

Start

```
graph TD; Start((Start)) --> ClearInventory[Clear Inventory]; ClearInventory --> LoopThroughAll[Loop through all non craftable blockTypes]; LoopThroughAll --> LoopThroughLength[Loop through the length of the inventory]; LoopThroughLength --> AddBlockType[/Add blockType to Inventory/]; AddBlockType --> LoopEnd1[Loop End]; LoopEnd1 --> LoopEnd2[Loop End];
```

Clear Inventory

Loop through all non
craftable blockTypes

Loop through the length
of the inventory

Add blockType to
Inventory

Loop End

Loop End