AOT Changelog for v1.19.4

* 1.19.01 build 127
  + Valuables and Builder’s Update
    - Basic metals, ores, and building blocks
  + Changed:
    - Textures (to reflect caved and cliffs update):
      * Poor ores (Deepslate) (done)-18
      * Rich ores (done)-18
    - Icon of tool item group to fire starter (done)-58
    - Texture for limestone (done)-62
    - AOT Give command reworking (done)-99
    - Build 69, updated to 1.19.4 and reworked code to match new API changes
    - Build 72, started adding the groundwork for the raw blocks
    - Build 84, Ported to final 1.19.4 forge version
    - Build 85
      * added a general warning to the item/block wands
      * added additional checks to the item/block wands, to prevent NullPointer crashes
    - stone drops stone shards
      * build 87, silktouch still drops stone
      * build 89, fortune drops more shards
      * build 90, switched from using deprecated methods
    - build 116, changed the block properties of the Slag Block from stone to gravel/sand
    - build 125, finished adding the block drops for the building blocks
    - build 125, fixed the slab block drops
  + Added:
    - Item groups:
      * Tools (done)-5
      * Resources (done)-5
      * Debug (done)-58
      * Building blocks (done)-70
    - Tags:
      * Item:
        + Ingots (done)-17
        + Nuggets (done)-17
        + Dusts (done)-17
        + Small dusts (done)-17
        + Ores (done)-17
        + Poor ores (done)-17
        + Fuels (done)-100
        + Resource blocks (done)-17
        + Raw ores (done)-108
        + Small raw ores (done)-108
        + Raw ore blocks (done)-108
        + Slag (done)-104
      * Block:
        + Ores (done)-10
        + Poor ores (done)-10
        + Resource blocks (done)-10
        + Raw ore blocks (done)-108
    - Blocks:
      * Poor ores (done)-10
      * Rich ores (done)-10
      * Deepslate poor ores (done)-15
      * Deepslate rich ores (done)-17
      * Resource blocks (done)-10
      * Raw ore blocks (done)-74
      * Limestone:
        + Block (done)-2
        + Slab (done)-77
        + Stairs (done)-77
        + Wall (done)-77
      * Limestone bricks:
        + Block (done)-114
        + Slab (done)-114
        + Stairs (done)-114
        + Wall (done)-114
      * Large limestone bricks:
        + Block (done)-115
        + Slab (done)-115
        + Stairs (done)-115
        + Wall (done)-115
      * Polished limestone:
        + Block (done)-115
        + Slab (done)-115
        + Stairs (done)-115
        + Wall (done)-115
      * Chiseled limestone:
        + Block (done)-125
        + Slab (done)-125
        + Stairs (done)-125
        + Wall (done)-125
      * Limestone pillar (done)-125
      * Marble:
        + Block (done)-62
        + Slab (done)-80
        + Stairs (done)-78
        + Wall (done)-79
      * Marble bricks:
        + Block (done)-95
        + Slab (done)-95
        + Stairs (done)-95
        + Wall (done)-95
      * Large marble bricks:
        + Block (done)-95
        + Slab (done)-95
        + Stairs (done)-95
        + Wall (done)-95
      * Polished marble:
        + Block (done)-81
        + Slab (done)-81
        + Stairs (done)-81
        + Wall (done)-81
      * Marble pillar (done)-83
      * Gilded marble pillar (done)-83
      * Chiseled marble:
        + Block (done)-114
        + Slab (done)-114
        + Stairs (done)-114
        + Wall (done)-114
      * Refractory brick:
        + Block (done)-84
        + Slab (done)-96
        + Stairs (done)-96
        + Wall (done)-96
      * Large refractory bricks:
        + Block (done)-114
        + Slab (done)-114
        + Stairs (done)-114
        + Wall (done)-114
      * Slag block (done)-102
    - Items:
      * Debug stick (done)-1
      * Item Wand (done)-59
      * Block Wand (done)-57
      * Crude Fire Starter (done)-14
      * Tanned leather (done)-14
      * Plant fibers (done)-14
      * Raw ores (done)-19
      * Small ore chunks (done)-22
      * Ingots (done)-9
      * Nuggets (done)-9
      * Dusts (done)-9
      * Small dusts (done)-9
      * Crushed limestone (done)-9
      * Refractory cement (done)-84
      * Refractory brick (done)-84
      * Slag (done)-102
    - Recipes:
      * Cobblestone from stone shards (done)-91
      * Ingots to resource block (done)-100
      * Resource block to ingots (done)-101
      * Nuggets to ingot (done)-103
      * Ingot to nuggets (done)-105
      * Small dusts to dust (done)-107
      * Dust to small dusts (done)-106
      * Small raw ores to raw ore (done)-109
      * Raw ore to small raw ores (done)-110
      * Raw ores to raw ore block (done)-111
      * Raw ore block to raw ores (done)-112
      * Refractory cement (done)-92
      * Refractory brick (done)-96
      * Refractory bricks:
        + Block (done)-96
        + Slab (done)-96
        + Stairs (done)-96
        + Wall (done)-96
      * Large refractory bricks:
        + Block (done)-116
        + Slab (done)-116
        + Stairs (done)-116
        + Wall (done)-116
      * Limestone:
        + Block (from slabs) (done)-113
        + Slab (done)-113
        + Stairs (done)-113
        + Wall (done)-113
      * Polished limestone:
        + Block (done)-117
        + Slab (done)-117
        + Stairs (done)-117
        + Wall (done)-117
      * Limestone bricks:
        + Block (done)-113
        + Slab (done)-113
        + Stairs (done)-113
        + Wall (done)-113
      * Large limestone bricks:
        + Block (done)-113
        + Slab (done)-113
        + Stairs (done)-113
        + Wall (done)-113
      * Chiseled limestone:
        + block (done)-126
        + slab (done)-126
        + stairs (done)-126
        + wall (done)-126
      * limestone pillar (done)-126
      * Marble:
        + Block (from slabs) (done)-113
        + Slab (done)-113
        + Stairs (done)-113
        + Wall (done)-113
      * Polished marble:
        + Block (done)-113
        + Slab (done)-113
        + Stairs (done)-113
        + Wall (done)-113
      * Marble bricks:
        + Block (done)-113
        + Slab (done)-113
        + Stairs (done)-113
        + Wall (done)-113
      * Large marble bricks:
        + Block (done)-113
        + Slab (done)-113
        + Stairs (done)-113
        + Wall (done)-113
      * Marble pillar (done)-113
      * Gilded marble pillar (done)-113
      * Chiseled marble:
        + Block (done)-118
        + Slab (done)-118
        + Stairs (done)-118
        + Wall (done)-118
    - Commands:
      * Registry test (WIP
      * AOT give (done)-36
      * AOT command ‘manual’ (done)-38
    - World gen:
      * Poor ores:
        + Aluminum (done)-120
        + Beryllium (done)-120
        + Boron (done)-120
        + Cobalt (done)-120
        + Copper (done)-120
        + Gold (done)-120
        + Iron (done)-120
        + Lead (done)-120
        + Lithium (done)-120
        + Nickel (done)-120
        + Phosphorus (done)-120
        + Silver (done)-120
        + Sulfur (done)-120
        + Thorium (done)-120
        + Tin (done)-120
        + Tungsten (done)-120
        + Uranium (done)-120
        + Zinc (done)-120
        + Zirconium (done)-120
      * Rich ores:
        + Aluminum (done)-121
        + Beryllium (done)-121
        + Boron (done)-121
        + Cobalt (done)-121
        + Lead (done)-121
        + Lithium (done)-121
        + Nickel (done)-121
        + Phosphorus (done)-121
        + Silver (done)-121
        + Sulfur (done)-121
        + Thorium (done)-121
        + Tin (done)-121
        + Tungsten (done)-121
        + Uranium (done)-121
        + Zinc (done)-121
        + Zirconium (done)-121
      * Limestone (done)-119
      * Marble (done)-119
    - Events:
      * Bone to bone shards by clicking on a block (done)-86
    - Miscellaneous QOL/Realism:
      * Breaking individual slabs (
      * Use chains to craft chainmail armor? (done)-124
      * Change the banner patter textures, to reflect the actual pattern of the item (done)-124
      * Crafting grid redying:
        + Stained glass (done)-126
        + Stained glass panes (done)-126
        + Concrete powder (done)-126
        + Concrete (done)-126
        + Candles (done)-126
        + Terracotta (done)-126
        + Glazed terracotta (done)-126
        + Beds (done)-126
        + Banner basic (done)-126
        + Wool carpet (done)-124
        + Wool (done)-123
      * Undye carpets when interacting will cauldron (done)-124
      * Wash woolen items, using a filled cauldron (done)-123
      * Add particles to undying using cauldron (
      * Nether wart block to nether wart (done)-123
      * Block of quartz to nether quartz (done)-123
      * ‘hot’ blocks drying sponges (done)-123
      * Dry a sponge, when in proximity to hot blocks (done)-122
* 1.19.02:
  + The Stone Age Update (stone age tools and overrides)
  + Changed:
    - Recipe **D**isabling/**E**diting:
      * Smelting ores in the furnace D (
      * Smelting tools and armor in the furnace D (
      * Ores smelt to nugget in blast furnace E (
      * Stone tools use stone shards not cobblestone E (
    - Right clicking on a stone-type block, with a bone, yields bone shards
    - Right clicking on a stone-type block, with a flint, yields flaked flint shards
    - a
  + Added:
    - Advancements:
      * The start of an era (
      * Splintery (
      * Ow sharp (
      * Better tools (
      * Pyromaniac (
      * Under the starlight (
      * Smoked Flavor (
      * Resistance to the Elements (
      * Harder Rocks (
    - Tools:
      * Bone tools (
      * Flint tools (
      * Hammers:
        + Wooden (
        + Stone (
        + Bone (
        + Flint (
      * Crude sifters (plant and string) (
      * Scythes:
        + Wooden (
        + Stone (
        + Bone (
        + Flint (
      * Unfired clay pot (
      * Unfired clay bucket (
      * Clay bucket (
        + Water variant (
        + Lava variant (
        + Milk variant (
      * Tanned leather armor (
      * Spears:
        + Wooden (
        + Stone (
        + Flint (
        + Bone (
      * Throwable weapons:
        + Stone shards (
        + Bone shards (
        + Flaked flint shards (
      * Dig Brush (
    - Items:
      * String & plant mesh (
      * Unfired refractory brick (
      * Unfired clay brick (
      * Flaked flint shards (
      * Crushed chalk (
      * Traveler’s backpack (
    - Blocks:
      * Drying rack (
      * Basic workbench (
      * Bluestone:
        + Block (
        + Slab (
        + Stairs (
        + Wall (
      * Cobbled Bluestone:
        + Block (
        + Slab (
        + Stairs (
        + Wall (
      * Polished Bluestone:
        + Block (
        + Slab (
        + Stairs (
        + Wall (
      * Chiseled Bluestone:
        + Block (
        + Slab (
        + Stairs (
        + Wall (
      * Bluestone Pillar:
        + Block (
        + Slab (
        + Stairs (
        + Wall (
      * Chalk:
        + Block (
        + Slab (
        + Stairs (
        + Wall (
      * Cobbled Chalk:
        + Block (
        + Slab (
        + Stairs (
        + Wall (
      * Polished Chalk:
        + Block (
        + Slab (
        + Stairs (
        + Wall (
      * Chiseled Chalk:
        + Block (
        + Slab (
        + Stairs (
        + Wall (
      * Chalk Pillar:
        + Block (
        + Slab (
        + Stairs (
        + Wall (
      * Bony dirt (
      * Bony gravel (
      * Bony sand (
      * Diggable dirt (
      * Diggable gravel (
      * Diggable sand (
      * Rubber:
        + Log (
        + Leaves (
        + Saplings (
        + Stripped log (
        + Wood (
        + Stripped wood (
        + Planks:

Plank (

Slab (

Stairs (

Button (

Door (

Pressure plate (

Fence (

Fence gate (

Trap door (

Boat (

Sign (

Boat with chest (

* + - * Traveler’s backpack (
    - Commands:
      * Registry Test (
    - Recipes:
      * Drying rack (
      * String & plant mesh (
      * Tanned leather armor (
      * Bone tools (
      * Flint tools (
      * Hammers (wood to flint) (
      * Scythes (wood to flint) (
      * Spears (wood to flint) (
      * Unfired refractory brick (
      * Unfired clay brick (
      * Unfired clay pot (
      * Unfired clay bucket (
      * Clay bucket (
      * Dig brush (
      * Crushed chalk (
      * Bluestone:
        + Block (
        + Slab (
        + Stairs (
        + Wall (
      * Cobbled Bluestone:
        + Block (
        + Slab (
        + Stairs (
        + Wall (
      * Polished Bluestone:
        + Block (
        + Slab (
        + Stairs (
        + Wall (
      * Chiseled Bluestone:
        + Block (
        + Slab (
        + Stairs (
        + Wall (
      * Bluestone Pillar:
        + Block (
        + Slab (
        + Stairs (
        + Wall (
      * Chalk:
        + Block (
        + Slab (
        + Stairs (
        + Wall (
      * Cobbled Chalk:
        + Block (
        + Slab (
        + Stairs (
        + Wall (
      * Polished Chalk:
        + Block (
        + Slab (
        + Stairs (
        + Wall (
      * Chiseled Chalk:
        + Block (
        + Slab (
        + Stairs (
        + Wall (
      * Chalk Pillar:
        + Block (
        + Slab (
        + Stairs (
        + Wall (
      * Rubber:
        + Log (
        + Leaves (
        + Saplings (
        + Stripped log (
        + Wood (
        + Stripped wood (
        + Planks:

Plank (

Slab (

Stairs (

Button (

Door (

Pressure plate (

Fence (

Fence gate (

Trap door (

Boat (

Sign (

Boat with chest (

* + - * Traveler’s backpack (
    - Multiblock structures:
      * Kiln (
    - World Generation:
      * Stonehenge (
      * Ancestral burial site (
      * Ancestral cemetery (
      * Lost city (
      * Rubber tree (
    - Workbenches/machines:
      * Basic workbench (
    - Miscellaneous QOL/realism:
      * Stonecutter damages any entity that stands on top of the block (
      * The player is required to have all leather armor pieces to stop damage from powdered snow (
        + The player needs to be covered up to the height of the powdered snow they are standing in (
      * Sweet berries no longer damage the player, if wearing boots and leggings, damages armor instead (
      * Cactus no longer damages the player, if they are wearing a full set of armor, damages armor instead (
      * Undye a sheep using bucket of soapy water (
      * a
    - sfsf