolean
func_174817_o(Entity e)	void
func_174818_b(BlockPos b)	double
func_174820_d(int arg0, ItemStack arg1)	boolean
func_174821_h(boolean b)	void

Methods	Return Type
func_174822_a(double arg0, float arg1)	RayTraceResult
func_174824_e(float f)	Vec3d
func_174826_a(AxisAlignedBB a)	void
func_174827_a(EntityPlayerMP e)	boolean
func_174828_a(BlockPos arg0, float arg1, float arg2)	void
func_174829_m()	void
func_174830_Y()	void
func_174831_c(BlockPos b)	double
func_174832_aS()	boolean
func_174833_aM()	boolean
func_175446_cd()	boolean
func_175449_a(BlockPos arg0, int arg1)	void
func_175501_a(int arg0, boolean arg1)	void
func_180425_c()	BlockPos
func_180426_a(double arg0, double arg1, double arg2, float arg3, float arg4, int arg5, boolean arg6)	void
func_180427_aV()	boolean
func_180428_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3)	float
func_180430_e(float arg0, float arg1)	void
func_180431_b(DamageSource d)	boolean
func_180432_n(Entity e)	void
func_180482_a(DifficultyInstance arg0, EntityLivingData arg1)	EntityLivingData
func_180484_a(BlockPos b)	float
func_180485_d(BlockPos b)	boolean
func_180486_cf()	BlockPos
func_180799_ab()	boolean
func_181012_aH()	EnumFacing
func_181013_g(float f)	void
func_181014_aG()	Vec3d
func_181015_d(BlockPos b)	void
func_184102_h()	MinecraftServer
func_184172_bi()	EnumFacing
func_184174_b(boolean b)	void
func_184176_by()	SoundCategory
func_184177_bl()	AxisAlignedBB
func_184178_b(EntityPlayerMP e)	void
func_184179_bs()	Entity
func_184180_b(Class<T> c)	Collection<T>
func_184182_bu()	Collection<Entity>
func_184185_a(SoundEvent arg0, float arg1, float arg2)	void
func_184186_bw()	boolean
func_184187_bx()	Entity
func_184188_bt()	List<Entity>

Methods	Return Type
func_184189_br()	boolean
func_184190_l(Entity e)	void
func_184191_r(Entity e)	boolean
func_184192_z()	EnumPushReaction
func_184193_aE()	Iterable<ItemStack>
func_184194_a(Team t)	boolean
func_184195_f(boolean b)	void
func_184196_w(Entity e)	boolean
func_184197_b(String s)	boolean
func_184198_c(NBTTagCompound n)	boolean
func_184199_a(EntityPlayer arg0, Vec3d arg1, EnumHand arg2)	EnumActionResult
func_184201_a(EntityEquipmentSlot arg0, ItemStack arg1)	void
func_184202_aL()	boolean
func_184203_c(EntityPlayerMP e)	void
func_184204_a(int i)	Entity
func_184205_a(Entity arg0, boolean arg1)	boolean
func_184206_a(DataParameter<?> d)	void
func_184207_aI()	boolean
func_184208_bv()	Entity
func_184209_aF()	Iterable<ItemStack>
func_184210_p()	void
func_184211_a(String s)	boolean
func_184212_Q()	EntityDataManager
func_184213_bq()	boolean
func_184214_aD()	Iterable<ItemStack>
func_184215_y(Entity e)	boolean
func_184216_O()	Set<String>
func_184217_a(Mirror m)	float
func_184218_aH()	boolean
func_184220_m(Entity e)	boolean
func_184221_a(UUID u)	void
func_184222_aU()	boolean
func_184223_x(Entity e)	boolean
func_184224_h(boolean b)	void
func_184226_ay()	void
func_184229_a(Rotation r)	float
func_184230_a(EntityPlayer arg0, EnumHand arg1)	boolean
func_184232_k(Entity e)	void
func_184582_a(EntityEquipmentSlot e)	ItemStack
func_184583_d(DamageSource d)	boolean
func_184585_cz()	boolean
func_184586_b(EnumHand e)	ItemStack

Methods	Return Type
func_184587_cr()	boolean
func_184589_d(Potion p)	void
func_184591_cq()	EnumHandSide
func_184592_cb()	ItemStack
func_184595_k(double arg0, double arg1, double arg2)	boolean
func_184596_c(Potion p)	PotionEffect
func_184597_cx()	void
func_184598_c(EnumHand e)	void
func_184599_cB()	int
func_184600_cs()	EnumHand
func_184602_cy()	void
func_184603_cC()	boolean
func_184605_cv()	int
func_184607_cu()	ItemStack
func_184609_a(EnumHand e)	void
func_184611_a(EnumHand arg0, ItemStack arg1)	void
func_184612_cw()	int
func_184613_cA()	boolean
func_184614_ca()	ItemStack
func_184638_cS()	boolean
func_184641_n(boolean b)	void
func_184642_a(EntityEquipmentSlot arg0, float arg1)	void
func_184643_a(PathNodeType p)	float
func_184644_a(PathNodeType arg0, float arg1)	void
func_184645_a(EntityPlayer arg0, EnumHand arg1)	boolean
func_184646_p(float f)	void
func_184649_cE()	int
func_184652_a(EntityPlayer e)	boolean
func_184753_b()	UUID
func_184754_b(UUID u)	void
func_189511_e(NBTTagCompound n)	NBTTagCompound
func_189512_bd()	String
func_189651_aD()	Vec3d
func_189652_ae()	boolean
func_189653_aC()	Vec2f
func_189654_d(boolean b)	void
func_189748_bU()	DamageSource
func_190530_aW()	boolean
func_190630_a(EntityEquipmentSlot e)	boolean
func_190631_cK()	boolean
func_191953_am()	boolean
func_191956_a(Entity arg0, int arg1, DamageSource arg2)	void

Methods	Return Type
func_191958_b(float arg0, float arg1, float arg2, float arg3)	void
func_191986_a(float arg0, float arg1, float arg2)	void
func_191987_a(BlockPos arg0, boolean arg1)	void
func_191989_p(float f)	void
func_191993_do()	EntityPlayerMP
func_193076_bZ()	Map<Potion, PotionEffect>
func_193101_c(EntityPlayer e)	void
func_70003_b(int arg0, String arg1)	boolean
func_70005_c_()	String
func_70011_f(double arg0, double arg1, double arg2)	double
func_70012_b(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70013_c()	float
func_70014_b(NBTTagCompound n)	void
func_70015_d(int i)	void
func_70016_h(double arg0, double arg1, double arg2)	void
func_70020_e(NBTTagCompound n)	void
func_70021_al()	Entity[]
func_70024_g(double arg0, double arg1, double arg2)	void
func_70026_G()	boolean
func_70027_ad()	boolean
func_70028_i(Entity e)	boolean
func_70029_a(World w)	void
func_70030_z()	void
func_70031_b(boolean b)	void
func_70032_d(Entity e)	float
func_70033_W()	double
func_70034_d(float f)	void
func_70037_a(NBTTagCompound n)	void
func_70038_c(double arg0, double arg1, double arg2)	boolean
func_70039_c(NBTTagCompound n)	boolean
func_70040_Z()	Vec3d
func_70042_X()	double
func_70045_F()	boolean
func_70046_E()	AxisAlignedBB
func_70047_e()	float
func_70050_g(int i)	void
func_70051_ag()	boolean
func_70055_a(Material m)	boolean
func_70057_ab()	void
func_70058_J()	boolean
func_70066_B()	void
func_70067_L()	boolean

Methods	Return Type
func_70068_e(Entity e)	double
func_70070_b()	int
func_70071_h_()	void
func_70072_I()	boolean
func_70074_a(EntityLivingBase e)	void
func_70075_an()	boolean
func_70077_a(EntityLightningBolt e)	void
func_70079_am()	float
func_70080_a(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70082_c(float arg0, float arg1)	void
func_70086_ai()	int
func_70089_S()	boolean
func_70090_H()	boolean
func_70091_d(MoverType arg0, double arg1, double arg2, double arg3)	void
func_70092_e(double arg0, double arg1, double arg2)	double
func_70093_af()	boolean
func_70094_T()	boolean
func_70095_a(boolean b)	void
func_70097_a(DamageSource arg0, float arg1)	boolean
func_70098_U()	void
func_70099_a(ItemStack arg0, float arg1)	EntityItem
func_70100_b_(EntityPlayer e)	void
func_70103_a(byte b)	void
func_70104_M()	boolean
func_70106_y()	void
func_70107_b(double arg0, double arg1, double arg2)	void
func_70108_f(Entity e)	void
func_70110_aj()	void
func_70111_Y()	float
func_70112_a(double d)	boolean
func_70114_g(Entity e)	AxisAlignedBB
func_70601_bi()	boolean
func_70603_bj()	float
func_70604_c(EntityLivingBase e)	void
func_70605_aq()	EntityMoveHelper
func_70606_j(float f)	void
func_70608_bn()	boolean
func_70613_aW()	boolean
func_70615_aA()	void
func_70617_f_()	boolean
func_70624_b(EntityLivingBase e)	void
func_70625_a(Entity arg0, float arg1, float arg2)	void

Methods	Return Type
func_70627_aG()	int
func_70631_g_()	boolean
func_70634_a(double arg0, double arg1, double arg2)	void
func_70635_at()	EntitySenses
func_70636_d()	void
func_70637_d(boolean b)	void
func_70638_az()	EntityLivingBase
func_70641_bl()	int
func_70642_aH()	void
func_70643_av()	EntityLivingBase
func_70644_a(Potion p)	boolean
func_70645_a(DamageSource d)	void
func_70646_bf()	int
func_70648_aU()	boolean
func_70651_bq()	Collection<PotionEffect>
func_70652_k(Entity e)	boolean
func_70653_a(Entity arg0, float arg1, double arg2, double arg3)	void
func_70654_ax()	int
func_70656_aK()	void
func_70657_f(float f)	void
func_70658_aO()	int
func_70659_e(float f)	void
func_70660_b(Potion p)	PotionEffect
func_70661_as()	PathNavigate
func_70662_br()	boolean
func_70668_bt()	EnumCreatureAttribute
func_70669_a(ItemStack i)	void
func_70671_ap()	EntityLookHelper
func_70674_bp()	void
func_70676_i(float f)	Vec3d
func_70678_g(float f)	float
func_70681_au()	Random
func_70683_ar()	EntityJumpHelper
func_70685_l(Entity e)	boolean
func_70686_a(Class<? extends net.minecraft.entity.EntityLivingBase> c)	boolean
func_70687_e(PotionEffect p)	boolean
func_70689_ay()	float
func_70690_d(PotionEffect p)	void
func_70691_i(float f)	void
func_70781_l()	boolean
func_70873_a(int i)	void
func_70874_b()	int

Methods	Return Type
func_70875_t()	void
func_70877_b(ItemStack i)	boolean
func_70878_b(EntityAnimal e)	boolean
func_70880_s()	boolean
func_70902_q()	EntityLivingBase
func_70902_q()	Entity
func_70903_f(boolean b)	void
func_70904_g(boolean b)	void
func_70906_o()	boolean
func_70907_r()	EntityAISit
func_70909_n()	boolean
func_71001_a(Entity arg0, int arg1)	void
func_82142_c(boolean b)	void
func_82143_as()	int
func_82145_z()	int
func_82147_ab()	int
func_82149_j(Entity e)	void
func_82150_aj()	boolean
func_82171_bF()	boolean
func_85029_a(CrashReportCategory c)	void
func_85031_j(Entity e)	boolean
func_85034_r(int i)	void
func_85035_bI()	int
func_90011_a(EntityAgeable e)	EntityAgeable
func_90999_ad()	boolean
func_94059_bO()	boolean
func_94060_bK()	EntityLivingBase
func_94061_f(boolean b)	void
func_95999_t()	String
func_96092_aw()	boolean
func_96094_a(String s)	void
func_96124_cp()	Team
func_98034_c(EntityPlayer e)	boolean
func_98052_bS()	boolean
func_98053_h(boolean b)	void
func_98054_a(boolean b)	void
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
getPickedResult(RayTraceResult r)	ItemStack
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
isCreatureType(EnumCreatureType arg0, boolean arg1)	boolean
onAddedToWorld()	void
onRemovedFromWorld()	void

Methods	Return Type
resetEntityId()	void
serializeNBT()	NBTTagCompound
serializeNBT()	NBTBase
shouldDismountInWater(Entity e)	boolean
shouldRenderInPass(int i)	boolean
shouldRiderFaceForward(EntityPlayer e)	boolean
shouldRiderSit()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

EntityAISit

Class

net.minecraft.entity.ai.EntityAISit

Extends

EntityAIBase

Methods	Return Type
func_75246_d()	void
func_75247_h()	int
func_75248_a(int i)	void
func_75249_e()	void
func_75250_a()	boolean
func_75251_c()	void
func_75252_g()	boolean
func_75253_b()	boolean
func_75270_a(boolean b)	void
wait(long arg0, int arg1)	void
wait(long l)	void

SpectatorMenuRecipient

Interface

net.minecraft.client.gui.spectator.ISpectatorMenuRecipient

Extends

Methods	Return Type
func_175257_a(SpectatorMenu s)	void

SpectatorMenu

Class

net.minecraft.client.gui.spectator.SpectatorMenu

Extends

Methods	Return Type
func_178641_d()	void
func_178642_a()	List<SpectatorMenuObject>
func_178643_a(int i)	SpectatorMenuObject
func_178644_b(int i)	void
func_178645_b()	SpectatorMenuObject
func_178646_f()	SpectatorDetails
func_178647_a(SpectatorMenuView s)	void
func_178648_e()	int
func_178650_c()	SpectatorMenuView
wait(long arg0, int arg1)	void
wait(long l)	void

BossInfoClient

Class

net.minecraft.client.gui.BossInfoClient

Extends

BossInfo

Methods	Return Type
func_186734_i()	boolean
func_186735_a(float f)	void
func_186736_g()	BossInfo$Color
func_186737_d()	UUID
func_186738_f()	float
func_186739_a(TextComponent t)	void
func_186740_h()	BossInfo$Overlay
func_186741_a(boolean b)	BossInfo
func_186742_b(boolean b)	BossInfo
func_186743_c(boolean b)	BossInfo
func_186744_e()	TextComponent
func_186745_a(BossInfo$Color b)	void
func_186746_a(BossInfo$Overlay b)	void
func_186747_j()	boolean
func_186748_k()	boolean
func_186765_a(SPacketUpdateBossInfo s)	void
wait(long arg0, int arg1)	void
wait(long l)	void

MapData

Class

net.minecraft.world.storage.MapData

Extends

Extends

WorldSavedData

Fields	Type
field_186210_e	boolean
field_191096_f	boolean
field_76190_i	String
field_76196_g	List<MapData$MapInfo>
field_76197_d	byte
field_76198_e	byte[]
field_76199_b	int
field_76200_c	int
field_76201_a	int
field_76203_h	Map<String, MapDecoration>

Methods	Return Type
deserializeNBT(NBTTagCompound n)	void
deserializeNBT(NBTBase n)	void
func_176052_a(ItemStack arg0, World arg1, EntityPlayer arg2)	Packet<?>
func_176053_a(int arg0, int arg1)	void
func_176054_a(double arg0, double arg1, int arg2)	void
func_189551_b(NBTTagCompound n)	NBTTagCompound
func_76184_a(NBTTagCompound n)	void
func_76185_a()	void
func_76186_a(boolean b)	void
func_76188_b()	boolean
func_76191_a(EntityPlayer arg0, ItemStack arg1)	void
func_82568_a(EntityPlayer e)	MapData$MapInfo
serializeNBT()	NBTBase
serializeNBT()	NBTTagCompound
wait(long arg0, int arg1)	void
wait(long l)	void

MapItemRenderer$Instance

Class

net.minecraft.client.gui.MapItemRenderer$Instance

Extends

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

KeyConflictContext

Interface

Interface

net.minecraftforge.client.settings.IKeyConflictContext

Extends

Fields	Type
active	boolean

Methods	Return Type
conflicts(KeyConflictContext k)	boolean

KeyModifier

Class

net.minecraftforge.client.settings.KeyModifier

Extends

Enum

Fields	Type
active	boolean
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
getLocalizedComboName(int i)	String
matches(int i)	boolean
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

TutorialStep

Interface

net.minecraft.client.tutorial.ITutorialStep

Extends

Methods	Return Type
func_193245_a()	void
func_193246_a(WorldClient arg0, RayTraceResult arg1)	void
func_193247_a(MovementInput m)	void
func_193248_b()	void
func_193249_a(MouseHelper m)	void
func_193250_a(WorldClient arg0, BlockPos arg1, BlockState arg2, float arg3)	void
func_193251_c()	void
func_193252_a(ItemStack i)	void

SPacketUpdateScore$Action

Class

net.minecraft.network.play.server.SPacketUpdateScore$Action

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketPlayerListItem$AddPlayerData

Class

net.minecraft.network.play.server.SPacketPlayerListItem$AddPlayerData

Extends

Methods	Return Type
func_179960_c()	GameType
func_179961_d()	TextComponent
func_179962_a()	GameProfile
func_179963_b()	int
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketPlayerListItem$Action

Class

net.minecraft.network.play.server.SPacketPlayerListItem$Action

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketMultiBlockChange$BlockUpdateData

Class

net.minecraft.network.play.server.SPacketMultiBlockChange$BlockUpdateData

Extends

Methods	Return Type
func_180088_c()	BlockState
func_180089_b()	short
func_180090_a()	BlockPos
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketEntityProperties$Snapshot

Class

net.minecraft.network.play.server.SPacketEntityProperties$Snapshot

Extends

Methods	Return Type
func_151408_c()	Collection<AttributeModifier>
func_151409_a()	String
func_151410_b()	double
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketCombatEvent$Event

Class

net.minecraft.network.play.server.SPacketCombatEvent$Event

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketTitle$Type

Class

net.minecraft.network.play.server.SPacketTitle$Type

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

BossInfo$Color

Class

net.minecraft.world.BossInfo$Color

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketUpdateBossInfo$Operation

Class

net.minecraft.network.play.server.SPacketUpdateBossInfo$Operation

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

BossInfo$Overlay

Class

net.minecraft.world.BossInfo$Overlay

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketPlayerPosLook$EnumFlags

Class

net.minecraft.network.play.server.SPacketPlayerPosLook$EnumFlags

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

SPacketRecipeBook$State

Class

Class

net.minecraft.network.play.server.SPacketRecipeBook$State

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

AdvancementProgress

Class

net.minecraft.advancements.AdvancementProgress

Extends

Comparable

Methods	Return Type
compareTo(Object o)	int
compareTo(AdvancementProgress a)	int
func_192099_a(Map<String, Criterion> arg0, String[][] arg1)	void
func_192101_b(String s)	boolean
func_192102_e()	Iterable<String>
func_192103_c()	float
func_192104_a(PacketBuffer p)	void
func_192105_a()	boolean
func_192106_c(String s)	CriterionProgress
func_192107_d()	Iterable<String>
func_192108_b()	boolean
func_192109_a(String s)	boolean
func_193126_d()	String
func_193128_g()	Date
wait(long arg0, int arg1)	void
wait(long l)	void

ClientAdvancementManager$IListener

Interface

net.minecraft.client.multiplayer.ClientAdvancementManager$IListener

Extends

AdvancementList$Listener

Methods	Return Type
func_191928_b(Advancement a)	void
func_191929_d(Advancement a)	void
func_191930_a()	void
func_191931_a(Advancement a)	void
func_191932_c(Advancement a)	void
func_191933_a(Advancement arg0, AdvancementProgress arg1)	void
func_193982_e(Advancement a)	void

AdvancementList

Class

net.minecraft.advancements.AdvancementList

Extends

Methods	Return Type
func_192083_a(Map<ResourceLocation, Advancement$Builder> m)	void
func_192084_a(ResourceLocation r)	Advancement
func_192085_a(Set<ResourceLocation> s)	void
func_192086_a(AdvancementList$Listener a)	void
func_192087_a()	void
func_192088_b()	Iterable<Advancement>
func_192089_c()	Iterable<Advancement>
wait(long arg0, int arg1)	void
wait(long l)	void

SoundManager$SoundSystemStarterThread

Class

net.minecraft.client.audio.SoundManager$SoundSystemStarterThread

Extends

SoundSystem

Fields	Type
listenerData	ListenerData
masterVolume	float
randomNumberGenerator	Random
this$0	SoundManager

Methods	Return Type
activate(String s)	void
backgroundMusic(String arg0, String arg1, boolean arg2)	void
backgroundMusic(String arg0, URL arg1, String arg2, boolean arg3)	void

Methods	Return Type
changeDopplerFactor(float f)	void
changeDopplerVelocity(float f)	void
checkFadeVolumes()	void
cleanup()	void
CommandQueue(CommandObject c)	boolean
cull(String s)	void
dequeueSound(String arg0, String arg1)	void
fadeOut(String arg0, URL arg1, String arg2, long arg3)	void
fadeOut(String arg0, String arg1, long arg2)	void
fadeOutIn(String arg0, String arg1, long arg2, long arg3)	void
fadeOutIn(String arg0, URL arg1, String arg2, long arg3, long arg4)	void
feedRawAudioData(String arg0, byte[] arg1)	void
flush(String s)	void
getPitch(String s)	float
getVolume(String s)	float
interruptCommandThread()	void
loadSound(URL arg0, String arg1)	void
loadSound(byte[] arg0, AudioFormat arg1, String arg2)	void
loadSound(String s)	void
millisecondsPlayed(String s)	float
moveListener(float arg0, float arg1, float arg2)	void
newLibrary(Class c)	boolean
newSource(boolean arg0, String arg1, String arg2, boolean arg3, float arg4, float arg5, float arg6, int arg7, float arg8)	void
newSource(boolean arg0, String arg1, URL arg2, String arg3, boolean arg4, float arg5, float arg6, float arg7, int arg8, float arg9)	void
newStreamingSource(boolean arg0, String arg1, String arg2, boolean arg3, float arg4, float arg5, float arg6, int arg7, float arg8)	void
newStreamingSource(boolean arg0, String arg1, URL arg2, String arg3, boolean arg4, float arg5, float arg6, float arg7, int arg8, float arg9)	void
pause(String s)	void
play(String s)	void
playing(String s)	boolean
playing()	boolean
queueSound(String arg0, String arg1)	void
queueSound(String arg0, URL arg1, String arg2)	void
quickPlay(boolean arg0, URL arg1, String arg2, boolean arg3, float arg4, float arg5, float arg6, int arg7, float arg8)	String
quickPlay(boolean arg0, String arg1, boolean arg2, float arg3, float arg4, float arg5, int arg6, float arg7)	String
quickStream(boolean arg0, URL arg1, String arg2, boolean arg3, float arg4, float arg5, float arg6, int arg7, float arg8)	String
quickStream(boolean arg0, String arg1, boolean arg2, float arg3, float arg4, float arg5, int arg6, float arg7)	String
rawDataStream(AudioFormat arg0, boolean arg1, String arg2, float arg3, float arg4, float arg5, int arg6, float arg7)	void
removeSource(String s)	void
removeTemporarySources()	void
rewind(String s)	void
setAttenuation(String arg0, int arg1)	void
setDistOrRoll(String arg0, float arg1)	void

Methods	Return Type
setListenerAngle(float f)	void
setListenerOrientation(float arg0, float arg1, float arg2, float arg3, float arg4, float arg5)	void
setListenerPosition(float arg0, float arg1, float arg2)	void
setListenerVelocity(float arg0, float arg1, float arg2)	void
setLooping(String arg0, boolean arg1)	void
setPitch(String arg0, float arg1)	void
setPosition(String arg0, float arg1, float arg2, float arg3)	void
setPriority(String arg0, boolean arg1)	void
setTemporary(String arg0, boolean arg1)	void
setVelocity(String arg0, float arg1, float arg2, float arg3)	void
setVolume(String arg0, float arg1)	void
stop(String s)	void
switchLibrary(Class c)	boolean
turnListener(float f)	void
unloadSound(String s)	void
wait(long arg0, int arg1)	void
wait(long l)	void

TickableSound

Interface

net.minecraft.client.audio.ITickableSound

Extends

Sound

Tickable

Methods	Return Type
func_147649_g()	float
func_147650_b()	ResourceLocation
func_147651_i()	float
func_147652_d()	int
func_147653_e()	float
func_147654_h()	float
func_147655_f()	float
func_147656_j()	ISound$AttenuationType
func_147657_c()	boolean
func_147667_k()	boolean
func_184364_b()	Sound
func_184365_d()	SoundCategory
func_184366_a(SoundHandler s)	SoundEventAccessor
func_73660_a()	void

SoundEventAccessor

Interface

net.minecraft.client.audio.ISoundEventAccessor

Extends

Methods	Return Type
func_148720_g()	Object
func_148721_a()	int

ModelPart

Interface

net.minecraftforge.common.model.IModelPart

Extends

EntityRenderer

Interface

net.optifine.entity.model.IEntityRenderer

Extends

Fields	Type
entityClass	Class
locationTextureCustom	ResourceLocation

Methods   **Return Type**

RenderLivingBase

Class

net.minecraft.client.renderer.entity.RenderLivingBase

Extends

Render

Fields	Type
entityClass	Class
field_177097_h	List<net.minecraft.client.renderer.entity.layers.LayerRenderer<T>>
field_76989_e	float
field_77045_g	ModelBase
layerRenderers	List<net.minecraft.client.renderer.entity.layers.LayerRenderer<T>>
locationTextureCustom	ResourceLocation
renderAgeInTicks	float
renderEntity	EntityLivingBase
renderHeadPitch	float
renderHeadYaw	float
renderLimbSwing	float
renderLimbSwingAmount	float

Fields	Type
renderPartialTicks	float
renderScaleFactor	float

Methods	Return Type
func_110776_a(ResourceLocation r)	void
func_177067_a(EntityLivingBase arg0, double arg1, double arg2, double arg3)	void
func_177067_a(Entity arg0, double arg1, double arg2, double arg3)	void
func_177068_d()	RenderManager
func_177071_a(Entity arg0, Camera arg1, double arg2, double arg3, double arg4)	boolean
func_177087_b()	ModelBase
func_177094_a(LayerRenderer l)	boolean
func_188295_H_()	boolean
func_188297_a(boolean b)	void
func_188300_b(Entity arg0, double arg1, double arg2, double arg3, float arg4, float arg5)	void
func_188322_c(EntityLivingBase arg0, float arg1)	float
func_76979_b(Entity arg0, double arg1, double arg2, double arg3, float arg4, float arg5)	void
func_76983_a()	FontRenderer
func_76986_a(EntityLivingBase arg0, double arg1, double arg2, double arg3, float arg4, float arg5)	void
func_76986_a(Entity arg0, double arg1, double arg2, double arg3, float arg4, float arg5)	void
func_82422_c()	void
wait(long arg0, int arg1)	void
wait(long l)	void

ModelPlayer

Class
net.minecraft.client.model.ModelPlayer

Extends
ModelBiped

Fields	Type
field_178720_f	ModelRenderer
field_178721_j	ModelRenderer
field_178722_k	ModelRenderer
field_178723_h	ModelRenderer
field_178724_i	ModelRenderer
field_178730_v	ModelRenderer
field_178731_d	ModelRenderer
field_178732_b	ModelRenderer
field_178733_c	ModelRenderer
field_178734_a	ModelRenderer
field_187075_l	ModelBiped$ArmPose
field_187076_m	ModelBiped$ArmPose
field_78089_u	int

Fields	Type
field_78090_t	int
field_78091_s	boolean
field_78092_r	List<ModelRenderer>
field_78093_q	boolean
field_78095_p	float
field_78115_e	ModelRenderer
field_78116_c	ModelRenderer
field_78117_n	boolean

Methods	Return Type
func_178686_a(ModelBase m)	void
func_178719_a(boolean b)	void
func_178727_b(float f)	void
func_178728_c(float f)	void
func_187073_a(float arg0, EnumHandSide arg1)	void
func_78084_a(String s)	TextureOffset
func_78086_a(EntityLivingBase arg0, float arg1, float arg2, float arg3)	void
func_78087_a(float arg0, float arg1, float arg2, float arg3, float arg4, float arg5, Entity arg6)	void
func_78088_a(Entity arg0, float arg1, float arg2, float arg3, float arg4, float arg5, float arg6)	void
func_85181_a(Random r)	ModelRenderer
wait(long arg0, int arg1)	void
wait(long l)	void

LayerRenderer

Interface

net.minecraft.client.renderer.entity.layers.LayerRenderer

Extends

Methods	Return Type
func_177141_a(EntityLivingBase arg0, float arg1, float arg2, float arg3, float arg4, float arg5, float arg6, float arg7)	void
func_177142_b()	boolean

ItemMeshDefinition

Interface

net.minecraft.client.renderer.ItemMeshDefinition

Extends

Methods	Return Type
func_178113_a(ItemStack i)	ModelResourceLocation

ModelResourceLocation

Class

net.minecraft.client.renderer.block.model.ModelResourceLocation

Extends

ResourceLocation

Fields	Type
field_110625_b	String
field_110626_a	String

Methods	Return Type
compareTo(ResourceLocation r)	int
compareTo(Object o)	int
func_110623_a()	String
func_110624_b()	String
func_177518_c()	String
wait(long arg0, int arg1)	void
wait(long l)	void

VertexProducer

Interface

net.minecraftforge.client.model.pipeline.IVertexProducer

Extends

Methods	Return Type
pipe(VertexConsumer v)	void

QuadBounds

Class

net.optifine.model.QuadBounds

Extends

Fields	Type
maxX	float
maxY	float
maxZ	float
minX	float
minY	float
minZ	float

Methods	Return Type
isFaceQuad(EnumFacing e)	boolean
isFullQuad(EnumFacing e)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

VertexConsumer

Interface

net.minecraftforge.client.model.pipeline.IVertexConsumer

Extends

Fields	Type
vertexFormat	VertexFormat

Methods	Return Type
put(int arg0, float[] arg1)	void
setApplyDiffuseLighting(boolean b)	void
setQuadOrientation(EnumFacing e)	void
setQuadTint(int i)	void
setTexture(TextureAtlasSprite t)	void

IToast$Visibility

Class

net.minecraft.client.gui.toasts.IToast$Visibility

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_194169_a(SoundHandler s)	void
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

ServerStatusResponse$Players

Class

net.minecraft.network.ServerStatusResponse$Players

Extends

Methods	Return Type
func_151330_a(GameProfile[] g)	void
func_151331_c()	GameProfile[]
func_151332_a()	int
func_151333_b()	int
wait(long arg0, int arg1)	void
wait(long l)	void

ServerStatusResponse$Version

Class

net.minecraft.network.ServerStatusResponse$Version

Extends

Methods	Return Type
func_151303_a()	String
func_151304_b()	int
wait(long arg0, int arg1)	void
wait(long l)	void

PlayerProfileCache$ProfileEntry

Class

net.minecraft.server.management.PlayerProfileCache$ProfileEntry

Extends

Methods	Return Type
func_152668_a()	GameProfile
func_152670_b()	Date
wait(long arg0, int arg1)	void
wait(long l)	void

Agent

Class

com.mojang.authlib.Agent

Extends

Fields	Type
name	String
version	int

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

ProfileLookupCallback

Interface

com.mojang.authlib.ProfileLookupCallback

Extends

Methods	Return Type
onProfileLookupFailed(GameProfile arg0, Exception arg1)	void
onProfileLookupSucceeded(GameProfile g)	void

CommandHandler

Class

net.minecraft.command.CommandHandler

Extends

CommandManager

Fields	Type
field_71561_b	Set<Command>

Methods	Return Type
func_180524_a(CommandSender arg0, String arg1, BlockPos arg2)	List<String>
func_71555_a()	Map<String, Command>
func_71556_a(CommandSender arg0, String arg1)	int
func_71557_a(CommandSender c)	List<Command>
func_71560_a(Command c)	Command
wait(long arg0, int arg1)	void
wait(long l)	void

CommandListener

Interface

net.minecraft.command.ICommandListener

Extends

Methods	Return Type
func_152372_a(CommandSender arg0, Command arg1, int arg2, String arg3, Object[] arg4)	void

UserListWhitelist

Class

net.minecraft.server.management.UserListWhitelist

Extends

UserList

Methods	Return Type
func_152678_f()	void
func_152683_b(Object o)	UserListEntry
func_152684_c(Object o)	void
func_152685_a()	String[]
func_152686_a(boolean b)	void
func_152687_a(UserListEntry u)	void
func_152689_b()	boolean
func_152706_a(String s)	GameProfile
wait(long arg0, int arg1)	void
wait(long l)	void

UserListOps

Class

net.minecraft.server.management.UserListOps

Extends

UserList

Methods	Return Type
func_152678_f()	void
func_152683_b(Object o)	UserListEntry
func_152684_c(Object o)	void
func_152685_a()	String[]
func_152686_a(boolean b)	void
func_152687_a(UserListEntry u)	void
func_152689_b()	boolean
func_152700_a(String s)	GameProfile
func_183026_b(GameProfile g)	boolean
func_187452_a(GameProfile g)	int
wait(long arg0, int arg1)	void
wait(long l)	void

UserListBans

Class

net.minecraft.server.management.UserListBans

Extends

UserList

Methods	Return Type
func_152678_f()	void
func_152683_b(Object o)	UserListEntry
func_152684_c(Object o)	void
func_152685_a()	String[]
func_152686_a(boolean b)	void
func_152687_a(UserListEntry u)	void
func_152689_b()	boolean
func_152702_a(GameProfile g)	boolean
func_152703_a(String s)	GameProfile
wait(long arg0, int arg1)	void
wait(long l)	void

UserListIPBans

Class

net.minecraft.server.management.UserListIPBans

Extends

UserList

Methods	Return Type
func_152678_f()	void
func_152683_b(Object o)	UserListEntry
func_152684_c(Object o)	void
func_152685_a()	String[]
func_152686_a(boolean b)	void
func_152687_a(UserListEntry u)	void
func_152689_b()	boolean
func_152708_a(SocketAddress s)	boolean
func_152709_b(SocketAddress s)	UserListIPBansEntry
wait(long arg0, int arg1)	void
wait(long l)	void

AbstractInt2ByteFunction

Class

it.unimi.dsi.fastutil.ints.AbstractInt2ByteFunction

Extends

Int2ByteFunction

Serializable

Methods	Return Type
clear()	void
containsKey(Object o)	boolean
containsKey(int i)	boolean
defaultReturnValue(byte b)	void
defaultReturnValue()	byte
get(Object o)	byte
get(Object o)	Object
get(int i)	byte
put(int arg0, byte arg1)	byte
put(int arg0, byte arg1)	byte
put(Object arg0, Object arg1)	Object
remove(int i)	byte
remove(Object o)	byte
remove(Object o)	Object
size()	int
wait(long arg0, int arg1)	void
wait(long l)	void

Int2ByteMap

Interface

Interface

it.unimi.dsi.fastutil.ints.Int2ByteMap

Extends

Int2ByteFunction

Map

Fields	Type
empty	boolean

Methods	Return Type
clear()	void
clear()	void
compute(Object arg0, BiFunction<? super K, ? super V, ? extends V> arg1)	Object
computeIfAbsent(Object arg0, Function<? super K, ? extends V> arg1)	Object
computeIfPresent(Object arg0, BiFunction<? super K, ? super V, ? extends V> arg1)	Object
containsKey(int i)	boolean
containsKey(Object o)	boolean
containsKey(Object o)	boolean
containsValue(byte b)	boolean
containsValue(Object o)	boolean
defaultReturnValue(byte b)	void
defaultReturnValue()	byte
entrySet()	ObjectSet<java.util.Map$Entry<java.lang.Integer, java.lang.Byte>>
entrySet()	Set<java.util.Map$Entry<K, V>>
forEach(BiConsumer<? super K, ? super V> b)	void
get(int i)	byte
get(Object o)	Object
get(Object o)	Object
getOrDefault(Object arg0, Object arg1)	Object
int2ByteEntrySet()	ObjectSet<Int2ByteMap$Entry>
keySet()	IntSet
keySet()	Set<K>
merge(Object arg0, Object arg1, BiFunction<? super V, ? super V, ? extends V> arg2)	Object
put(int arg0, byte arg1)	byte
put(Object arg0, Object arg1)	Object
put(Object arg0, Object arg1)	Object
putAll(Map<? extends K, ? extends V> m)	void
putIfAbsent(Object arg0, Object arg1)	Object
remove(int i)	byte
remove(Object o)	Object
remove(Object o)	Object
remove(Object arg0, Object arg1)	boolean
replace(Object arg0, Object arg1)	Object
replace(Object arg0, Object arg1, Object arg2)	boolean

Methods	Return Type
replaceAll(BiFunction<? super K, ? super V, ? extends V> b)	void
size()	int
size()	int
values()	ByteCollection
values()	Collection<V>

Int2ByteMap$Entry

Interface

it.unimi.dsi.fastutil.ints.Int2ByteMap$Entry

Extends

Map$Entry

Fields	Type
byteValue	byte
intKey	int
key	Object
value	Object

Methods	Return Type

ObjectIterator

Interface

it.unimi.dsi.fastutil.objects.ObjectIterator

Extends

Iterator

Methods	Return Type
forEachRemaining(Consumer<? super E> c)	void
hasNext()	boolean
next()	Object
remove()	void
skip(int i)	int

ByteIterable

Interface

it.unimi.dsi.fastutil.bytes.ByteIterable

Extends

Iterable

Methods	Return Type
forEach(Consumer<? super T> c)	void
iterator()	ByteIterator
iterator()	Iterator<T>

Methods	Return Type
spliterator()	Spliterator<T>

ByteIterator

Interface

it.unimi.dsi.fastutil.bytes.ByteIterator

Extends

Iterator

Methods	Return Type
forEachRemaining(Consumer<? super E> c)	void
hasNext()	boolean
next()	Object
nextByte()	byte
remove()	void
skip(int i)	int

AbstractIntCollection

Class

it.unimi.dsi.fastutil.ints.AbstractIntCollection

Extends

AbstractCollection

IntCollection

Fields	Type
empty	boolean

Methods	Return Type
add(int i)	boolean
add(int i)	boolean
add(Object o)	boolean
addAll(IntCollection i)	boolean
addAll(Collection<? extends java.lang.Integer> c)	boolean
clear()	void
contains(int i)	boolean
contains(Object o)	boolean
containsAll(Collection<?> c)	boolean
containsAll(IntCollection i)	boolean
forEach(Consumer<? super T> c)	void
intIterator()	IntIterator
iterator()	Iterator
iterator()	IntIterator
parallelStream()	Stream<E>
rem(int i)	boolean

Methods	Return Type
rem(Object o)	boolean
remove(Object o)	boolean
removeAll(Collection<?> c)	boolean
removeAll(IntCollection i)	boolean
removeIf(Predicate<? super E> p)	boolean
retainAll(Collection<?> c)	boolean
retainAll(IntCollection i)	boolean
size()	int
size()	int
spliterator()	Spliterator<E>
stream()	Stream<E>
toArray()	Object[]
toArray(Object[] o)	Object[]
toArray(int[] i)	int[]
toIntArray()	int[]
toIntArray(int[] i)	int[]
wait(long arg0, int arg1)	void
wait(long l)	void

IntIterable

Interface

it.unimi.dsi.fastutil.ints.IntIterable

Extends

Iterable

Methods	Return Type
forEach(Consumer<? super T> c)	void
iterator()	IntIterator
iterator()	Iterator<T>
spliterator()	Spliterator<T>

AbstractInt2ObjectFunction

Class

it.unimi.dsi.fastutil.ints.AbstractInt2ObjectFunction

Extends

Int2ObjectFunction

Serializable

Methods	Return Type
clear()	void
containsKey(Object o)	boolean
containsKey(int i)	boolean

Methods	Return Type
defaultReturnValue(Object o)	void
defaultReturnValue()	Object
get(Object o)	Object
get(int i)	Object
put(int arg0, Object arg1)	Object
put(Object arg0, Object arg1)	Object
put(int arg0, Object arg1)	Object
remove(int i)	Object
remove(Object o)	Object
size()	int
wait(long arg0, int arg1)	void
wait(long l)	void

Int2ObjectMap

Interface

it.unimi.dsi.fastutil.ints.Int2ObjectMap

Extends

Int2ObjectFunction

Map

Fields	Type
empty	boolean

Methods	Return Type
clear()	void
clear()	void
compute(Object arg0, BiFunction<? super K, ? super V, ? extends V> arg1)	Object
computeIfAbsent(Object arg0, Function<? super K, ? extends V> arg1)	Object
computeIfPresent(Object arg0, BiFunction<? super K, ? super V, ? extends V> arg1)	Object
containsKey(int i)	boolean
containsKey(Object o)	boolean
containsKey(Object o)	boolean
containsValue(Object o)	boolean
defaultReturnValue(Object o)	void
defaultReturnValue()	Object
entrySet()	ObjectSet<java.util.Map$Entry<java.lang.Integer, V>>
entrySet()	Set<java.util.Map$Entry<K, V>>
forEach(BiConsumer<? super K, ? super V> b)	void
get(int i)	Object
get(Object o)	Object
get(Object o)	Object
getOrDefault(Object arg0, Object arg1)	Object
int2ObjectEntrySet()	ObjectSet<it.unimi.dsi.fastutil.ints.Int2ObjectMap$Entry<V>>

Methods	Return Type
keySet()	IntSet
keySet()	Set<K>
merge(Object arg0, Object arg1, BiFunction<? super V, ? super V, ? extends V> arg2)	Object
put(int arg0, Object arg1)	Object
put(Object arg0, Object arg1)	Object
put(Object arg0, Object arg1)	Object
putAll(Map<? extends K, ? extends V> m)	void
putIfAbsent(Object arg0, Object arg1)	Object
remove(int i)	Object
remove(Object o)	Object
remove(Object o)	Object
remove(Object arg0, Object arg1)	boolean
replace(Object arg0, Object arg1)	Object
replace(Object arg0, Object arg1, Object arg2)	boolean
replaceAll(BiFunction<? super K, ? super V, ? extends V> b)	void
size()	int
size()	int
values()	ObjectCollection<V>
values()	Collection<V>

ObjectIterable

Interface

it.unimi.dsi.fastutil.objects.ObjectIterable

Extends

Iterable

Methods	Return Type
forEach(Consumer<? super T> c)	void
iterator()	ObjectIterator<K>
iterator()	Iterator<T>
spliterator()	Spliterator<T>

OpenableGui

Interface

com.feed_the_beast.ftblib.lib.gui.IOpenableGui

Extends

Runnable

Methods	Return Type
closeContextMenu()	void
closeGui(boolean b)	void
closeGui()	void

Methods	Return Type
openContextMenu(Panel p)	void
openGui()	void
openGuiLater()	void
run()	void

MouseButton

Class

com.feed_the_beast.ftblib.lib.util.misc.MouseButton

Extends

Fields	Type
id	int
left	boolean
middle	boolean
right	boolean

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

NetHandlerPlayServer

Interface

net.minecraft.network.play.INetHandlerPlayServer

Extends

NetHandler

Methods	Return Type
func_147231_a(TextComponent t)	void
func_147338_a(CPacketEnchantItem c)	void
func_147339_a(CPacketConfirmTransaction c)	void
func_147340_a(CPacketUseEntity c)	void
func_147341_a(CPacketTabComplete c)	void
func_147342_a(CPacketClientStatus c)	void
func_147343_a(CPacketUpdateSign c)	void
func_147344_a(CPacketCreativeInventoryAction c)	void
func_147345_a(CPacketPlayerDigging c)	void
func_147346_a(CPacketPlayerTryUseItem c)	void
func_147347_a(CPacketPlayer c)	void
func_147348_a(CPacketPlayerAbilities c)	void
func_147349_a(CPacketCustomPayload c)	void
func_147351_a(CPacketClickWindow c)	void
func_147352_a(CPacketClientSettings c)	void
func_147353_a(CPacketKeepAlive c)	void

Methods	Return Type
func_147354_a(CPacketChatMessage c)	void
func_147355_a(CPacketHeldItemChange c)	void
func_147356_a(CPacketCloseWindow c)	void
func_147357_a(CPacketEntityAction c)	void
func_147358_a(CPacketInput c)	void
func_175086_a(CPacketResourcePackStatus c)	void
func_175087_a(CPacketAnimation c)	void
func_175088_a(CPacketSpectate c)	void
func_184337_a(CPacketPlayerTryUseItemOnBlock c)	void
func_184338_a(CPacketVehicleMove c)	void
func_184339_a(CPacketConfirmTeleport c)	void
func_184340_a(CPacketSteerBoat c)	void
func_191984_a(CPacketRecipeInfo c)	void
func_194027_a(CPacketSeenAdvancements c)	void
func_194308_a(CPacketPlaceRecipe c)	void

CPacketEnchantItem

Class

net.minecraft.network.play.client.CPacketEnchantItem

Extends

Packet

Methods	Return Type
func_148833_a(NetHandlerPlayServer n)	void
func_148833_a(NetHandler n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149537_d()	int
func_149539_c()	int
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketConfirmTransaction

Class

net.minecraft.network.play.client.CPacketConfirmTransaction

Extends

Packet

Methods	Return Type
func_148833_a(NetHandlerPlayServer n)	void
func_148833_a(NetHandler n)	void
func_148837_a(PacketBuffer p)	void

Methods	Return Type
func_148840_b(PacketBuffer p)	void
func_149532_c()	int
func_149533_d()	short
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketUseEntity

Class

net.minecraft.network.play.client.CPacketUseEntity

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayServer n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149564_a(World w)	Entity
func_149565_c()	CPacketUseEntity$Action
func_179712_b()	Vec3d
func_186994_b()	EnumHand
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketTabComplete

Class

net.minecraft.network.play.client.CPacketTabComplete

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayServer n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149419_c()	String
func_179709_b()	BlockPos
func_186989_c()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketClientStatus

Class

net.minecraft.network.play.client.CPacketClientStatus

Extends

Packet

Methods	Return Type
func_148833_a(NetHandlerPlayServer n)	void
func_148833_a(NetHandler n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149435_c()	CPacketClientStatus$State
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketUpdateSign

Class

net.minecraft.network.play.client.CPacketUpdateSign

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayServer n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_179722_a()	BlockPos
func_187017_b()	String[]
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketCreativeInventoryAction

Class

net.minecraft.network.play.client.CPacketCreativeInventoryAction

Extends

Packet

Methods	Return Type
func_148833_a(NetHandlerPlayServer n)	void
func_148833_a(NetHandler n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149625_d()	ItemStack
func_149627_c()	int

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketPlayerDigging

Class

net.minecraft.network.play.client.CPacketPlayerDigging

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayServer n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_179714_b()	EnumFacing
func_179715_a()	BlockPos
func_180762_c()	CPacketPlayerDigging$Action
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketPlayerTryUseItem

Class

net.minecraft.network.play.client.CPacketPlayerTryUseItem

Extends

Packet

Methods	Return Type
func_148833_a(NetHandlerPlayServer n)	void
func_148833_a(NetHandler n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_187028_a()	EnumHand
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketPlayer

Class

net.minecraft.network.play.client.CPacketPlayer

Extends

Packet

Methods	Return Type

Methods	Return Type
func_148833_a(NetHandlerPlayServer n)	void
func_148833_a(NetHandler n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149465_i()	boolean
func_186996_b(double d)	double
func_186997_a(double d)	double
func_186998_b(float f)	float
func_186999_a(float f)	float
func_187000_c(double d)	double
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketPlayerAbilities

Class

net.minecraft.network.play.client.CPacketPlayerAbilities

Extends

Packet

Methods	Return Type
func_148833_a(NetHandlerPlayServer n)	void
func_148833_a(NetHandler n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149483_b(boolean b)	void
func_149484_f()	boolean
func_149485_a(float f)	void
func_149486_e()	boolean
func_149488_d()	boolean
func_149490_a(boolean b)	void
func_149491_c(boolean b)	void
func_149492_b(float f)	void
func_149493_d(boolean b)	void
func_149494_c()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketCustomPayload

Class

net.minecraft.network.play.client.CPacketCustomPayload

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayServer n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149559_c()	String
func_180760_b()	PacketBuffer
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketClickWindow

Class

net.minecraft.network.play.client.CPacketClickWindow

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayServer n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149543_e()	int
func_149544_d()	int
func_149546_g()	ItemStack
func_149547_f()	short
func_149548_c()	int
func_186993_f()	ClickType
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketKeepAlive

Class

net.minecraft.network.play.client.CPacketKeepAlive

Extends

Packet

Methods	Return Type
func_148833_a(NetHandlerPlayServer n)	void
func_148833_a(NetHandler n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149460_c()	long
wait(long arg0, int arg1)	void

Methods	Return Type
wait(long l)	void

CPacketChatMessage

Class

net.minecraft.network.play.client.CPacketChatMessage

Extends

Packet

Methods	Return Type
func_148833_a(NetHandlerPlayServer n)	void
func_148833_a(NetHandler n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149439_c()	String
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketHeldItemChange

Class

net.minecraft.network.play.client.CPacketHeldItemChange

Extends

Packet

Methods	Return Type
func_148833_a(NetHandlerPlayServer n)	void
func_148833_a(NetHandler n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149614_c()	int
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketCloseWindow

Class

net.minecraft.network.play.client.CPacketCloseWindow

Extends

Packet

Methods	Return Type
func_148833_a(NetHandlerPlayServer n)	void
func_148833_a(NetHandler n)	void
func_148837_a(PacketBuffer p)	void

Methods	Return Type
func_148840_b(PacketBuffer p)	void
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketEntityAction

Class

net.minecraft.network.play.client.CPacketEntityAction

Extends

Packet

Methods	Return Type
func_148833_a(NetHandlerPlayServer n)	void
func_148833_a(NetHandler n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149512_e()	int
func_180764_b()	CPacketEntityAction$Action
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketInput

Class

net.minecraft.network.play.client.CPacketInput

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayServer n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_149617_f()	boolean
func_149618_e()	boolean
func_149620_c()	float
func_192620_b()	float
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketResourcePackStatus

Class

net.minecraft.network.play.client.CPacketResourcePackStatus

Extends

Extends

Packet

Methods	Return Type
func_148833_a(NetHandlerPlayServer n)	void
func_148833_a(NetHandler n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketAnimation

Class

net.minecraft.network.play.client.CPacketAnimation

Extends

Packet

Methods	Return Type
func_148833_a(NetHandlerPlayServer n)	void
func_148833_a(NetHandler n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_187018_a()	EnumHand
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketSpectate

Class

net.minecraft.network.play.client.CPacketSpectate

Extends

Packet

Methods	Return Type
func_148833_a(NetHandlerPlayServer n)	void
func_148833_a(NetHandler n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_179727_a(WorldServer w)	Entity
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketPlayerTryUseItemOnBlock

Class

net.minecraft.network.play.client.CPacketPlayerTryUseItemOnBlock

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayServer n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_187020_f()	float
func_187022_c()	EnumHand
func_187023_a()	BlockPos
func_187024_b()	EnumFacing
func_187025_e()	float
func_187026_d()	float
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketVehicleMove

Class

net.minecraft.network.play.client.CPacketVehicleMove

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayServer n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_187002_b()	double
func_187003_c()	double
func_187004_a()	double
func_187005_e()	float
func_187006_d()	float
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketConfirmTeleport

Class

net.minecraft.network.play.client.CPacketConfirmTeleport

Extends

Packet

Methods	Return Type

Methods	Return Type
func_148833_a(NetHandlerPlayServer n)	void
func_148833_a(NetHandler n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_186987_a()	int
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketSteerBoat

Class

net.minecraft.network.play.client.CPacketSteerBoat

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayServer n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_187012_a()	boolean
func_187014_b()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketRecipeInfo

Class

net.minecraft.network.play.client.CPacketRecipeInfo

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayServer n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_192624_c()	boolean
func_192625_d()	boolean
func_193648_b()	Recipe
func_194156_a()	CPacketRecipeInfo$Purpose
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketSeenAdvancements

Class

net.minecraft.network.play.client.CPacketSeenAdvancements

Extends

Packet

Methods	Return Type
func_148833_a(NetHandlerPlayServer n)	void
func_148833_a(NetHandler n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_194162_b()	CPacketSeenAdvancements$Action
func_194165_c()	ResourceLocation
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketPlaceRecipe

Class

net.minecraft.network.play.client.CPacketPlaceRecipe

Extends

Packet

Methods	Return Type
func_148833_a(NetHandler n)	void
func_148833_a(NetHandlerPlayServer n)	void
func_148837_a(PacketBuffer p)	void
func_148840_b(PacketBuffer p)	void
func_194317_b()	Recipe
func_194318_a()	int
func_194319_c()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

TupleIntJsonSerializable

Class

net.minecraft.util.TupleIntJsonSerializable

Extends

Methods	Return Type
func_151187_b()	JsonSerializable
func_151188_a(int i)	void
func_151189_a()	int
func_151190_a(JsonSerializable j)	void
wait(long arg0, int arg1)	void

Methods	Return Type
wait(long l)	void

TeleporterDimPos

Class

com.feed_the_beast.ftblib.lib.math.TeleporterDimPos

Extends

Teleporter

Fields	Type
dim	int
posX	double
posY	double
posZ	double
vanilla	boolean

Methods	Return Type
block()	BlockDimPos
placeEntity(World arg0, Entity arg1, float arg2)	void
teleport(Entity e)	Entity
wait(long arg0, int arg1)	void
wait(long l)	void

ChunkDimPos

Class

com.feed_the_beast.ftblib.lib.math.ChunkDimPos

Extends

Fields	Type
blockX	int
blockZ	int
chunkPos	ChunkPos
dim	int
posX	int
posZ	int

Methods	Return Type
equalsChunkDimPos(ChunkDimPos c)	boolean
getBlockPos(int i)	BlockDimPos
wait(long arg0, int arg1)	void
wait(long l)	void

IntListIterator

Interface

Interface

it.unimi.dsi.fastutil.ints.IntListIterator

Extends

ListIterator

IntBidirectionalIterator

Methods	Return Type
add(int i)	void
add(Object o)	void
back(int i)	int
forEachRemaining(Consumer<? super E> c)	void
hasNext()	boolean
hasNext()	boolean
hasPrevious()	boolean
hasPrevious()	boolean
next()	Object
next()	Object
nextIndex()	int
nextInt()	int
previous()	Object
previous()	Object
previousIndex()	int
previousInt()	int
remove()	void
remove()	void
set(int i)	void
set(Object o)	void
skip(int i)	int
skip(int i)	int

ServerPlayer

Class

dev.latvian.kubejs.player.ServerPlayerJS

Extends

Player

Fields	Type
absorptionAmount	float
alive	boolean
ambientCreature	boolean
animal	boolean
attackingEntity	LivingEntity
block Block position of the entity	Block

Fields	Type
boss	boolean
child	boolean
creativeMode	boolean
customName Custom display name	String
customNameAlwaysVisible Custom display name will always be visible above head	boolean
data Temporary data, mods can attach objects to this	AttachedData
displayName	Text
elytraFlying	boolean
eyeHeight	float
facing	EnumFacing
fake	boolean
fallDistance	float
foodLevel	int
frame	boolean
fullNBT Entity NBT	NBTCompound
glowing	boolean
hasCustomName Checks if custom display name is set	boolean
health	float
horizontalFacing	EnumFacing
id	UUID
idleTime	int
inventory	Inventory
invisible	boolean
item	ItemStack
lastAttackedEntity	LivingEntity
lastAttackedEntityTime	int
lastDamageSource	DamageSource
living	boolean
mainHandItem	ItemStack
maxHealth	float
minecraftEntity	Entity
minecraftLivingEntity	EntityLivingBase
minecraftPlayer	EntityPlayer
miningBlock	boolean
monster	boolean
motionX	double
motionY	double
motionZ	double
mouseItem	ItemStack
movementSpeed	float
name	String
nbt	NBTCompound

Fields	Type
noClip	boolean
noGravity	boolean
offHandItem	ItemStack
onGround	boolean
onLadder	boolean
oP	boolean
openInventory	Container
passengers	EntityArrayList
pitch	float
player	boolean
potionEffects	EntityPotionEffects
profile	GameProfile
reachDistance	double
recursivePassengers	EntityArrayList
revengeTarget	LivingEntity
revengeTimer	int
ridingEntity	Entity
selectedSlot	int
server	Server
silent	boolean
sleeping	boolean
sneaking	boolean
spectator	boolean
sprinting	boolean
stats	PlayerStats
stepHeight	float
tags	Set<String>
teamID Scoreboard team ID	String
ticksExisted	int
type	ID
undead	boolean
waterCreature	boolean
world	World
x	double
xp	int
xpLevel	int
y	double
yaw	float
z	double

Methods	Return Type
addExhaustion(float f)	void
addFood(int food, float modifier)	void

Methods	Return Type
addMotion(double x, double y, double z)	void
addXP(int xp)	void
addXPLevels(int levels)	void
attack(float hp)	void
attack(String source, float hp)	void
ban(String arg0, String arg1, long arg2)	void
boostElytraFlight()	void
canEntityBeSeen(Entity entity)	boolean
closeInventory()	void
closeOverlay(String s)	void
closeOverlay(Overlay o)	void
damageHeldItem()	void
damageHeldItem(EnumHand hand, int amount)	void
dismountRidingEntity()	void
extinguish()	void
getEquipment(EntityEquipmentSlot slot)	ItemStack
getHeldItem(EnumHand hand)	ItemStack
getNBTData(String key) Get specific value from custom NBT	NBTBase
give(ItemStack item)	void
giveInHand(ItemStack item)	void
hasClientMod()	boolean
heal(float hp)	void
isHoldingInAnyHand(Ingredient ingredient)	boolean
isOnSameTeam(Entity entity) Checks if this entity is on the same scoreboard team as another entity	boolean
isOnScoreboardTeam(String teamID) Checks if this entity is on scoreboard team	boolean
isPassenger(Entity entity)	boolean
kick()	void
kick(Text t)	void
kill()	void
openOverlay(Overlay o)	void
playSound(Object id, float volume, float pitch) Play sound at entity. Must be played from server side	void
playSound(Object id) Play sound at entity. Must be played from server side	void
rayTrace()	Map<String, Object>
rayTrace(double distance)	Map<String, Object>
removePassengers()	void
revokeAdvancement(Object o)	void
runCommand(String command) Runs command as if the sender was running it, ignoring permissions	int
sendData(String channel, Object data)	void
sendInventoryUpdate()	void
setEquipment(EntityEquipmentSlot slot, ItemStack item)	void
setHeldItem(EnumHand hand, ItemStack item)	void
setMotion(double x, double y, double z)	void

Methods	Return Type
setNBTData(String key, Object nbt) Set specific value in custom NBT	void
setOnFire(int seconds) Sets entity on fire for x seconds	void
setPosition(double x, double y, double z)	void
setPosition(Block block)	void
setPositionAndRotation(double x, double y, double z, float yaw, float pitch)	void
setRotation(float yaw, float pitch)	void
setStatusMessage(Object message)	void
spawn()	void
startRiding(Entity entity, boolean force)	boolean
swingArm(EnumHand hand)	void
tell(Text message) Tell message in chat	void
unlockAdvancement(Object o)	void
wait(long arg0, int arg1)	void
wait(long l)	void

VillageDoorInfo

Class

net.minecraft.village.VillageDoorInfo

Extends

Methods	Return Type
func_179846_b(BlockPos b)	int
func_179847_f()	int
func_179848_a(BlockPos b)	int
func_179849_a(int i)	void
func_179850_c(BlockPos b)	boolean
func_179851_i()	boolean
func_179852_d()	BlockPos
func_179853_a(boolean b)	void
func_179855_g()	int
func_179856_e()	BlockPos
func_188567_j()	EnumFacing
func_75466_d()	void
func_75468_f()	int
func_75470_e()	void
func_75473_b()	int
func_75474_b(int arg0, int arg1, int arg2)	int
wait(long arg0, int arg1)	void
wait(long l)	void

BlockStateContainer

Class

Class

net.minecraft.world.chunk.BlockStateContainer

Extends

BlockStatePaletteResizer

Methods	Return Type
func_186008_a(int arg0, BlockState arg1)	int
func_186009_b(PacketBuffer p)	void
func_186010_a(PacketBuffer p)	void
func_186013_a(int arg0, int arg1, int arg2, BlockState arg3)	void
func_186016_a(int arg0, int arg1, int arg2)	BlockState
func_186017_a(byte[] arg0, NibbleArray arg1)	NibbleArray
func_186018_a()	int
func_186019_a(byte[] arg0, NibbleArray arg1, NibbleArray arg2)	void
wait(long arg0, int arg1)	void
wait(long l)	void

NibbleArray

Class

net.minecraft.world.chunk.NibbleArray

Extends

Methods	Return Type
func_177480_a(int i)	int
func_177481_a()	byte[]
func_177482_a(int arg0, int arg1)	void
func_76581_a(int arg0, int arg1, int arg2, int arg3)	void
func_76582_a(int arg0, int arg1, int arg2)	int
wait(long arg0, int arg1)	void
wait(long l)	void

WorldGenFlowers

Class

net.minecraft.world.gen.feature.WorldGenFlowers

Extends

WorldGenerator

Methods	Return Type
func_175904_e()	void
func_175914_a(BlockFlower arg0, BlockFlower$EnumFlowerType arg1)	void
func_180709_b(World arg0, Random arg1, BlockPos arg2)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

BlockFlower$EnumFlowerColor

Class

net.minecraft.block.BlockFlower$EnumFlowerColor

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_180346_a()	BlockFlower
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

LootPool

Class

net.minecraft.world.storage.loot.LootPool

Extends

Fields	Type
bonusRolls	RandomValueRange
field_186453_a	List<LootEntry>
frozen	boolean
name	String
rolls	RandomValueRange

Methods	Return Type
addEntry(LootEntry l)	void
freeze()	void
func_186449_b(Collection<ItemStack> arg0, Random arg1, LootContext arg2)	void
getEntry(String s)	LootEntry
removeEntry(String s)	LootEntry
wait(long arg0, int arg1)	void
wait(long l)	void

LootContext

Class

net.minecraft.world.storage.loot.LootContext

Extends

Fields	Type
lootingModifier	int
world	WorldServer

Methods	Return Type
func_186490_b(LootTable l)	void
func_186491_f()	float
func_186492_c()	Entity
func_186493_a()	Entity
func_186494_a(LootContext$EntityTarget l)	Entity
func_186495_b()	Entity
func_186496_a(LootTable l)	boolean
func_186497_e()	LootTableManager
wait(long arg0, int arg1)	void
wait(long l)	void

PlacementSettings

Class
net.minecraft.world.gen.structure.template.PlacementSettings

Extends

Methods	Return Type
func_186212_b()	Mirror
func_186213_g()	StructureBoundingBox
func_186214_a(Mirror m)	PlacementSettings
func_186215_c()	Rotation
func_186217_a()	PlacementSettings
func_186218_a(ChunkPos c)	PlacementSettings
func_186219_f()	Block
func_186220_a(Rotation r)	PlacementSettings
func_186221_e()	boolean
func_186222_a(boolean b)	PlacementSettings
func_186223_a(StructureBoundingBox s)	PlacementSettings
func_186225_a(Block b)	PlacementSettings
func_186226_b(boolean b)	PlacementSettings
func_186227_h()	boolean
func_189946_a(float f)	PlacementSettings
func_189947_a(BlockPos b)	Random
func_189948_f()	float
func_189949_a(long l)	PlacementSettings
func_189950_a(Random r)	PlacementSettings
wait(long arg0, int arg1)	void
wait(long l)	void

TemplateProcessor

Interface

net.minecraft.world.gen.structure.template.ITemplateProcessor

Extends

Methods	Return Type
func_189943_a(World arg0, BlockPos arg1, Template$BlockInfo arg2)	Template$BlockInfo

FunctionObject$Entry

Interface

net.minecraft.command.FunctionObject$Entry

Extends

Methods	Return Type
func_194145_a(FunctionManager arg0, CommandSender arg1, ArrayDeque<FunctionManager$QueuedCommand> arg2, int arg3)	void

Int2IntMap

Interface

it.unimi.dsi.fastutil.ints.Int2IntMap

Extends

Int2IntFunction

Map

Fields	Type
empty	boolean

Methods	Return Type
clear()	void
clear()	void
compute(Object arg0, BiFunction<? super K, ? super V, ? extends V> arg1)	Object
computeIfAbsent(Object arg0, Function<? super K, ? extends V> arg1)	Object
computeIfPresent(Object arg0, BiFunction<? super K, ? super V, ? extends V> arg1)	Object
containsKey(int i)	boolean
containsKey(Object o)	boolean
containsKey(Object o)	boolean
containsValue(int i)	boolean
containsValue(Object o)	boolean
defaultReturnValue(int i)	void
defaultReturnValue()	int
entrySet()	ObjectSet<java.util.Map$Entry<java.lang.Integer, java.lang.Integer>>
entrySet()	Set<java.util.Map$Entry<K, V>>
forEach(BiConsumer<? super K, ? super V> b)	void
get(int i)	int

Methods	Return Type
get(Object o)	Object
get(Object o)	Object
getOrDefault(Object arg0, Object arg1)	Object
int2IntEntrySet()	ObjectSet<Int2IntMap$Entry>
keySet()	IntSet
keySet()	Set<K>
merge(Object arg0, Object arg1, BiFunction<? super V, ? super V, ? extends V> arg2)	Object
put(int arg0, int arg1)	int
put(Object arg0, Object arg1)	Object
put(Object arg0, Object arg1)	Object
putAll(Map<? extends K, ? extends V> m)	void
putIfAbsent(Object arg0, Object arg1)	Object
remove(int i)	int
remove(Object o)	Object
remove(Object o)	Object
remove(Object arg0, Object arg1)	boolean
replace(Object arg0, Object arg1)	Object
replace(Object arg0, Object arg1, Object arg2)	boolean
replaceAll(BiFunction<? super K, ? super V, ? extends V> b)	void
size()	int
size()	int
values()	IntCollection
values()	Collection<V>

Animals

Interface

net.minecraft.entity.passive.IAnimals

Extends

EntityCreature

Class

net.minecraft.entity.EntityCreature

Extends

EntityLiving

Fields	Type
addedToWorld	boolean
capturedDrops	ArrayList<EntityItem>
captureDrops	boolean
entityData	NBTTagCompound
field_110153_bc	float

Fields	Type
field_110158_av	int
field_181016_an	BlockPos
field_184239_as	Entity
field_184617_aD	int
field_184618_aE	float
field_184619_aG	float
field_184622_au	EnumHand
field_184627_bm	ItemStack
field_184628_bn	int
field_190534_ay	int
field_191988_bg	float
field_70116_cv	long
field_70117_cu	long
field_70118_ct	long
field_70122_E	boolean
field_70123_F	boolean
field_70124_G	boolean
field_70125_A	float
field_70126_B	float
field_70127_C	float
field_70128_L	boolean
field_70130_N	float
field_70131_O	float
field_70132_H	boolean
field_70133_I	boolean
field_70136_U	double
field_70137_T	double
field_70138_W	float
field_70140_Q	float
field_70141_P	float
field_70142_S	double
field_70143_R	float
field_70144_Y	float
field_70145_X	boolean
field_70156_m	boolean
field_70158_ak	boolean
field_70159_w	double
field_70160_al	boolean
field_70161_v	double
field_70162_ai	int
field_70163_u	double
field_70164_aj	int

Fields	Type
field_70165_t	double
field_70166_s	double
field_70167_r	double
field_70169_q	double
field_70170_p	World
field_70172_ad	int
field_70173_aa	int
field_70175_ag	boolean
field_70176_ah	int
field_70177_z	float
field_70178_ae	boolean
field_70179_y	double
field_70180_af	EntityDataManager
field_70181_x	double
field_70696_bz	EntityLivingBase
field_70701_bs	float
field_70702_br	float
field_70703_bu	boolean
field_70704_bt	float
field_70714_bg	EntityAITasks
field_70715_bh	EntityAITasks
field_70718_bc	int
field_70720_be	int
field_70721_aZ	float
field_70725_aQ	int
field_70726_aT	float
field_70727_aS	float
field_70728_aV	int
field_70732_aI	float
field_70733_aJ	float
field_70737_aN	int
field_70738_aO	int
field_70739_aP	float
field_70747_aH	float
field_70755_b	EntityLivingBase
field_70757_a	int
field_70758_at	float
field_70759_as	float
field_70760_ar	float
field_70761_aq	float
field_70769_ao	float
field_70770_ap	float

Fields	Type
field_70771_an	int
field_71087_bX	boolean
field_71088_bW	int
field_71093_bK	int
field_82151_R	float
field_82153_h	int
field_82175_bq	boolean
field_98038_p	boolean
itemInUseMaxDuration	int
persistentID	UUID
updateBlocked	boolean

Methods	Return Type
canRiderInteract()	boolean
canTrample(World arg0, Block arg1, BlockPos arg2, float arg3)	boolean
changeDimension(int arg0, Teleporter arg1)	Entity
curePotionEffects(ItemStack i)	void
deserializeNBT(NBTTagCompound n)	void
deserializeNBT(NBTBase n)	void
func_104002_bU()	boolean
func_110124_au()	UUID
func_110138_aP()	float
func_110139_bj()	float
func_110140_aT()	AbstractAttributeMap
func_110142_aN()	CombatTracker
func_110143_aJ()	float
func_110144_aD()	EntityLivingBase
func_110145_l(Entity e)	void
func_110148_a(Attribute a)	AttributeInstance
func_110149_m(float f)	void
func_110160_i(boolean arg0, boolean arg1)	void
func_110162_b(Entity arg0, boolean arg1)	void
func_110163_bv()	void
func_110166_bE()	Entity
func_110167_bD()	boolean
func_110173_bK()	boolean
func_110174_bM()	float
func_110175_bO()	boolean
func_110177_bN()	void
func_130011_c(Entity e)	void
func_130014_f_()	World
func_142013_aG()	int
func_142015_aE()	int

Methods	Return Type
func_145747_a(TextComponent t)	void
func_145748_c_()	TextComponent
func_145769_d(int i)	void
func_145770_h(double arg0, double arg1, double arg2)	boolean
func_145773_az()	boolean
func_145778_a(Item arg0, int arg1, float arg2)	EntityItem
func_145779_a(Item arg0, int arg1)	EntityItem
func_145782_y()	int
func_145818_k_()	boolean
func_152111_bt()	void
func_152112_bu()	void
func_174791_d()	Vec3d
func_174792_t_()	boolean
func_174793_f()	Entity
func_174794_a(CommandResultStats$Type arg0, int arg1)	void
func_174805_g(boolean b)	void
func_174807_aT()	CommandResultStats
func_174810_b(boolean b)	void
func_174811_aO()	EnumFacing
func_174812_G()	void
func_174813_aQ()	AxisAlignedBB
func_174814_R()	boolean
func_174816_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3, float arg4)	boolean
func_174817_o(Entity e)	void
func_174818_b(BlockPos b)	double
func_174820_d(int arg0, ItemStack arg1)	boolean
func_174821_h(boolean b)	void
func_174822_a(double arg0, float arg1)	RayTraceResult
func_174824_e(float f)	Vec3d
func_174826_a(AxisAlignedBB a)	void
func_174827_a(EntityPlayerMP e)	boolean
func_174828_a(BlockPos arg0, float arg1, float arg2)	void
func_174829_m()	void
func_174830_Y()	void
func_174831_c(BlockPos b)	double
func_174832_aS()	boolean
func_174833_aM()	boolean
func_175446_cd()	boolean
func_175449_a(BlockPos arg0, int arg1)	void
func_180425_c()	BlockPos
func_180426_a(double arg0, double arg1, double arg2, float arg3, float arg4, int arg5, boolean arg6)	void
func_180427_aV()	boolean

Methods	Return Type
func_180428_a(Explosion arg0, World arg1, BlockPos arg2, BlockState arg3)	float
func_180430_e(float arg0, float arg1)	void
func_180431_b(DamageSource d)	boolean
func_180432_n(Entity e)	void
func_180482_a(DifficultyInstance arg0, EntityLivingData arg1)	EntityLivingData
func_180484_a(BlockPos b)	float
func_180485_d(BlockPos b)	boolean
func_180486_cf()	BlockPos
func_180799_ab()	boolean
func_181012_aH()	EnumFacing
func_181013_g(float f)	void
func_181014_aG()	Vec3d
func_181015_d(BlockPos b)	void
func_184102_h()	MinecraftServer
func_184172_bi()	EnumFacing
func_184174_b(boolean b)	void
func_184176_by()	SoundCategory
func_184177_bl()	AxisAlignedBB
func_184178_b(EntityPlayerMP e)	void
func_184179_bs()	Entity
func_184180_b(Class<T> c)	Collection<T>
func_184182_bu()	Collection<Entity>
func_184185_a(SoundEvent arg0, float arg1, float arg2)	void
func_184186_bw()	boolean
func_184187_bx()	Entity
func_184188_bt()	List<Entity>
func_184189_br()	boolean
func_184190_l(Entity e)	void
func_184191_r(Entity e)	boolean
func_184192_z()	EnumPushReaction
func_184193_aE()	Iterable<ItemStack>
func_184194_a(Team t)	boolean
func_184195_f(boolean b)	void
func_184196_w(Entity e)	boolean
func_184197_b(String s)	boolean
func_184198_c(NBTTagCompound n)	boolean
func_184199_a(EntityPlayer arg0, Vec3d arg1, EnumHand arg2)	EnumActionResult
func_184201_a(EntityEquipmentSlot arg0, ItemStack arg1)	void
func_184202_aL()	boolean
func_184203_c(EntityPlayerMP e)	void
func_184204_a(int i)	Entity
func_184205_a(Entity arg0, boolean arg1)	boolean

Methods	Return Type
func_184206_a(DataParameter<?> d)	void
func_184207_al()	boolean
func_184208_bv()	Entity
func_184209_aF()	Iterable<ItemStack>
func_184210_p()	void
func_184211_a(String s)	boolean
func_184212_Q()	EntityDataManager
func_184213_bq()	boolean
func_184214_aD()	Iterable<ItemStack>
func_184215_y(Entity e)	boolean
func_184216_O()	Set<String>
func_184217_a(Mirror m)	float
func_184218_aH()	boolean
func_184220_m(Entity e)	boolean
func_184221_a(UUID u)	void
func_184222_aU()	boolean
func_184223_x(Entity e)	boolean
func_184224_h(boolean b)	void
func_184226_ay()	void
func_184229_a(Rotation r)	float
func_184230_a(EntityPlayer arg0, EnumHand arg1)	boolean
func_184232_k(Entity e)	void
func_184582_a(EntityEquipmentSlot e)	ItemStack
func_184583_d(DamageSource d)	boolean
func_184585_cz()	boolean
func_184586_b(EnumHand e)	ItemStack
func_184587_cr()	boolean
func_184589_d(Potion p)	void
func_184591_cq()	EnumHandSide
func_184592_cb()	ItemStack
func_184595_k(double arg0, double arg1, double arg2)	boolean
func_184596_c(Potion p)	PotionEffect
func_184597_cx()	void
func_184598_c(EnumHand e)	void
func_184599_cB()	int
func_184600_cs()	EnumHand
func_184602_cy()	void
func_184603_cC()	boolean
func_184605_cv()	int
func_184607_cu()	ItemStack
func_184609_a(EnumHand e)	void
func_184611_a(EnumHand arg0, ItemStack arg1)	void

Methods	Return Type
func_184612_cw()	int
func_184613_cA()	boolean
func_184614_ca()	ItemStack
func_184638_cS()	boolean
func_184641_n(boolean b)	void
func_184642_a(EntityEquipmentSlot arg0, float arg1)	void
func_184643_a(PathNodeType p)	float
func_184644_a(PathNodeType arg0, float arg1)	void
func_184646_p(float f)	void
func_184649_cE()	int
func_184652_a(EntityPlayer e)	boolean
func_189511_e(NBTTagCompound n)	NBTTagCompound
func_189512_bd()	String
func_189651_aD()	Vec3d
func_189652_ae()	boolean
func_189653_aC()	Vec2f
func_189654_d(boolean b)	void
func_189748_bU()	DamageSource
func_190530_aW()	boolean
func_190630_a(EntityEquipmentSlot e)	boolean
func_190631_cK()	boolean
func_191953_am()	boolean
func_191956_a(Entity arg0, int arg1, DamageSource arg2)	void
func_191958_b(float arg0, float arg1, float arg2, float arg3)	void
func_191986_a(float arg0, float arg1, float arg2)	void
func_191987_a(BlockPos arg0, boolean arg1)	void
func_191989_p(float f)	void
func_193076_bZ()	Map<Potion, PotionEffect>
func_70003_b(int arg0, String arg1)	boolean
func_70005_c_()	String
func_70011_f(double arg0, double arg1, double arg2)	double
func_70012_b(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70013_c()	float
func_70014_b(NBTTagCompound n)	void
func_70015_d(int i)	void
func_70016_h(double arg0, double arg1, double arg2)	void
func_70020_e(NBTTagCompound n)	void
func_70021_al()	Entity[]
func_70024_g(double arg0, double arg1, double arg2)	void
func_70026_G()	boolean
func_70027_ad()	boolean
func_70028_i(Entity e)	boolean

Methods	Return Type
func_70029_a(World w)	void
func_70030_z()	void
func_70031_b(boolean b)	void
func_70032_d(Entity e)	float
func_70033_W()	double
func_70034_d(float f)	void
func_70037_a(NBTTagCompound n)	void
func_70038_c(double arg0, double arg1, double arg2)	boolean
func_70039_c(NBTTagCompound n)	boolean
func_70040_Z()	Vec3d
func_70042_X()	double
func_70045_F()	boolean
func_70046_E()	AxisAlignedBB
func_70047_e()	float
func_70050_g(int i)	void
func_70051_ag()	boolean
func_70055_a(Material m)	boolean
func_70057_ab()	void
func_70058_J()	boolean
func_70066_B()	void
func_70067_L()	boolean
func_70068_e(Entity e)	double
func_70070_b()	int
func_70071_h_()	void
func_70072_I()	boolean
func_70074_a(EntityLivingBase e)	void
func_70075_an()	boolean
func_70077_a(EntityLightningBolt e)	void
func_70079_am()	float
func_70080_a(double arg0, double arg1, double arg2, float arg3, float arg4)	void
func_70082_c(float arg0, float arg1)	void
func_70086_ai()	int
func_70089_S()	boolean
func_70090_H()	boolean
func_70091_d(MoverType arg0, double arg1, double arg2, double arg3)	void
func_70092_e(double arg0, double arg1, double arg2)	double
func_70093_af()	boolean
func_70094_T()	boolean
func_70095_a(boolean b)	void
func_70097_a(DamageSource arg0, float arg1)	boolean
func_70098_U()	void
func_70099_a(ItemStack arg0, float arg1)	EntityItem

Methods	Return Type
func_70100_b_(EntityPlayer e)	void
func_70103_a(byte b)	void
func_70104_M()	boolean
func_70106_y()	void
func_70107_b(double arg0, double arg1, double arg2)	void
func_70108_f(Entity e)	void
func_70110_aj()	void
func_70111_Y()	float
func_70112_a(double d)	boolean
func_70114_g(Entity e)	AxisAlignedBB
func_70601_bi()	boolean
func_70603_bj()	float
func_70604_c(EntityLivingBase e)	void
func_70605_aq()	EntityMoveHelper
func_70606_j(float f)	void
func_70608_bn()	boolean
func_70613_aW()	boolean
func_70615_aA()	void
func_70617_f_()	boolean
func_70624_b(EntityLivingBase e)	void
func_70625_a(Entity arg0, float arg1, float arg2)	void
func_70627_aG()	int
func_70631_g_()	boolean
func_70634_a(double arg0, double arg1, double arg2)	void
func_70635_at()	EntitySenses
func_70636_d()	void
func_70637_d(boolean b)	void
func_70638_az()	EntityLivingBase
func_70641_bl()	int
func_70642_aH()	void
func_70643_av()	EntityLivingBase
func_70644_a(Potion p)	boolean
func_70645_a(DamageSource d)	void
func_70646_bf()	int
func_70648_aU()	boolean
func_70651_bq()	Collection<PotionEffect>
func_70652_k(Entity e)	boolean
func_70653_a(Entity arg0, float arg1, double arg2, double arg3)	void
func_70654_ax()	int
func_70656_aK()	void
func_70657_f(float f)	void
func_70658_aO()	int

Methods	Return Type
func_70659_e(float f)	void
func_70660_b(Potion p)	PotionEffect
func_70661_as()	PathNavigate
func_70662_br()	boolean
func_70668_bt()	EnumCreatureAttribute
func_70669_a(ItemStack i)	void
func_70671_ap()	EntityLookHelper
func_70674_bp()	void
func_70676_i(float f)	Vec3d
func_70678_g(float f)	float
func_70681_au()	Random
func_70683_ar()	EntityJumpHelper
func_70685_l(Entity e)	boolean
func_70686_a(Class<? extends net.minecraft.entity.EntityLivingBase> c)	boolean
func_70687_e(PotionEffect p)	boolean
func_70689_ay()	float
func_70690_d(PotionEffect p)	void
func_70691_i(float f)	void
func_70781_l()	boolean
func_71001_a(Entity arg0, int arg1)	void
func_82142_c(boolean b)	void
func_82143_as()	int
func_82145_z()	int
func_82147_ab()	int
func_82149_j(Entity e)	void
func_82150_aj()	boolean
func_82171_bF()	boolean
func_85029_a(CrashReportCategory c)	void
func_85031_j(Entity e)	boolean
func_85034_r(int i)	void
func_85035_bl()	int
func_90999_ad()	boolean
func_94059_bO()	boolean
func_94060_bK()	EntityLivingBase
func_94061_f(boolean b)	void
func_95999_t()	String
func_96092_aw()	boolean
func_96094_a(String s)	void
func_96124_cp()	Team
func_98034_c(EntityPlayer e)	boolean
func_98052_bS()	boolean
func_98053_h(boolean b)	void

Methods	Return Type
getCapability(Capability<T> arg0, EnumFacing arg1)	Object
getPickedResult(RayTraceResult r)	ItemStack
hasCapability(Capability<?> arg0, EnumFacing arg1)	boolean
isCreatureType(EnumCreatureType arg0, boolean arg1)	boolean
onAddedToWorld()	void
onRemovedFromWorld()	void
resetEntityId()	void
serializeNBT()	NBTTagCompound
serializeNBT()	NBTBase
shouldDismountInWater(Entity e)	boolean
shouldRenderInPass(int i)	boolean
shouldRiderFaceForward(EntityPlayer e)	boolean
shouldRiderSit()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

PathPoint

Class

net.minecraft.pathfinding.PathPoint

Extends

Fields	Type
field_186284_j	float
field_186285_k	float
field_186286_l	float
field_186287_m	PathNodeType
field_75833_f	float
field_75834_g	float
field_75835_d	int
field_75836_e	float
field_75837_b	int
field_75838_c	int
field_75839_a	int
field_75841_h	PathPoint
field_75842_i	boolean

Methods	Return Type
func_186281_c(PathPoint p)	float
func_186283_a(int arg0, int arg1, int arg2)	PathPoint
func_75829_a(PathPoint p)	float
func_75831_a()	boolean
func_75832_b(PathPoint p)	float
wait(long arg0, int arg1)	void

Methods	Return Type
wait(long l)	void

TexturedQuad

Class

net.minecraft.client.model.TexturedQuad

Extends

Fields	Type
field_78237_b	int
field_78239_a	PositionTextureVertex[]

Methods	Return Type
func_178765_a(BufferBuilder arg0, float arg1)	void
func_78235_a()	void
wait(long arg0, int arg1)	void
wait(long l)	void

ModelResolver

Interface

net.optifine.entity.model.anim.IModelResolver

Extends

ExpressionResolver

Methods	Return Type
getExpression(String s)	Expression
getModelRenderer(String s)	ModelRenderer
getModelVariable(String s)	ModelVariableFloat

Screen

Interface

com.feed_the_beast.ftbquests.tile.IScreen

Extends

Paintable

Fields	Type
offsetX	int
offsetY	int
offsetZ	int
paint	BlockState

Methods	Return Type
paint(BlockState arg0, EnumFacing arg1, boolean arg2)	void

ChangeCallback

Interface

com.feed_the_beast.ftblib.lib.tile.IChangeCallback

Extends

Methods	Return Type
onContentsChanged(boolean b)	void

FrameType

Class

net.minecraft.advancements.FrameType

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_192307_a()	String
func_192309_b()	int
func_193229_c()	TextFormatting
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

CriterionInstance

Interface

net.minecraft.advancements.ICriterionInstance

Extends

Methods	Return Type
func_192244_a()	ResourceLocation

ClickEvent$Action

Class

net.minecraft.util.text.event.ClickEvent$Action

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_150673_b()	String
func_150674_a()	boolean
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

HoverEvent$Action

Class

net.minecraft.util.text.event.HoverEvent$Action

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_150685_b()	String
func_150686_a()	boolean
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

ItemTransformVec3f

Class

net.minecraft.client.renderer.block.model.ItemTransformVec3f

Extends

ModelState

Fields	Type
field_178363_d	Vector3f
field_178364_b	Vector3f
field_178365_c	Vector3f

Methods	Return Type
apply(Optional<? extends net.minecraftforge.common.model.IModelPart> o)	Optional<TRSRTransformation>
wait(long arg0, int arg1)	void
wait(long l)	void

ItemOverride

Class

net.minecraft.client.renderer.block.model.ItemOverride

Extends

Methods	Return Type
func_188026_a()	ResourceLocation
wait(long arg0, int arg1)	void
wait(long l)	void

SetVisibility

Class

net.minecraft.client.renderer.chunk.SetVisibility

Extends

Methods	Return Type
func_178618_a(boolean b)	void
func_178619_a(EnumFacing arg0, EnumFacing arg1, boolean arg2)	void
func_178620_a(Set<EnumFacing> s)	void
func_178621_a(EnumFacing arg0, EnumFacing arg1)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

ChunkCompileTaskGenerator$Status

Class

net.minecraft.client.renderer.chunk.ChunkCompileTaskGenerator$Status

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

ChunkCompileTaskGenerator$Type

Class

net.minecraft.client.renderer.chunk.ChunkCompileTaskGenerator$Type

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

Sound$Type

Class

net.minecraft.client.audio.Sound$Type

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

ShaderManager

Class

net.minecraft.client.shader.ShaderManager

Extends

Methods	Return Type
func_147984_b(String s)	ShaderUniform
func_147985_d()	void
func_147986_h()	int
func_147988_a()	void
func_147989_e()	ShaderLoader
func_147991_a(String s)	ShaderUniform
func_147992_a(String arg0, Object arg1)	void
func_147993_b()	void

Methods	Return Type
func_147994_f()	ShaderLoader
func_147995_c()	void
wait(long arg0, int arg1)	void
wait(long l)	void

LinkedList$Node

Class

net.optifine.util.LinkedList$Node

Extends

Fields	Type
item	Object
next	LinkedList$Node<T>
prev	LinkedList$Node<T>

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

VboRenderList

Class

net.minecraft.client.renderer.VboRenderList

Extends

ChunkRenderContainer

Methods	Return Type
func_178001_a(BlockRenderLayer b)	void
func_178002_a(RenderChunk arg0, BlockRenderLayer arg1)	void
func_178003_a(RenderChunk r)	void
func_178004_a(double arg0, double arg1, double arg2)	void
func_178010_a()	void
preRenderRegion(int arg0, int arg1, int arg2)	void
wait(long arg0, int arg1)	void
wait(long l)	void

VertexFormatElement$EnumType

Class

net.minecraft.client.renderer.vertex.VertexFormatElement$EnumType

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_177395_a()	int
func_177396_b()	String
func_177397_c()	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

VertexFormatElement$EnumUsage

Class
net.minecraft.client.renderer.vertex.VertexFormatElement$EnumUsage

Extends
Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_177384_a()	String
name()	String
ordinal()	int
postDraw(VertexFormat arg0, int arg1, int arg2, ByteBuffer arg3)	void
preDraw(VertexFormat arg0, int arg1, int arg2, ByteBuffer arg3)	void
wait(long arg0, int arg1)	void
wait(long l)	void

Function

Interface
it.unimi.dsi.fastutil.Function

Extends

Methods	Return Type
clear()	void
containsKey(Object o)	boolean
get(Object o)	Object
put(Object arg0, Object arg1)	Object
remove(Object o)	Object
size()	int

LongCollection

Interface

it.unimi.dsi.fastutil.longs.LongCollection

Extends

Collection

LongIterable

Fields	Type
empty	boolean

Methods	Return Type
add(long l)	boolean
add(Object o)	boolean
addAll(LongCollection l)	boolean
addAll(Collection<? extends E> c)	boolean
clear()	void
contains(long l)	boolean
contains(Object o)	boolean
containsAll(LongCollection l)	boolean
containsAll(Collection<?> c)	boolean
forEach(Consumer<? super T> c)	void
iterator()	LongIterator
iterator()	Iterator<E>
iterator()	Iterator<T>
longIterator()	LongIterator
parallelStream()	Stream<E>
rem(long l)	boolean
remove(Object o)	boolean
removeAll(LongCollection l)	boolean
removeAll(Collection<?> c)	boolean
removeIf(Predicate<? super E> p)	boolean
retainAll(LongCollection l)	boolean
retainAll(Collection<?> c)	boolean
size()	int
spliterator()	Spliterator<E>
stream()	Stream<E>
toArray(long[] l)	long[]
toArray(Object[] o)	Object[]
toArray()	Object[]
toLongArray()	long[]
toLongArray(long[] l)	long[]

LongIterator

Interface

Interface

it.unimi.dsi.fastutil.longs.LongIterator

Extends

Iterator

Methods	Return Type
forEachRemaining(Consumer<? super E> c)	void
hasNext()	boolean
next()	Object
nextLong()	long
remove()	void
skip(int i)	int

EntityOwnable

Interface

net.minecraft.entity.IEntityOwnable

Extends

Methods	Return Type
func_184753_b()	UUID
func_70902_q()	Entity

SpectatorMenuObject

Interface

net.minecraft.client.gui.spectator.ISpectatorMenuObject

Extends

Methods	Return Type
func_178661_a(SpectatorMenu s)	void
func_178662_A_()	boolean
func_178663_a(float arg0, int arg1)	void
func_178664_z_()	TextComponent

SpectatorDetails

Class

net.minecraft.client.gui.spectator.categories.SpectatorDetails

Extends

Methods	Return Type
func_178680_a(int i)	SpectatorMenuObject
func_178681_b()	int
wait(long arg0, int arg1)	void
wait(long l)	void

SpectatorMenuView

Interface

net.minecraft.client.gui.spectator.ISpectatorMenuView

Extends

Methods	Return Type
func_178669_a()	List<SpectatorMenuObject>
func_178670_b()	TextComponent

BossInfo

Class

net.minecraft.world.BossInfo

Extends

Methods	Return Type
func_186734_i()	boolean
func_186735_a(float f)	void
func_186736_g()	BossInfo$Color
func_186737_d()	UUID
func_186738_f()	float
func_186739_a(TextComponent t)	void
func_186740_h()	BossInfo$Overlay
func_186741_a(boolean b)	BossInfo
func_186742_b(boolean b)	BossInfo
func_186743_c(boolean b)	BossInfo
func_186744_e()	TextComponent
func_186745_a(BossInfo$Color b)	void
func_186746_a(BossInfo$Overlay b)	void
func_186747_j()	boolean
func_186748_k()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

MapData$MapInfo

Class

net.minecraft.world.storage.MapData$MapInfo

Extends

Fields	Type
field_76211_a	EntityPlayer
field_82569_d	int

Methods	Return Type

Methods	Return Type
func_176101_a(ItemStack i)	Packet<?>
func_176102_a(int arg0, int arg1)	void
wait(long arg0, int arg1)	void
wait(long l)	void

MapDecoration

Class

net.minecraft.world.storage.MapDecoration

Extends

Methods	Return Type
func_176110_a()	byte
func_176111_d()	byte
func_176112_b()	byte
func_176113_c()	byte
func_191179_b()	MapDecoration$Type
func_191180_f()	boolean
render(int i)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

CriterionProgress

Class

net.minecraft.advancements.CriterionProgress

Extends

Methods	Return Type
func_192148_e()	JsonElement
func_192150_a(PacketBuffer p)	void
func_192151_a()	boolean
func_192153_b()	void
func_192154_c()	void
func_193140_d()	Date
wait(long arg0, int arg1)	void
wait(long l)	void

AdvancementList$Listener

Interface

net.minecraft.advancements.AdvancementList$Listener

Extends

Methods	Return Type

Methods	Return Type
func_191928_b(Advancement a)	void
func_191929_d(Advancement a)	void
func_191930_a()	void
func_191931_a(Advancement a)	void
func_191932_c(Advancement a)	void

SoundSystem

Class
paulscode.sound.SoundSystem

Extends

Fields	Type
listenerData	ListenerData
masterVolume	float
randomNumberGenerator	Random

Methods	Return Type
activate(String s)	void
backgroundMusic(String arg0, String arg1, boolean arg2)	void
backgroundMusic(String arg0, URL arg1, String arg2, boolean arg3)	void
changeDopplerFactor(float f)	void
changeDopplerVelocity(float f)	void
checkFadeVolumes()	void
cleanup()	void
CommandQueue(CommandObject c)	boolean
cull(String s)	void
dequeueSound(String arg0, String arg1)	void
fadeOut(String arg0, URL arg1, String arg2, long arg3)	void
fadeOut(String arg0, String arg1, long arg2)	void
fadeOutIn(String arg0, String arg1, long arg2, long arg3)	void
fadeOutIn(String arg0, URL arg1, String arg2, long arg3, long arg4)	void
feedRawAudioData(String arg0, byte[] arg1)	void
flush(String s)	void
getPitch(String s)	float
getVolume(String s)	float
interruptCommandThread()	void
loadSound(URL arg0, String arg1)	void
loadSound(byte[] arg0, AudioFormat arg1, String arg2)	void
loadSound(String s)	void
millisecondsPlayed(String s)	float
moveListener(float arg0, float arg1, float arg2)	void
newLibrary(Class c)	boolean
newSource(boolean arg0, String arg1, String arg2, boolean arg3, float arg4, float arg5, float arg6, int arg7, float arg8)	void

Methods	Return Type
newSource(boolean arg0, String arg1, URL arg2, String arg3, boolean arg4, float arg5, float arg6, float arg7, int arg8, float arg9)	void
newStreamingSource(boolean arg0, String arg1, String arg2, boolean arg3, float arg4, float arg5, float arg6, int arg7, float arg8)	void
newStreamingSource(boolean arg0, String arg1, URL arg2, String arg3, boolean arg4, float arg5, float arg6, float arg7, int arg8, float arg9)	void
pause(String s)	void
play(String s)	void
playing()	boolean
playing(String s)	boolean
queueSound(String arg0, String arg1)	void
queueSound(String arg0, URL arg1, String arg2)	void
quickPlay(boolean arg0, URL arg1, String arg2, boolean arg3, float arg4, float arg5, float arg6, int arg7, float arg8)	String
quickPlay(boolean arg0, String arg1, boolean arg2, float arg3, float arg4, float arg5, int arg6, float arg7)	String
quickStream(boolean arg0, URL arg1, String arg2, boolean arg3, float arg4, float arg5, float arg6, int arg7, float arg8)	String
quickStream(boolean arg0, String arg1, boolean arg2, float arg3, float arg4, float arg5, int arg6, float arg7)	String
rawDataStream(AudioFormat arg0, boolean arg1, String arg2, float arg3, float arg4, float arg5, int arg6, float arg7)	void
removeSource(String s)	void
removeTemporarySources()	void
rewind(String s)	void
setAttenuation(String arg0, int arg1)	void
setDistOrRoll(String arg0, float arg1)	void
setListenerAngle(float f)	void
setListenerOrientation(float arg0, float arg1, float arg2, float arg3, float arg4, float arg5)	void
setListenerPosition(float arg0, float arg1, float arg2)	void
setListenerVelocity(float arg0, float arg1, float arg2)	void
setLooping(String arg0, boolean arg1)	void
setPitch(String arg0, float arg1)	void
setPosition(String arg0, float arg1, float arg2, float arg3)	void
setPriority(String arg0, boolean arg1)	void
setTemporary(String arg0, boolean arg1)	void
setVelocity(String arg0, float arg1, float arg2, float arg3)	void
setVolume(String arg0, float arg1)	void
stop(String s)	void
switchLibrary(Class c)	boolean
turnListener(float f)	void
unloadSound(String s)	void
wait(long arg0, int arg1)	void
wait(long l)	void

ListenerData

Class
paulscode.sound.ListenerData

Extends

Fields	Type
angle	float
lookAt	Vector3D
position	Vector3D
up	Vector3D
velocity	Vector3D

Methods	Return Type
setAngle(float f)	void
setData(ListenerData l)	void
setData(Vector3D arg0, Vector3D arg1, Vector3D arg2, float arg3)	void
setData(float arg0, float arg1, float arg2, float arg3, float arg4, float arg5, float arg6, float arg7, float arg8, float arg9)	void
setOrientation(Vector3D arg0, Vector3D arg1)	void
setOrientation(float arg0, float arg1, float arg2, float arg3, float arg4, float arg5)	void
setPosition(Vector3D v)	void
setPosition(float arg0, float arg1, float arg2)	void
setVelocity(float arg0, float arg1, float arg2)	void
setVelocity(Vector3D v)	void
wait(long arg0, int arg1)	void
wait(long l)	void

CommandObject

Class
paulscode.sound.CommandObject

Extends

Fields	Type
boolArgs	boolean[]
buffer	byte[]
classArgs	Class[]
Command	int
floatArgs	float[]
intArgs	int[]
longArgs	long[]
objectArgs	Object[]
stringArgs	String[]

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

UserList

Class
net.minecraft.server.management.UserList

Extends

Methods	Return Type
func_152678_f()	void
func_152683_b(Object o)	UserListEntry
func_152684_c(Object o)	void
func_152685_a()	String[]
func_152686_a(boolean b)	void
func_152687_a(UserListEntry u)	void
func_152689_b()	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

UserListEntry

Class

net.minecraft.server.management.UserListEntry

Extends

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

UserListIPBansEntry

Class

net.minecraft.server.management.UserListIPBansEntry

Extends

UserListEntryBan

Methods	Return Type
func_73680_d()	Date
func_73686_f()	String
wait(long arg0, int arg1)	void
wait(long l)	void

Int2ByteFunction

Interface

it.unimi.dsi.fastutil.ints.Int2ByteFunction

Extends

Function

Methods	Return Type
clear()	void
containsKey(int i)	boolean
containsKey(Object o)	boolean

Methods	Return Type
defaultReturnValue(byte b)	void
defaultReturnValue()	byte
get(int i)	byte
get(Object o)	Object
put(int arg0, byte arg1)	byte
put(Object arg0, Object arg1)	Object
remove(int i)	byte
remove(Object o)	Object
size()	int

Int2ObjectFunction

Interface

it.unimi.dsi.fastutil.ints.Int2ObjectFunction

Extends

Function

Methods	Return Type
clear()	void
containsKey(int i)	boolean
containsKey(Object o)	boolean
defaultReturnValue(Object o)	void
defaultReturnValue()	Object
get(int i)	Object
get(Object o)	Object
put(int arg0, Object arg1)	Object
put(Object arg0, Object arg1)	Object
remove(int i)	Object
remove(Object o)	Object
size()	int

Panel

Class

com.feed_the_beast.ftblib.lib.gui.Panel

Extends

Widget

Fields	Type
attachedScrollbar	PanelScrollBar
contentHeight	int
contentHeightExtra	int
contentWidth	int
contentWidthExtra	int

Fields	Type
defaultScrollVertical	boolean
enabled	boolean
gui	GuiBase
height	int
ingredientUnderMouse	Object
mouseOver	boolean
mouseOverAnyWidget	boolean
mouseX	int
mouseY	int
offset	boolean
onlyInteractWithWidgetsInside	boolean
onlyRenderWidgetsInside	boolean
parent	Panel
partialTicks	float
posX	int
posY	int
screen	ScaledResolution
scrollStep	int
scrollX	int
scrollY	int
title	String
unicode	boolean
widgets	List<Widget>
widgetType	WidgetType
width	int
x	int
y	int

Methods	Return Type
acceptGhostIngredient(Object o)	void
add(Widget w)	void
addAll(Iterable<? extends com.feed_the_beast.ftblib.lib.gui.Widget> i)	void
addMouseOverText(List<String> l)	void
addWidgets()	void
align(WidgetLayout w)	int
alignWidgets()	void
checkMouseOver(int arg0, int arg1)	boolean
clearWidgets()	void
closeContextMenu()	void
closeGui(boolean b)	void
closeGui()	void
collidesWith(int arg0, int arg1, int arg2, int arg3)	boolean
draw(Theme arg0, int arg1, int arg2, int arg3, int arg4)	void

Methods	Return Type
drawBackground(Theme arg0, int arg1, int arg2, int arg3, int arg4)	void
drawOffsetBackground(Theme arg0, int arg1, int arg2, int arg3, int arg4)	void
drawWidget(Theme arg0, Widget arg1, int arg2, int arg3, int arg4, int arg5, int arg6)	void
getWidget(int i)	Widget
handleClick(String s)	boolean
handleClick(String arg0, String arg1)	boolean
isGhostIngredientTarget(Object o)	boolean
keyPressed(int arg0, char arg1)	boolean
keyReleased(int i)	void
mousePressed(MouseButton m)	boolean
mouseReleased(MouseButton m)	void
mouseScrolled(int i)	boolean
movePanelScroll(int arg0, int arg1)	boolean
onClosed()	void
openContextMenu(Panel p)	void
openGui()	void
openGuiLater()	void
refreshWidgets()	void
run()	void
scrollPanel(int i)	boolean
setHeight(int i)	void
setPos(int arg0, int arg1)	void
setPosAndSize(int arg0, int arg1, int arg2, int arg3)	Widget
setSize(int arg0, int arg1)	void
setWidth(int i)	void
shouldAddMouseOverText()	boolean
shouldDraw()	boolean
tick()	void
updateMouseOver(int arg0, int arg1)	void
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketUseEntity$Action

Class

net.minecraft.network.play.client.CPacketUseEntity$Action

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int

Methods	Return Type
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketClientStatus$State

Class

net.minecraft.network.play.client.CPacketClientStatus$State

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketPlayerDigging$Action

Class

net.minecraft.network.play.client.CPacketPlayerDigging$Action

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketEntityAction$Action

Class

net.minecraft.network.play.client.CPacketEntityAction$Action

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketRecipeInfo$Purpose

Class

net.minecraft.network.play.client.CPacketRecipeInfo$Purpose

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

CPacketSeenAdvancements$Action

Class

net.minecraft.network.play.client.CPacketSeenAdvancements$Action

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

JsonSerializable

Interface

net.minecraft.util.IJsonSerializable

Extends

Methods	Return Type
func_151003_a()	JsonElement
func_152753_a(JsonElement j)	void

IntBidirectionalIterator

Interface

it.unimi.dsi.fastutil.ints.IntBidirectionalIterator

Extends

IntIterator

ObjectBidirectionalIterator

Methods	Return Type
back(int i)	int
forEachRemaining(Consumer<? super E> c)	void
hasNext()	boolean
hasPrevious()	boolean
next()	Object
nextInt()	int
previous()	Object
previousInt()	int
remove()	void
skip(int i)	int
skip(int i)	int

BlockStatePaletteResizer

Interface

net.minecraft.world.chunk.IBlockStatePaletteResizer

Extends

Methods	Return Type
func_186008_a(int arg0, BlockState arg1)	int

BlockFlower

Class

Class

net.minecraft.block.BlockFlower

Extends

BlockBush

Fields	Type
delegate	RegistryDelegate<T>
field_149763_l	float
field_149765_K	float
field_149772_a	CreativeTabs
field_149781_w	float
field_149782_v	float
field_176227_L	BlockStateContainer
registryName	ResourceLocation
registryType	Class<T>

Methods	Return Type
addDestroyEffects(World arg0, BlockPos arg1, ParticleManager arg2)	boolean
addHitEffects(BlockState arg0, World arg1, RayTraceResult arg2, ParticleManager arg3)	boolean
addLandingEffects(BlockState arg0, WorldServer arg1, BlockPos arg2, BlockState arg3, EntityLivingBase arg4, int arg5)	boolean
addRunningEffects(BlockState arg0, World arg1, BlockPos arg2, Entity arg3)	boolean
beginLeavesDecay(BlockState arg0, World arg1, BlockPos arg2)	void
canBeConnectedTo(BlockAccess arg0, BlockPos arg1, EnumFacing arg2)	boolean
canBeReplacedByLeaves(BlockState arg0, BlockAccess arg1, BlockPos arg2)	boolean
canConnectRedstone(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3)	boolean
canCreatureSpawn(BlockState arg0, BlockAccess arg1, BlockPos arg2, EntityLiving$SpawnPlacementType arg3)	boolean
canEntityDestroy(BlockState arg0, BlockAccess arg1, BlockPos arg2, Entity arg3)	boolean
canHarvestBlock(BlockAccess arg0, BlockPos arg1, EntityPlayer arg2)	boolean
canPlaceTorchOnTop(BlockState arg0, BlockAccess arg1, BlockPos arg2)	boolean
canRenderInLayer(BlockState arg0, BlockRenderLayer arg1)	boolean
canSilkHarvest(World arg0, BlockPos arg1, BlockState arg2, EntityPlayer arg3)	boolean
canSustainLeaves(BlockState arg0, BlockAccess arg1, BlockPos arg2)	boolean
canSustainPlant(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3, Plantable arg4)	boolean
createTileEntity(World arg0, BlockState arg1)	TileEntity
doesSideBlockChestOpening(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3)	boolean
doesSideBlockRendering(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3)	boolean
func_149637_q(BlockState b)	boolean
func_149638_a(Entity e)	float
func_149645_b(BlockState b)	EnumBlockRenderType
func_149647_a(CreativeTabs c)	Block
func_149652_G()	boolean
func_149653_t()	boolean

Methods	Return Type
func_149656_h(BlockState b)	EnumPushReaction
func_149659_a(Explosion e)	boolean
func_149662_c(BlockState b)	boolean
func_149663_c(String s)	Block
func_149666_a(CreativeTabs arg0, NonNullList<ItemStack> arg1)	void
func_149667_c(Block b)	boolean
func_149675_a(boolean b)	Block
func_149679_a(int arg0, Random arg1)	int
func_149686_d(BlockState b)	boolean
func_149688_o(BlockState b)	Material
func_149698_L()	boolean
func_149703_v()	boolean
func_149708_J()	CreativeTabs
func_149710_n(BlockState b)	boolean
func_149711_c(float f)	Block
func_149713_g(int i)	Block
func_149715_a(float f)	Block
func_149716_u()	boolean
func_149717_k(BlockState b)	int
func_149721_r(BlockState b)	boolean
func_149722_s()	Block
func_149730_j(BlockState b)	boolean
func_149732_F()	String
func_149738_a(World w)	int
func_149739_a()	String
func_149740_M(BlockState b)	boolean
func_149744_f(BlockState b)	boolean
func_149745_a(Random r)	int
func_149750_m(BlockState b)	int
func_149751_l(BlockState b)	boolean
func_149752_b(float f)	Block
func_176194_O()	BlockStateContainer
func_176195_g(BlockState arg0, World arg1, BlockPos arg2)	float
func_176196_c(World arg0, BlockPos arg1)	boolean
func_176197_a(World arg0, BlockPos arg1, Entity arg2, Vec3d arg3)	Vec3d
func_176198_a(World arg0, BlockPos arg1, EnumFacing arg2)	boolean
func_176199_a(World arg0, BlockPos arg1, Entity arg2)	void
func_176200_f(BlockAccess arg0, BlockPos arg1)	boolean
func_176201_c(BlockState b)	int
func_176203_a(int i)	BlockState
func_176205_b(BlockAccess arg0, BlockPos arg1)	boolean
func_176206_d(World arg0, BlockPos arg1, BlockState arg2)	void

Methods	Return Type
func_176208_a(World arg0, BlockPos arg1, BlockState arg2, EntityPlayer arg3)	void
func_176209_a(BlockState arg0, boolean arg1)	boolean
func_176211_b(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3)	int
func_176213_c(World arg0, BlockPos arg1, BlockState arg2)	void
func_176214_u(BlockState b)	boolean
func_176216_a(World arg0, Entity arg1)	void
func_176218_Q()	Block$EnumOffsetType
func_176221_a(BlockState arg0, BlockAccess arg1, BlockPos arg2)	BlockState
func_176223_P()	BlockState
func_176224_k(World arg0, BlockPos arg1)	void
func_176225_a(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3)	boolean
func_176226_b(World arg0, BlockPos arg1, BlockState arg2, int arg3)	void
func_176494_l()	Property<BlockFlower$EnumFlowerType>
func_176495_j()	BlockFlower$EnumFlowerColor
func_180633_a(World arg0, BlockPos arg1, BlockState arg2, EntityLivingBase arg3, ItemStack arg4)	void
func_180634_a(World arg0, BlockPos arg1, BlockState arg2, Entity arg3)	void
func_180636_a(BlockState arg0, World arg1, BlockPos arg2, Vec3d arg3, Vec3d arg4)	RayTraceResult
func_180637_b(World arg0, BlockPos arg1, int arg2)	void
func_180639_a(World arg0, BlockPos arg1, BlockState arg2, EntityPlayer arg3, EnumHand arg4, EnumFacing arg5, float arg6, float arg7, float arg8)	boolean
func_180640_a(BlockState arg0, World arg1, BlockPos arg2)	AxisAlignedBB
func_180641_l(BlockState arg0, World arg1, BlockPos arg2)	int
func_180642_a(World arg0, BlockPos arg1, EnumFacing arg2, float arg3, float arg4, float arg5, int arg6, EntityLivingBase arg7)	BlockState
func_180645_a(World arg0, BlockPos arg1, BlockState arg2, Random arg3)	void
func_180646_a(BlockState arg0, BlockAccess arg1, BlockPos arg2)	AxisAlignedBB
func_180647_a(BlockState arg0, EntityPlayer arg1, World arg2, BlockPos arg3)	float
func_180649_a(World arg0, BlockPos arg1, EntityPlayer arg2)	void
func_180650_b(World arg0, BlockPos arg1, BlockState arg2, Random arg3)	void
func_180651_a(BlockState b)	int
func_180652_a(World arg0, BlockPos arg1, Explosion arg2)	void
func_180653_a(World arg0, BlockPos arg1, BlockState arg2, float arg3, int arg4)	void
func_180655_c(BlockState arg0, World arg1, BlockPos arg2, Random arg3)	void
func_180656_a(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3)	int
func_180657_a(World arg0, EntityPlayer arg1, BlockPos arg2, BlockState arg3, TileEntity arg4, ItemStack arg5)	void
func_180658_a(World arg0, BlockPos arg1, Entity arg2, float arg3)	void
func_180659_g(BlockState arg0, BlockAccess arg1, BlockPos arg2)	MapColor
func_180660_a(BlockState arg0, Random arg1, int arg2)	Item
func_180663_b(World arg0, BlockPos arg1, BlockState arg2)	void
func_180664_k()	BlockRenderLayer
func_180671_f(World arg0, BlockPos arg1, BlockState arg2)	boolean
func_181623_g()	boolean
func_185467_w()	SoundType

Methods	Return Type
func_185471_a(BlockState arg0, Mirror arg1)	BlockState
func_185473_a(World arg0, BlockPos arg1, BlockState arg2)	ItemStack
func_185477_a(BlockState arg0, World arg1, BlockPos arg2, AxisAlignedBB arg3, List<AxisAlignedBB> arg4, Entity arg5, boolean arg6)	void
func_185481_k(BlockState b)	boolean
func_185484_c(BlockState arg0, BlockAccess arg1, BlockPos arg2)	int
func_185485_f(BlockState b)	float
func_185496_a(BlockState arg0, BlockAccess arg1, BlockPos arg2)	AxisAlignedBB
func_185499_a(BlockState arg0, Rotation arg1)	BlockState
func_189539_a(BlockState arg0, World arg1, BlockPos arg2, int arg3, int arg4)	boolean
func_189540_a(BlockState arg0, World arg1, BlockPos arg2, Block arg3, BlockPos arg4)	void
func_189872_a(BlockState arg0, Entity arg1)	boolean
func_190946_v(BlockState b)	boolean
func_190948_a(ItemStack arg0, World arg1, List<String> arg2, TooltipFlag arg3)	void
func_190949_e(BlockState arg0, BlockAccess arg1, BlockPos arg2)	Vec3d
func_193383_a(BlockAccess arg0, BlockState arg1, BlockPos arg2, EnumFacing arg3)	BlockFaceShape
getAiPathNodeType(BlockState arg0, BlockAccess arg1, BlockPos arg2, EntityLiving arg3)	PathNodeType
getAiPathNodeType(BlockState arg0, BlockAccess arg1, BlockPos arg2)	PathNodeType
getBeaconColorMultiplier(BlockState arg0, World arg1, BlockPos arg2, BlockPos arg3)	float[]
getBedDirection(BlockState arg0, BlockAccess arg1, BlockPos arg2)	EnumFacing
getBedSpawnPosition(BlockState arg0, BlockAccess arg1, BlockPos arg2, EntityPlayer arg3)	BlockPos
getBlockLiquidHeight(World arg0, BlockPos arg1, BlockState arg2, Material arg3)	float
getDrops(BlockAccess arg0, BlockPos arg1, BlockState arg2, int arg3)	List<ItemStack>
getDrops(NonNullList<ItemStack> arg0, BlockAccess arg1, BlockPos arg2, BlockState arg3, int arg4)	void
getEnchantPowerBonus(World arg0, BlockPos arg1)	float
getExpDrop(BlockState arg0, BlockAccess arg1, BlockPos arg2, int arg3)	int
getExplosionResistance(World arg0, BlockPos arg1, Entity arg2, Explosion arg3)	float
getExtendedState(BlockState arg0, BlockAccess arg1, BlockPos arg2)	BlockState
getFireSpreadSpeed(BlockAccess arg0, BlockPos arg1, EnumFacing arg2)	int
getFlammability(BlockAccess arg0, BlockPos arg1, EnumFacing arg2)	int
getFogColor(World arg0, BlockPos arg1, BlockState arg2, Entity arg3, Vec3d arg4, float arg5)	Vec3d
getHarvestLevel(BlockState b)	int
getHarvestTool(BlockState b)	String
getLightOpacity(BlockState arg0, BlockAccess arg1, BlockPos arg2)	int
getLightValue(BlockState arg0, BlockAccess arg1, BlockPos arg2)	int
getPickBlock(BlockState arg0, RayTraceResult arg1, World arg2, BlockPos arg3, EntityPlayer arg4)	ItemStack
getPlant(BlockAccess arg0, BlockPos arg1)	BlockState
getPlantType(BlockAccess arg0, BlockPos arg1)	EnumPlantType
getSlipperiness(BlockState arg0, BlockAccess arg1, BlockPos arg2, Entity arg3)	float
getSoundType(BlockState arg0, World arg1, BlockPos arg2, Entity arg3)	SoundType
getStateAtViewpoint(BlockState arg0, BlockAccess arg1, BlockPos arg2, Vec3d arg3)	BlockState
getStateForPlacement(World arg0, BlockPos arg1, EnumFacing arg2, float arg3, float arg4, float arg5, int arg6, EntityLivingBase arg7, EnumHand arg8)	BlockState

Methods	Return Type
getValidRotations(World arg0, BlockPos arg1)	EnumFacing[]
getWeakChanges(BlockAccess arg0, BlockPos arg1)	boolean
hasTileEntity(BlockState b)	boolean
isAABBInsideLiquid(World arg0, BlockPos arg1, AxisAlignedBB arg2)	Boolean
isAABBInsideMaterial(World arg0, BlockPos arg1, AxisAlignedBB arg2, Material arg3)	Boolean
isAir(BlockState arg0, BlockAccess arg1, BlockPos arg2)	boolean
isBeaconBase(BlockAccess arg0, BlockPos arg1, BlockPos arg2)	boolean
isBed(BlockState arg0, BlockAccess arg1, BlockPos arg2, Entity arg3)	boolean
isBedFoot(BlockAccess arg0, BlockPos arg1)	boolean
isBurning(BlockAccess arg0, BlockPos arg1)	boolean
isEntityInsideMaterial(BlockAccess arg0, BlockPos arg1, BlockState arg2, Entity arg3, double arg4, Material arg5, boolean arg6)	Boolean
isFertile(World arg0, BlockPos arg1)	boolean
isFireSource(World arg0, BlockPos arg1, EnumFacing arg2)	boolean
isFlammable(BlockAccess arg0, BlockPos arg1, EnumFacing arg2)	boolean
isFoliage(BlockAccess arg0, BlockPos arg1)	boolean
isLadder(BlockState arg0, BlockAccess arg1, BlockPos arg2, EntityLivingBase arg3)	boolean
isLeaves(BlockState arg0, BlockAccess arg1, BlockPos arg2)	boolean
isNormalCube(BlockState arg0, BlockAccess arg1, BlockPos arg2)	boolean
isReplaceableOreGen(BlockState arg0, BlockAccess arg1, BlockPos arg2, Predicate<BlockState> arg3)	boolean
isSideSolid(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3)	boolean
isStickyBlock(BlockState b)	boolean
isToolEffective(String arg0, BlockState arg1)	boolean
isWood(BlockAccess arg0, BlockPos arg1)	boolean
observedNeighborChange(BlockState arg0, World arg1, BlockPos arg2, Block arg3, BlockPos arg4)	void
onBlockExploded(World arg0, BlockPos arg1, Explosion arg2)	void
onNeighborChange(BlockAccess arg0, BlockPos arg1, BlockPos arg2)	void
onPlantGrow(BlockState arg0, World arg1, BlockPos arg2, BlockPos arg3)	void
quantityDropped(BlockState arg0, int arg1, Random arg2)	int
recolorBlock(World arg0, BlockPos arg1, EnumFacing arg2, EnumDyeColor arg3)	boolean
removedByPlayer(BlockState arg0, World arg1, BlockPos arg2, EntityPlayer arg3, boolean arg4)	boolean
rotateBlock(World arg0, BlockPos arg1, EnumFacing arg2)	boolean
setBedOccupied(BlockAccess arg0, BlockPos arg1, EntityPlayer arg2, boolean arg3)	void
setDefaultSlipperiness(float f)	void
setHarvestLevel(String arg0, int arg1, BlockState arg2)	void
setHarvestLevel(String arg0, int arg1)	void
shouldCheckWeakPower(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

RandomValueRange

Class
net.minecraft.world.storage.loot.RandomValueRange

Extends

Methods	Return Type
func_186507_b(Random r)	float
func_186509_a()	float
func_186510_a(int i)	boolean
func_186511_a(Random r)	int
func_186512_b()	float
wait(long arg0, int arg1)	void
wait(long l)	void

LootEntry

Class

net.minecraft.world.storage.loot.LootEntry

Extends

Fields	Type
entryName	String
field_186364_c	int
field_186365_d	int

Methods	Return Type
func_186361_a(float f)	int
func_186363_a(Collection<ItemStack> arg0, Random arg1, LootContext arg2)	void
wait(long arg0, int arg1)	void
wait(long l)	void

LootContext$EntityTarget

Class

net.minecraft.world.storage.loot.LootContext$EntityTarget

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

Template$BlockInfo

Class

net.minecraft.world.gen.structure.template.Template$BlockInfo

Extends

Fields	Type
field_186242_a	BlockPos
field_186243_b	BlockState
field_186244_c	NBTTagCompound

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

FunctionManager$QueuedCommand

Class

net.minecraft.advancements.FunctionManager$QueuedCommand

Extends

Methods	Return Type
func_194222_a(ArrayDeque<FunctionManager$QueuedCommand> arg0, int arg1)	void
wait(long arg0, int arg1)	void
wait(long l)	void

Int2IntFunction

Interface

it.unimi.dsi.fastutil.ints.Int2IntFunction

Extends

Function

Methods	Return Type
clear()	void
containsKey(int i)	boolean
containsKey(Object o)	boolean
defaultReturnValue(int i)	void
defaultReturnValue()	int
get(int i)	int
get(Object o)	Object
put(int arg0, int arg1)	int
put(Object arg0, Object arg1)	Object
remove(int i)	int
remove(Object o)	Object
size()	int

Int2IntMap$Entry

Interface

it.unimi.dsi.fastutil.ints.Int2IntMap$Entry

Extends

Map$Entry

Fields	Type
intKey	int
intValue	int
key	Object
value	Object

Methods	Return Type

PositionTextureVertex

Class

net.minecraft.client.model.PositionTextureVertex

Extends

Fields	Type
field_78241_b	float
field_78242_c	float
field_78243_a	Vec3d

Methods	Return Type
func_78240_a(float arg0, float arg1)	PositionTextureVertex
wait(long arg0, int arg1)	void
wait(long l)	void

ExpressionResolver

Interface

net.optifine.expr.IExpressionResolver

Extends

Methods	Return Type
getExpression(String s)	Expression

Expression

Interface

net.optifine.expr.IExpression

Extends

Fields	Type
expressionType	ExpressionType

Methods   **Return Type**

ModelVariableFloat

Class

net.optifine.entity.model.anim.ModelVariableFloat

Extends

ExpressionFloat

Fields	Type
expressionType	ExpressionType
value	float

Methods	Return Type
eval()	float
wait(long arg0, int arg1)	void
wait(long l)	void

Paintable

Interface

com.latmod.mods.itemfilters.api.IPaintable

Extends

Fields	Type
paint	BlockState

Methods	Return Type
paint(BlockState arg0, EnumFacing arg1, boolean arg2)	void

ModelState

Interface

net.minecraftforge.common.model.IModelState

Extends

Methods	Return Type
apply(Optional<? extends net.minecraftforge.common.model.IModelPart> o)	Optional<TRSRTransformation>

TRSRTransformation

Class

net.minecraftforge.common.model.TRSRTransformation

Extends

ModelState

Transformation

Fields	Type

Fields	Type
identity	boolean
leftRot	Quat4f
matrix	Matrix4f
rightRot	Quat4f
scale	Vector3f
translation	Vector3f

Methods	Return Type
apply(Optional<? extends net.minecraftforge.common.model.IModelPart> o)	Optional<TRSRTransformation>
compose(TRSRTransformation t)	TRSRTransformation
getUVLockTransform(EnumFacing e)	TRSRTransformation
inverse()	TRSRTransformation
rotate(EnumFacing e)	EnumFacing
rotate(EnumFacing arg0, int arg1)	int
slerp(TRSRTransformation arg0, float arg1)	TRSRTransformation
toItemTransform()	ItemTransformVec3f
transformNormal(Vector3f v)	void
transformPosition(Vector4f v)	void
wait(long arg0, int arg1)	void
wait(long l)	void

ShaderUniform

Class
net.minecraft.client.shader.ShaderUniform

Extends

Methods	Return Type
func_148081_a(float arg0, float arg1, float arg2, float arg3)	void
func_148083_a(int arg0, int arg1, int arg2, int arg3)	void
func_148084_b(int i)	void
func_148086_a()	String
func_148087_a(float arg0, float arg1)	void
func_148088_a(Matrix4f m)	void
func_148090_a(float f)	void
func_148092_b(float arg0, float arg1, float arg2, float arg3)	void
func_148093_b()	void
func_148094_a(float arg0, float arg1, float arg2, float arg3, float arg4, float arg5, float arg6, float arg7, float arg8, float arg9, float arg10, float arg11, float arg12, float arg13, float arg14, float arg15)	void
func_148095_a(float arg0, float arg1, float arg2)	void
func_148097_a(float[] f)	void
wait(long arg0, int arg1)	void
wait(long l)	void

ShaderLoader

Class

net.minecraft.client.shader.ShaderLoader

Extends

Methods	Return Type
func_148054_b(ShaderManager s)	void
func_148055_a()	String
func_148056_a(ShaderManager s)	void
wait(long arg0, int arg1)	void
wait(long l)	void

LongIterable

Interface

it.unimi.dsi.fastutil.longs.LongIterable

Extends

Iterable

Methods	Return Type
forEach(Consumer<? super T> c)	void
iterator()	LongIterator
iterator()	Iterator<T>
spliterator()	Spliterator<T>

MapDecoration$Type

Class

net.minecraft.world.storage.MapDecoration$Type

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
func_191160_b()	boolean
func_191161_d()	int
func_191162_c()	boolean
func_191163_a()	byte
name()	String
ordinal()	int
wait(long arg0, int arg1)	void

Methods	Return Type
wait(long l)	void

Vector3D

Class

paulscode.sound.Vector3D

Extends

Fields	Type
x	float
y	float
z	float

Methods	Return Type
add(Vector3D arg0, Vector3D arg1)	Vector3D
add(Vector3D v)	Vector3D
clone()	Vector3D
clone()	Object
cross(Vector3D v)	Vector3D
cross(Vector3D arg0, Vector3D arg1)	Vector3D
dot(Vector3D arg0, Vector3D arg1)	float
dot(Vector3D v)	float
length()	float
normalize()	void
subtract(Vector3D v)	Vector3D
subtract(Vector3D arg0, Vector3D arg1)	Vector3D
wait(long arg0, int arg1)	void
wait(long l)	void

UserListEntryBan

Class

net.minecraft.server.management.UserListEntryBan

Extends

UserListEntry

Methods	Return Type
func_73680_d()	Date
func_73686_f()	String
wait(long arg0, int arg1)	void
wait(long l)	void

Widget

Class

com.feed_the_beast.ftblib.lib.gui.Widget

Extends

GuiWrapper

Fields	Type
enabled	boolean
gui	GuiBase
height	int
ingredientUnderMouse	Object
mouseOver	boolean
mouseX	int
mouseY	int
parent	Panel
partialTicks	float
posX	int
posY	int
screen	ScaledResolution
title	String
widgetType	WidgetType
width	int
x	int
y	int

Methods	Return Type
acceptGhostIngredient(Object o)	void
addMouseOverText(List<String> l)	void
checkMouseOver(int arg0, int arg1)	boolean
closeContextMenu()	void
closeGui(boolean b)	void
closeGui()	void
collidesWith(int arg0, int arg1, int arg2, int arg3)	boolean
draw(Theme arg0, int arg1, int arg2, int arg3, int arg4)	void
handleClick(String s)	boolean
handleClick(String arg0, String arg1)	boolean
isGhostIngredientTarget(Object o)	boolean
keyPressed(int arg0, char arg1)	boolean
keyReleased(int i)	void
mousePressed(MouseButton m)	boolean
mouseReleased(MouseButton m)	void
mouseScrolled(int i)	boolean
onClosed()	void
openContextMenu(Panel p)	void
openGui()	void
openGuiLater()	void
run()	void

Methods	Return Type
setHeight(int i)	void
setPos(int arg0, int arg1)	void
setPosAndSize(int arg0, int arg1, int arg2, int arg3)	Widget
setSize(int arg0, int arg1)	void
setWidth(int i)	void
shouldAddMouseOverText()	boolean
shouldDraw()	boolean
tick()	void
updateMouseOver(int arg0, int arg1)	void
wait(long arg0, int arg1)	void
wait(long l)	void

PanelScrollBar

Class

com.feed_the_beast.ftblib.lib.gui.PanelScrollBar

Extends

ScrollBar

Fields	Type
enabled	boolean
gui	GuiBase
height	int
ingredientUnderMouse	Object
maxValue	int
minValue	int
mouseOver	boolean
mouseX	int
mouseY	int
panel	Panel
parent	Panel
partialTicks	float
plane	ScrollBar$Plane
posX	int
posY	int
screen	ScaledResolution
scrollBarSize	int
scrollStep	int
title	String
value	int
widgetType	WidgetType
width	int
x	int

Fields	Type
y	int

Methods	Return Type
acceptGhostIngredient(Object o)	void
addMouseOverText(List<String> l)	void
canMouseScroll()	boolean
canMouseScrollPlane()	boolean
checkMouseOver(int arg0, int arg1)	boolean
closeContextMenu()	void
closeGui(boolean b)	void
closeGui()	void
collidesWith(int arg0, int arg1, int arg2, int arg3)	boolean
draw(Theme arg0, int arg1, int arg2, int arg3, int arg4)	void
drawBackground(Theme arg0, int arg1, int arg2, int arg3, int arg4)	void
drawScrollBar(Theme arg0, int arg1, int arg2, int arg3, int arg4)	void
getValueI(int i)	int
handleClick(String s)	boolean
handleClick(String arg0, String arg1)	boolean
isGhostIngredientTarget(Object o)	boolean
keyPressed(int arg0, char arg1)	boolean
keyReleased(int i)	void
mousePressed(MouseButton m)	boolean
mouseReleased(MouseButton m)	void
mouseScrolled(int i)	boolean
onClosed()	void
onMoved()	void
openContextMenu(Panel p)	void
openGui()	void
openGuiLater()	void
run()	void
setCanAlwaysScroll(boolean b)	void
setCanAlwaysScrollPlane(boolean b)	void
setHeight(int i)	void
setPos(int arg0, int arg1)	void
setPosAndSize(int arg0, int arg1, int arg2, int arg3)	Widget
setSize(int arg0, int arg1)	void
setWidth(int i)	void
shouldAddMouseOverText()	boolean
shouldDraw()	boolean
showValueOnMouseOver()	boolean
tick()	void
updateMouseOver(int arg0, int arg1)	void
wait(long arg0, int arg1)	void

Methods	Return Type
wait(long l)	void

GuiBase

Class

com.feed_the_beast.ftblib.lib.gui.GuiBase

Extends

Panel

OpenableGui

Fields	Type
attachedScrollbar	PanelScrollBar
contentHeight	int
contentHeightExtra	int
contentWidth	int
contentWidthExtra	int
contextMenu	Panel
defaultScrollVertical	boolean
enabled	boolean
fixUnicode	boolean
gui	GuiBase
height	int
ingredientUnderMouse	Object
mouseOver	boolean
mouseOverAnyWidget	boolean
mouseX	int
mouseY	int
offset	boolean
onlyInteractWithWidgetsInside	boolean
onlyRenderWidgetsInside	boolean
parent	Panel
partialTicks	float
posX	int
posY	int
prevScreen	GuiScreen
screen	ScaledResolution
scrollStep	int
scrollX	int
scrollY	int
theme	Theme
title	String
unicode	boolean
widgets	List<Widget>

Fields	Type
widgetType	WidgetType
width	int
wrapper	GuiScreen
x	int
y	int

Methods	Return Type
acceptGhostIngredient(Object o)	void
add(Widget w)	void
addAll(Iterable<? extends com.feed_the_beast.ftblib.lib.gui.Widget> i)	void
addMouseOverText(List<String> l)	void
addWidgets()	void
align(WidgetLayout w)	int
alignWidgets()	void
checkMouseOver(int arg0, int arg1)	boolean
clearWidgets()	void
closeContextMenu()	void
closeGui(boolean b)	void
closeGui()	void
collidesWith(int arg0, int arg1, int arg2, int arg3)	boolean
doesGuiPauseGame()	boolean
draw(Theme arg0, int arg1, int arg2, int arg3, int arg4)	void
drawBackground(Theme arg0, int arg1, int arg2, int arg3, int arg4)	void
drawDefaultBackground()	boolean
drawForeground(Theme arg0, int arg1, int arg2, int arg3, int arg4)	void
drawOffsetBackground(Theme arg0, int arg1, int arg2, int arg3, int arg4)	void
drawWidget(Theme arg0, Widget arg1, int arg2, int arg3, int arg4, int arg5, int arg6)	void
getWidget(int i)	Widget
handleClick(String arg0, String arg1)	boolean
handleClick(String s)	boolean
initGui()	void
isGhostIngredientTarget(Object o)	boolean
keyPressed(int arg0, char arg1)	boolean
keyReleased(int i)	void
mousePressed(MouseButton m)	boolean
mouseReleased(MouseButton m)	void
mouseScrolled(int i)	boolean
movePanelScroll(int arg0, int arg1)	boolean
onBack()	void
onClosed()	void
onClosedByKey(int i)	boolean
onInit()	boolean
onPostInit()	void

Methods	Return Type
openContextMenu(Panel p)	void
openContextMenu(List<ContextMenuItem> l)	ContextMenu
openGui()	void
openGuiLater()	void
openYesNo(String arg0, String arg1, Runnable arg2)	void
openYesNoFull(String arg0, String arg1, YesNoCallback arg2)	void
refreshWidgets()	void
run()	void
scrollPanel(int i)	boolean
setHeight(int i)	void
setPos(int arg0, int arg1)	void
setPosAndSize(int arg0, int arg1, int arg2, int arg3)	Widget
setSize(int arg0, int arg1)	void
setWidth(int i)	void
shouldAddMouseOverText()	boolean
shouldDraw()	boolean
tick()	void
updateGui(int arg0, int arg1, float arg2)	void
updateMouseOver(int arg0, int arg1)	void
wait(long arg0, int arg1)	void
wait(long l)	void

WidgetType

Class

com.feed_the_beast.ftblib.lib.gui.WidgetType

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

WidgetLayout

Interface

com.feed_the_beast.ftblib.lib.gui.WidgetLayout

Extends

Methods	Return Type
align(Panel p)	int

Theme

Class

com.feed_the_beast.ftblib.lib.gui.Theme

Extends

Fields	Type
font	FontRenderer
fontHeight	int
invertedContentColor	Color4I

Methods	Return Type
createDataFrom(TextComponent arg0, int arg1)	List<GuiBase$PositionedTextData>
drawButton(int arg0, int arg1, int arg2, int arg3, WidgetType arg4)	void
drawCheckbox(int arg0, int arg1, int arg2, int arg3, WidgetType arg4, boolean arg5, boolean arg6)	void
drawCheckboxBackground(int arg0, int arg1, int arg2, int arg3, boolean arg4)	void
drawContainerSlot(int arg0, int arg1, int arg2, int arg3)	void
drawContextMenuBackground(int arg0, int arg1, int arg2, int arg3)	void
drawGui(int arg0, int arg1, int arg2, int arg3, WidgetType arg4)	void
drawHorizontalTab(int arg0, int arg1, int arg2, int arg3, boolean arg4)	void
drawPanelBackground(int arg0, int arg1, int arg2, int arg3)	void
drawScrollBar(int arg0, int arg1, int arg2, int arg3, WidgetType arg4, boolean arg5)	void
drawScrollBarBackground(int arg0, int arg1, int arg2, int arg3, WidgetType arg4)	void
drawSlot(int arg0, int arg1, int arg2, int arg3, WidgetType arg4)	void
drawString(String arg0, int arg1, int arg2, int arg3)	int
drawString(String arg0, int arg1, int arg2, Color4I arg3, int arg4)	int
drawString(String arg0, int arg1, int arg2)	int
drawTextBox(int arg0, int arg1, int arg2, int arg3)	void
drawWidget(int arg0, int arg1, int arg2, int arg3, WidgetType arg4)	void
getContentColor(WidgetType w)	Color4I
getStringWidth(String s)	int
listFormattedStringToWidth(String arg0, int arg1)	List<String>
popFontUnicode()	void
pushFontUnicode(boolean b)	void
trimStringToWidth(String arg0, int arg1)	String
trimStringToWidthReverse(String arg0, int arg1)	String
wait(long arg0, int arg1)	void
wait(long l)	void

ObjectBidirectionalIterator

Interface

it.unimi.dsi.fastutil.objects.ObjectBidirectionalIterator

Extends

ObjectIterator

BidirectionalIterator

Methods	Return Type
back(int i)	int
forEachRemaining(Consumer<? super E> c)	void
hasNext()	boolean
hasPrevious()	boolean
next()	Object
previous()	Object
remove()	void
skip(int i)	int

BlockBush

Class

net.minecraft.block.BlockBush

Extends

Block

Plantable

Fields	Type
delegate	RegistryDelegate<T>
field_149763_I	float
field_149765_K	float
field_149772_a	CreativeTabs
field_149781_w	float
field_149782_v	float
field_176227_L	BlockStateContainer
registryName	ResourceLocation
registryType	Class<T>

Methods	Return Type
addDestroyEffects(World arg0, BlockPos arg1, ParticleManager arg2)	boolean
addHitEffects(BlockState arg0, World arg1, RayTraceResult arg2, ParticleManager arg3)	boolean
addLandingEffects(BlockState arg0, WorldServer arg1, BlockPos arg2, BlockState arg3, EntityLivingBase arg4, int arg5)	boolean
addRunningEffects(BlockState arg0, World arg1, BlockPos arg2, Entity arg3)	boolean
beginLeavesDecay(BlockState arg0, World arg1, BlockPos arg2)	void
canBeConnectedTo(BlockAccess arg0, BlockPos arg1, EnumFacing arg2)	boolean
canBeReplacedByLeaves(BlockState arg0, BlockAccess arg1, BlockPos arg2)	boolean
canConnectRedstone(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3)	boolean
canCreatureSpawn(BlockState arg0, BlockAccess arg1, BlockPos arg2, EntityLiving$SpawnPlacementType arg3)	boolean

Methods	Return Type
canEntityDestroy(BlockState arg0, BlockAccess arg1, BlockPos arg2, Entity arg3)	boolean
canHarvestBlock(BlockAccess arg0, BlockPos arg1, EntityPlayer arg2)	boolean
canPlaceTorchOnTop(BlockState arg0, BlockAccess arg1, BlockPos arg2)	boolean
canRenderInLayer(BlockState arg0, BlockRenderLayer arg1)	boolean
canSilkHarvest(World arg0, BlockPos arg1, BlockState arg2, EntityPlayer arg3)	boolean
canSustainLeaves(BlockState arg0, BlockAccess arg1, BlockPos arg2)	boolean
canSustainPlant(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3, Plantable arg4)	boolean
createTileEntity(World arg0, BlockState arg1)	TileEntity
doesSideBlockChestOpening(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3)	boolean
doesSideBlockRendering(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3)	boolean
func_149637_q(BlockState b)	boolean
func_149638_a(Entity e)	float
func_149645_b(BlockState b)	EnumBlockRenderType
func_149647_a(CreativeTabs c)	Block
func_149652_G()	boolean
func_149653_t()	boolean
func_149656_h(BlockState b)	EnumPushReaction
func_149659_a(Explosion e)	boolean
func_149662_c(BlockState b)	boolean
func_149663_c(String s)	Block
func_149666_a(CreativeTabs arg0, NonNullList<ItemStack> arg1)	void
func_149667_c(Block b)	boolean
func_149675_a(boolean b)	Block
func_149679_a(int arg0, Random arg1)	int
func_149686_d(BlockState b)	boolean
func_149688_o(BlockState b)	Material
func_149698_L()	boolean
func_149703_v()	boolean
func_149708_J()	CreativeTabs
func_149710_n(BlockState b)	boolean
func_149711_c(float f)	Block
func_149713_g(int i)	Block
func_149715_a(float f)	Block
func_149716_u()	boolean
func_149717_k(BlockState b)	int
func_149721_r(BlockState b)	boolean
func_149722_s()	Block
func_149730_j(BlockState b)	boolean
func_149732_F()	String
func_149738_a(World w)	int
func_149739_a()	String
func_149740_M(BlockState b)	boolean

Methods	Return Type
func_149744_f(BlockState b)	boolean
func_149745_a(Random r)	int
func_149750_m(BlockState b)	int
func_149751_l(BlockState b)	boolean
func_149752_b(float f)	Block
func_176194_O()	BlockStateContainer
func_176195_g(BlockState arg0, World arg1, BlockPos arg2)	float
func_176196_c(World arg0, BlockPos arg1)	boolean
func_176197_a(World arg0, BlockPos arg1, Entity arg2, Vec3d arg3)	Vec3d
func_176198_a(World arg0, BlockPos arg1, EnumFacing arg2)	boolean
func_176199_a(World arg0, BlockPos arg1, Entity arg2)	void
func_176200_f(BlockAccess arg0, BlockPos arg1)	boolean
func_176201_c(BlockState b)	int
func_176203_a(int i)	BlockState
func_176205_b(BlockAccess arg0, BlockPos arg1)	boolean
func_176206_d(World arg0, BlockPos arg1, BlockState arg2)	void
func_176208_a(World arg0, BlockPos arg1, BlockState arg2, EntityPlayer arg3)	void
func_176209_a(BlockState arg0, boolean arg1)	boolean
func_176211_b(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3)	int
func_176213_c(World arg0, BlockPos arg1, BlockState arg2)	void
func_176214_u(BlockState b)	boolean
func_176216_a(World arg0, Entity arg1)	void
func_176218_Q()	Block$EnumOffsetType
func_176221_a(BlockState arg0, BlockAccess arg1, BlockPos arg2)	BlockState
func_176223_P()	BlockState
func_176224_k(World arg0, BlockPos arg1)	void
func_176225_a(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3)	boolean
func_176226_b(World arg0, BlockPos arg1, BlockState arg2, int arg3)	void
func_180633_a(World arg0, BlockPos arg1, BlockState arg2, EntityLivingBase arg3, ItemStack arg4)	void
func_180634_a(World arg0, BlockPos arg1, BlockState arg2, Entity arg3)	void
func_180636_a(BlockState arg0, World arg1, BlockPos arg2, Vec3d arg3, Vec3d arg4)	RayTraceResult
func_180637_b(World arg0, BlockPos arg1, int arg2)	void
func_180639_a(World arg0, BlockPos arg1, BlockState arg2, EntityPlayer arg3, EnumHand arg4, EnumFacing arg5, float arg6, float arg7, float arg8)	boolean
func_180640_a(BlockState arg0, World arg1, BlockPos arg2)	AxisAlignedBB
func_180641_l(BlockState arg0, World arg1, BlockPos arg2)	int
func_180642_a(World arg0, BlockPos arg1, EnumFacing arg2, float arg3, float arg4, float arg5, int arg6, EntityLivingBase arg7)	BlockState
func_180645_a(World arg0, BlockPos arg1, BlockState arg2, Random arg3)	void
func_180646_a(BlockState arg0, BlockAccess arg1, BlockPos arg2)	AxisAlignedBB
func_180647_a(BlockState arg0, EntityPlayer arg1, World arg2, BlockPos arg3)	float
func_180649_a(World arg0, BlockPos arg1, EntityPlayer arg2)	void
func_180650_b(World arg0, BlockPos arg1, BlockState arg2, Random arg3)	void
func_180651_a(BlockState b)	int

Methods	Return Type
func_180652_a(World arg0, BlockPos arg1, Explosion arg2)	void
func_180653_a(World arg0, BlockPos arg1, BlockState arg2, float arg3, int arg4)	void
func_180655_c(BlockState arg0, World arg1, BlockPos arg2, Random arg3)	void
func_180656_a(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3)	int
func_180657_a(World arg0, EntityPlayer arg1, BlockPos arg2, BlockState arg3, TileEntity arg4, ItemStack arg5)	void
func_180658_a(World arg0, BlockPos arg1, Entity arg2, float arg3)	void
func_180659_g(BlockState arg0, BlockAccess arg1, BlockPos arg2)	MapColor
func_180660_a(BlockState arg0, Random arg1, int arg2)	Item
func_180663_b(World arg0, BlockPos arg1, BlockState arg2)	void
func_180664_k()	BlockRenderLayer
func_180671_f(World arg0, BlockPos arg1, BlockState arg2)	boolean
func_181623_g()	boolean
func_185467_w()	SoundType
func_185471_a(BlockState arg0, Mirror arg1)	BlockState
func_185473_a(World arg0, BlockPos arg1, BlockState arg2)	ItemStack
func_185477_a(BlockState arg0, World arg1, BlockPos arg2, AxisAlignedBB arg3, List<AxisAlignedBB> arg4, Entity arg5, boolean arg6)	void
func_185481_k(BlockState b)	boolean
func_185484_c(BlockState arg0, BlockAccess arg1, BlockPos arg2)	int
func_185485_f(BlockState b)	float
func_185496_a(BlockState arg0, BlockAccess arg1, BlockPos arg2)	AxisAlignedBB
func_185499_a(BlockState arg0, Rotation arg1)	BlockState
func_189539_a(BlockState arg0, World arg1, BlockPos arg2, int arg3, int arg4)	boolean
func_189540_a(BlockState arg0, World arg1, BlockPos arg2, Block arg3, BlockPos arg4)	void
func_189872_a(BlockState arg0, Entity arg1)	boolean
func_190946_v(BlockState b)	boolean
func_190948_a(ItemStack arg0, World arg1, List<String> arg2, TooltipFlag arg3)	void
func_190949_e(BlockState arg0, BlockAccess arg1, BlockPos arg2)	Vec3d
func_193383_a(BlockAccess arg0, BlockState arg1, BlockPos arg2, EnumFacing arg3)	BlockFaceShape
getAiPathNodeType(BlockState arg0, BlockAccess arg1, BlockPos arg2, EntityLiving arg3)	PathNodeType
getAiPathNodeType(BlockState arg0, BlockAccess arg1, BlockPos arg2)	PathNodeType
getBeaconColorMultiplier(BlockState arg0, World arg1, BlockPos arg2, BlockPos arg3)	float[]
getBedDirection(BlockState arg0, BlockAccess arg1, BlockPos arg2)	EnumFacing
getBedSpawnPosition(BlockState arg0, BlockAccess arg1, BlockPos arg2, EntityPlayer arg3)	BlockPos
getBlockLiquidHeight(World arg0, BlockPos arg1, BlockState arg2, Material arg3)	float
getDrops(BlockAccess arg0, BlockPos arg1, BlockState arg2, int arg3)	List<ItemStack>
getDrops(NonNullList<ItemStack> arg0, BlockAccess arg1, BlockPos arg2, BlockState arg3, int arg4)	void
getEnchantPowerBonus(World arg0, BlockPos arg1)	float
getExpDrop(BlockState arg0, BlockAccess arg1, BlockPos arg2, int arg3)	int
getExplosionResistance(World arg0, BlockPos arg1, Entity arg2, Explosion arg3)	float
getExtendedState(BlockState arg0, BlockAccess arg1, BlockPos arg2)	BlockState
getFireSpreadSpeed(BlockAccess arg0, BlockPos arg1, EnumFacing arg2)	int
getFlammability(BlockAccess arg0, BlockPos arg1, EnumFacing arg2)	int

Methods	Return Type
getFogColor(World arg0, BlockPos arg1, BlockState arg2, Entity arg3, Vec3d arg4, float arg5)	Vec3d
getHarvestLevel(BlockState b)	int
getHarvestTool(BlockState b)	String
getLightOpacity(BlockState arg0, BlockAccess arg1, BlockPos arg2)	int
getLightValue(BlockState arg0, BlockAccess arg1, BlockPos arg2)	int
getPickBlock(BlockState arg0, RayTraceResult arg1, World arg2, BlockPos arg3, EntityPlayer arg4)	ItemStack
getPlant(BlockAccess arg0, BlockPos arg1)	BlockState
getPlantType(BlockAccess arg0, BlockPos arg1)	EnumPlantType
getSlipperiness(BlockState arg0, BlockAccess arg1, BlockPos arg2, Entity arg3)	float
getSoundType(BlockState arg0, World arg1, BlockPos arg2, Entity arg3)	SoundType
getStateAtViewpoint(BlockState arg0, BlockAccess arg1, BlockPos arg2, Vec3d arg3)	BlockState
getStateForPlacement(World arg0, BlockPos arg1, EnumFacing arg2, float arg3, float arg4, float arg5, int arg6, EntityLivingBase arg7, EnumHand arg8)	BlockState
getValidRotations(World arg0, BlockPos arg1)	EnumFacing[]
getWeakChanges(BlockAccess arg0, BlockPos arg1)	boolean
hasTileEntity(BlockState b)	boolean
isAABBInsideLiquid(World arg0, BlockPos arg1, AxisAlignedBB arg2)	Boolean
isAABBInsideMaterial(World arg0, BlockPos arg1, AxisAlignedBB arg2, Material arg3)	Boolean
isAir(BlockState arg0, BlockAccess arg1, BlockPos arg2)	boolean
isBeaconBase(BlockAccess arg0, BlockPos arg1, BlockPos arg2)	boolean
isBed(BlockState arg0, BlockAccess arg1, BlockPos arg2, Entity arg3)	boolean
isBedFoot(BlockAccess arg0, BlockPos arg1)	boolean
isBurning(BlockAccess arg0, BlockPos arg1)	boolean
isEntityInsideMaterial(BlockAccess arg0, BlockPos arg1, BlockState arg2, Entity arg3, double arg4, Material arg5, boolean arg6)	Boolean
isFertile(World arg0, BlockPos arg1)	boolean
isFireSource(World arg0, BlockPos arg1, EnumFacing arg2)	boolean
isFlammable(BlockAccess arg0, BlockPos arg1, EnumFacing arg2)	boolean
isFoliage(BlockAccess arg0, BlockPos arg1)	boolean
isLadder(BlockState arg0, BlockAccess arg1, BlockPos arg2, EntityLivingBase arg3)	boolean
isLeaves(BlockState arg0, BlockAccess arg1, BlockPos arg2)	boolean
isNormalCube(BlockState arg0, BlockAccess arg1, BlockPos arg2)	boolean
isReplaceableOreGen(BlockState arg0, BlockAccess arg1, BlockPos arg2, Predicate<BlockState> arg3)	boolean
isSideSolid(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3)	boolean
isStickyBlock(BlockState b)	boolean
isToolEffective(String arg0, BlockState arg1)	boolean
isWood(BlockAccess arg0, BlockPos arg1)	boolean
observedNeighborChange(BlockState arg0, World arg1, BlockPos arg2, Block arg3, BlockPos arg4)	void
onBlockExploded(World arg0, BlockPos arg1, Explosion arg2)	void
onNeighborChange(BlockAccess arg0, BlockPos arg1, BlockPos arg2)	void
onPlantGrow(BlockState arg0, World arg1, BlockPos arg2, BlockPos arg3)	void
quantityDropped(BlockState arg0, int arg1, Random arg2)	int
recolorBlock(World arg0, BlockPos arg1, EnumFacing arg2, EnumDyeColor arg3)	boolean

Methods	Return Type
removedByPlayer(BlockState arg0, World arg1, BlockPos arg2, EntityPlayer arg3, boolean arg4)	boolean
rotateBlock(World arg0, BlockPos arg1, EnumFacing arg2)	boolean
setBedOccupied(BlockAccess arg0, BlockPos arg1, EntityPlayer arg2, boolean arg3)	void
setDefaultSlipperiness(float f)	void
setHarvestLevel(String arg0, int arg1, BlockState arg2)	void
setHarvestLevel(String arg0, int arg1)	void
shouldCheckWeakPower(BlockState arg0, BlockAccess arg1, BlockPos arg2, EnumFacing arg3)	boolean
wait(long arg0, int arg1)	void
wait(long l)	void

ExpressionType

Class

net.optifine.expr.ExpressionType

Extends

Enum

Fields	Type
declaringClass	Class<E>

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

ExpressionFloat

Interface

net.optifine.expr.IExpressionFloat

Extends

Expression

Fields	Type
expressionType	ExpressionType

Methods	Return Type
eval()	float

Transformation

Interface

net.minecraftforge.common.model.ITransformation

Extends

Fields	Type
matrix	Matrix4f

Methods	Return Type
rotate(EnumFacing e)	EnumFacing
rotate(EnumFacing arg0, int arg1)	int

GuiWrapper

Interface

com.feed_the_beast.ftblib.lib.gui.IGuiWrapper

Extends

OpenableGui

Fields	Type
gui	GuiBase

Methods	Return Type
closeContextMenu()	void
closeGui(boolean b)	void
closeGui()	void
openContextMenu(Panel p)	void
openGui()	void
openGuiLater()	void
run()	void

ScrollBar

Class

com.feed_the_beast.ftblib.lib.gui.ScrollBar

Extends

Widget

Fields	Type
enabled	boolean
gui	GuiBase
height	int
ingredientUnderMouse	Object
maxValue	int
minValue	int
mouseOver	boolean
mouseX	int
mouseY	int
parent	Panel
partialTicks	float
plane	ScrollBar$Plane

Fields	Type
posX	int
posY	int
screen	ScaledResolution
scrollBarSize	int
scrollStep	int
title	String
value	int
widgetType	WidgetType
width	int
x	int
y	int

Methods	Return Type
acceptGhostIngredient(Object o)	void
addMouseOverText(List<String> l)	void
canMouseScroll()	boolean
canMouseScrollPlane()	boolean
checkMouseOver(int arg0, int arg1)	boolean
closeContextMenu()	void
closeGui(boolean b)	void
closeGui()	void
collidesWith(int arg0, int arg1, int arg2, int arg3)	boolean
draw(Theme arg0, int arg1, int arg2, int arg3, int arg4)	void
drawBackground(Theme arg0, int arg1, int arg2, int arg3, int arg4)	void
drawScrollBar(Theme arg0, int arg1, int arg2, int arg3, int arg4)	void
getValueI(int i)	int
handleClick(String s)	boolean
handleClick(String arg0, String arg1)	boolean
isGhostIngredientTarget(Object o)	boolean
keyPressed(int arg0, char arg1)	boolean
keyReleased(int i)	void
mousePressed(MouseButton m)	boolean
mouseReleased(MouseButton m)	void
mouseScrolled(int i)	boolean
onClosed()	void
onMoved()	void
openContextMenu(Panel p)	void
openGui()	void
openGuiLater()	void
run()	void
setCanAlwaysScroll(boolean b)	void
setCanAlwaysScrollPlane(boolean b)	void
setHeight(int i)	void

Methods	Return Type
setPos(int arg0, int arg1)	void
setPosAndSize(int arg0, int arg1, int arg2, int arg3)	Widget
setSize(int arg0, int arg1)	void
setWidth(int i)	void
shouldAddMouseOverText()	boolean
shouldDraw()	boolean
showValueOnMouseOver()	boolean
tick()	void
updateMouseOver(int arg0, int arg1)	void
wait(long arg0, int arg1)	void
wait(long l)	void

ScrollBar$Plane

Class

com.feed_the_beast.ftblib.lib.gui.ScrollBar$Plane

Extends

Enum

Fields	Type
declaringClass	Class<E>
isVertical	boolean

Methods	Return Type
compareTo(Object o)	int
compareTo(Enum e)	int
name()	String
ordinal()	int
wait(long arg0, int arg1)	void
wait(long l)	void

ContextMenuItem

Class

com.feed_the_beast.ftblib.lib.gui.ContextMenuItem

Extends

Comparable

Fields	Type
callback	Runnable
closeMenu	boolean
enabled	BooleanSupplier
icon	Icon
title	String
yesNoText	String

Methods	Return Type
addMouseOverText(List<String> l)	void
compareTo(Object o)	int
compareTo(ContextMenuItem c)	int
createWidget(ContextMenu c)	Widget
drawIcon(Theme arg0, int arg1, int arg2, int arg3, int arg4)	void
onClicked(Panel arg0, MouseButton arg1)	void
setCloseMenu(boolean b)	ContextMenuItem
setEnabled(boolean b)	ContextMenuItem
setEnabled(BooleanSupplier b)	ContextMenuItem
setYesNo(String s)	ContextMenuItem
wait(long arg0, int arg1)	void
wait(long l)	void

ContextMenu

Class
com.feed_the_beast.ftblib.lib.gui.ContextMenu

Extends
Panel

Fields	Type
attachedScrollbar	PanelScrollBar
contentHeight	int
contentHeightExtra	int
contentWidth	int
contentWidthExtra	int
defaultScrollVertical	boolean
enabled	boolean
gui	GuiBase
hasIcons	boolean
height	int
ingredientUnderMouse	Object
items	List<ContextMenuItem>
mouseOver	boolean
mouseOverAnyWidget	boolean
mouseX	int
mouseY	int
offset	boolean
onlyInteractWithWidgetsInside	boolean
onlyRenderWidgetsInside	boolean
parent	Panel
partialTicks	float
posX	int

Fields	Type
posY	int
screen	ScaledResolution
scrollStep	int
scrollX	int
scrollY	int
title	String
unicode	boolean
widgets	List<Widget>
widgetType	WidgetType
width	int
x	int
y	int

Methods	Return Type
acceptGhostIngredient(Object o)	void
add(Widget w)	void
addAll(Iterable<? extends com.feed_the_beast.ftblib.lib.gui.Widget> i)	void
addMouseOverText(List<String> l)	void
addWidgets()	void
align(WidgetLayout w)	int
alignWidgets()	void
checkMouseOver(int arg0, int arg1)	boolean
clearWidgets()	void
closeContextMenu()	void
closeGui(boolean b)	void
closeGui()	void
collidesWith(int arg0, int arg1, int arg2, int arg3)	boolean
draw(Theme arg0, int arg1, int arg2, int arg3, int arg4)	void
drawBackground(Theme arg0, int arg1, int arg2, int arg3, int arg4)	void
drawOffsetBackground(Theme arg0, int arg1, int arg2, int arg3, int arg4)	void
drawWidget(Theme arg0, Widget arg1, int arg2, int arg3, int arg4, int arg5, int arg6)	void
getWidget(int i)	Widget
handleClick(String s)	boolean
handleClick(String arg0, String arg1)	boolean
isGhostIngredientTarget(Object o)	boolean
keyPressed(int arg0, char arg1)	boolean
keyReleased(int i)	void
mousePressed(MouseButton m)	boolean
mouseReleased(MouseButton m)	void
mouseScrolled(int i)	boolean
movePanelScroll(int arg0, int arg1)	boolean
onClosed()	void
openContextMenu(Panel p)	void

Methods	Return Type
openGui()	void
openGuiLater()	void
refreshWidgets()	void
run()	void
scrollPanel(int i)	boolean
setHeight(int i)	void
setPos(int arg0, int arg1)	void
setPosAndSize(int arg0, int arg1, int arg2, int arg3)	Widget
setSize(int arg0, int arg1)	void
setWidth(int i)	void
shouldAddMouseOverText()	boolean
shouldDraw()	boolean
tick()	void
updateMouseOver(int arg0, int arg1)	void
wait(long arg0, int arg1)	void
wait(long l)	void

YesNoCallback

Interface

com.feed_the_beast.ftblib.lib.gui.misc.YesNoCallback

Extends

Methods	Return Type
onButtonClicked(boolean b)	void

GuiBase$PositionedTextData

Class

com.feed_the_beast.ftblib.lib.gui.GuiBase$PositionedTextData

Extends

Fields	Type
clickEvent	ClickEvent
height	int
hoverEvent	HoverEvent
insertion	String
posX	int
posY	int
width	int

Methods	Return Type
wait(long arg0, int arg1)	void
wait(long l)	void

BidirectionalIterator

Interface

it.unimi.dsi.fastutil.BidirectionalIterator

Extends

Iterator

Methods	Return Type
forEachRemaining(Consumer<? super E> c)	void
hasNext()	boolean
hasPrevious()	boolean
next()	Object
previous()	Object
remove()	void