

# VoxelGame User Manual

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# 1 Welcome!

Thank you for downloading VoxelGame. This manual gives you a (limited) overview of the game's features and how to use them. Do not expect much from the game, playability is not the main focus of this project.

## 2 Versions

- 1.0.0 The First Release
- 1.1.0 The World Update
- 1.2.0 The Block Update
- 1.3.0 The Water Update

## 3 Blocks

### 3.1 Core

These blocks are the most essential blocks in the game. The game relies on these blocks to exist and on their IDs to be fixed.

#### 3.1.1 Air

The air block that fills the world. Could also be interpreted as "no block".

Named ID	Air
ID	0
State Count	1
Opaque	✗
Mesh At Non Opaques	✗
Solid	✗
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Unmeshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Static	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—

### 3.1.2 Error

An error block, used as fallback when structure operations fail.

Named ID	<b>Error</b>	
ID	1	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—

### 3.1.3 Core

The core of the world, which is found at the lowest level.

Named ID	<b>CoreBlock</b>	
ID	2	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—

### 3.1.4 Developer Block

A block that serves as a neutral choice for development purposes.

Named ID	Dev
ID	3
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—

## 3.2 Environment

These blocks make up most of the environment and thus are essential for world generation.

### 3.2.1 Grass

Soil with some grass on top. Plants can be placed on top of this. The grass can burn, creating ash.

Named ID	Grass
ID	4
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Wet	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.WetCubeTexture	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.NeutralTint	—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plantable	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Membrane	—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Soil	—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.CoveredSoil	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Grass	—

### 3.2.2 Ash-covered Soil

Soil covered with ash. Water can wash the ash away.

Named ID	AshCoveredSoil
ID	5
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Wet	—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plantable	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Membrane	—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Soil	—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.CoveredSoil	—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.WashableCoveredSoil	—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.GrassSpreadable	—

### 3.2.3 Soil

Simple soil. Grass next to it can spread over it.

Named ID	Soil	
ID	6	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Wet		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.WetCubeTexture		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.NeutralTint		—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plantable		—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable		—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Membrane		—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Soil		—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.GrassSpreadable		—

### 3.2.4 Mud

Mud is created when water and soil mix.

Named ID	Mud	
ID	7	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✓	
Trigger	✗	
Interactable	✗	
Behaviors:		

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plantable	—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Mud	—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Slowing	—

### 3.2.5 Cracked Dried Mud

Mud, but dried out and cracked.

Named ID	CrackedDriedMud
ID	8
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—

### 3.2.6 Peat

Peat is naturally created from organic matter and can be found in bogs.

Named ID	Peat
ID	9
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✓
Trigger	✗
Interactable	✗

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plantable	—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Mud	—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Slowing	—

### 3.2.7 Farmland

Tilled soil that allows many plants to grow. While plants can also grow on normal soil, this block allows full growth.

Named ID	Farmland	
ID	10	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—	
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.PartialHeight	—	
VoxelGame.Core.Logic.Elements.Behaviors.Height.PartialHeight	—	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—	
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Wet	—	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.WetCubeTexture	—	
VoxelGame.Core.Logic.Elements.Behaviors.Height.ConstantHeight	—	
VoxelGame.Core.Logic.Elements.Behaviors.Height.CompletableGround	—	
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plantable	—	
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—	
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Membrane	—	
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Soil	—	
VoxelGame.Core.Logic.Elements.Behaviors.Nature.CoveredSoil	—	

### 3.2.8 Clay

Clay is found beneath the ground and blocks groundwater flow.

Named ID	Clay	
ID	11	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—

### 3.2.9 Permafrost

Permafrost is a type of soil that is frozen solid.

Named ID	Permafrost	
ID	12	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—

### 3.2.10 Path

The path is a soil block with its top layer trampled.

Named ID	Path	
ID	13	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Mesher		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.PartialHeight		—
VoxelGame.Core.Logic.Elements.Behaviors.Height.PartialHeight		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Wet		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.WetCubeTexture		—
VoxelGame.Core.Logic.Elements.Behaviors.Height.ConstantHeight		—
VoxelGame.Core.Logic.Elements.Behaviors.Height.CompletableGround		—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plantable		—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable		—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Membrane		—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Soil		—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.CoveredSoil		—

### 3.2.11 Sand

Sand naturally forms and allows water to flow through it.

Named ID	Sand	
ID	14	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Wet	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.WetTint	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Membrane	—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Loose	—

### 3.2.12 Gravel

Gravel, which is made out of small pebbles, allows water to flow through it.

Named ID	Gravel
ID	15
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Wet	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.WetTint	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Membrane	—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Loose	—

### 3.2.13 Tall Grass

A tall grassy plant. Fluids will destroy it if the level is too high.

Named ID	TallGrass	
ID	16	
State Count	2	
Opaque	✗	
Mesh At Non Opaques	✗	
Solid	✗	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.SingleTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Foliage		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.NeutralTint		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable		—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.Plant		isLowered
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.CrossPlant		—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.DestroyOnLiquid		—

### 3.2.14 Taller Grass

A somewhat taller version of the normal tall grass.

Named ID	TallerGrass
ID	17
State Count	2
Opaque	✗
Mesh At Non Opaques	✗
Solid	✗
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.SingleTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Foliage	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.NeutralTint	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.Plant	isLowered
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.CrossPlant	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.DestroyOnLiquid	—

### 3.2.15 Tallest Grass

An even taller version of the normal tall grass. Truly the tallest grass in the game.

Named ID	TallestGrass
ID	18
State Count	4
Opaque	✗
Mesh At Non Opaques	✗
Solid	✗
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.SingleTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Foliage	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.NeutralTint	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.Plant	isLowered
VoxelGame.Core.Logic.Elements.Behaviors.Constraint	—
VoxelGame.Core.Logic.Elements.Behaviors.Composite	part
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.CompositePlant	—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.DoubleCrossPlant	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.DestroyOnLiquid	—

### 3.2.16 Snow

Snow covers the ground and can have different heights.

Named ID	Snow	
ID	19	
State Count	16	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✓	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.PartialHeight		—
VoxelGame.Core.Logic.Elements.Behaviors.Height.PartialHeight		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Height.StoredHeight16		height
VoxelGame.Core.Logic.Elements.Behaviors.Height.Modifiable		—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded		—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable		—
VoxelGame.Core.Logic.Elements.Behaviors.Height.Densifying		—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.DestroyOnFluid		—

### 3.2.17 Loose Snow

Loose snow allows entities to sink into it.

Named ID	LooseSnow
ID	20
State Count	16
Opaque	✓
Mesh At Non Opaques	✗
Solid	✗
Unshaded	✗
Collider	✗
Trigger	✓
Interactable	✓

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.PartialHeight	—
VoxelGame.Core.Logic.Elements.Behaviors.Height.PartialHeight	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
VoxelGame.Core.Logic.Elements.Behaviors.Height.StoredHeight16	height
VoxelGame.Core.Logic.Elements.Behaviors.Height.Modifiable	—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Height.Densifying	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.DestroyOnFluid	—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Slowing	—

### 3.2.18 Ice

A block made out of frozen water.

Named ID	Ice
ID	21
State Count	16
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.PartialHeight	—
VoxelGame.Core.Logic.Elements.Behaviors.Height.PartialHeight	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
VoxelGame.Core.Logic.Elements.Behaviors.Height.StoredHeight16	height
VoxelGame.Core.Logic.Elements.Behaviors.Height.Modifiable	—

### 3.2.19 Ash

Ahs is the remainder of burning processes.

Named ID	Ash	
ID	22	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.DestroyOnFluid		—

### 3.2.20 Fire

Fire is a dangerous block that spreads onto nearby flammable blocks. When spreading, fire burns blocks which can destroy them.

Named ID	Fire	
ID	23	
State Count	32	
Opaque	✗	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✓	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Fire		front, back, left, right, top
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.DestroyOnLiquid		—

### 3.2.21 Roots

Roots grow at the bottom of trees.

Named ID	Roots	
ID	24	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—

### 3.2.22 Salt

Salt is contained in seawater, it becomes usable after the water evaporates.

Named ID	Salt	
ID	25	
State Count	16	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✓	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.PartialHeight		—
VoxelGame.Core.Logic.Elements.Behaviors.Height.PartialHeight		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Height.StoredHeight16	height	height
VoxelGame.Core.Logic.Elements.Behaviors.Height.Modifiable		—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Salt		—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded		—

### 3.3 Woods

All sorts of wood types. Trees can be found in the world and can be used for the construction of various things.

#### 3.3.1 Oak

Oak wood.

Oak Leaves: The leaves of the tree.

Named ID	OakLeaves
ID	26
State Count	1
Opaque	✗
Mesh At Non Opaques	✓
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.NeutralTint	—

Oak Log: The log of the tree.

Named ID	OakLog
ID	27
State Count	3
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.RotatableSimpleBlock	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.AxisRotatable	axis
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
Planks (Oak Wood): Planks made out of the wood.	
Named ID	OakPlanks
ID	28
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.ConstructionMaterial	—
Fence (Oak Wood): The wooden fence can be used as way of marking areas.	
It does not prevent jumping over it. As this fence is made out of wood, it is	
flammable. Fences can connect to other blocks.	
Named ID	OakFence
ID	29
State Count	16
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting	north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.WideConnecting	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Fence	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
Gate (Oak Wood): Fence gates are meant as a passage through fences and walls.	
Named ID	OakFenceGate
ID	30
State Count	8
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Gate	isOpen
Door (Oak Wood): The door allows closing of a room. It can be opened and closed. As this door is made out of wood, it is flammable.	
Named ID	OakDoor
ID	31
State Count	32
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓

Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—	
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—	
VoxelGame.Core.Logic.Elements.Behaviors.Constraint	—	
VoxelGame.Core.Logic.Elements.Behaviors.Composite	part	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled	—	
VoxelGame.Core.Logic.Elements.Behaviors.Grounded	—	
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded	—	
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—	
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—	
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—	
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—	
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite	—	
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Door	isOpen, isLeftSided	
Pipe (Oak Wood): The wooden pipe offers a primitive way of controlling fluid flow. It connects to other pipes.		
Named ID	OakPipe	
ID	32	
State Count	64	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—	
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—	
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Piped	—	
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—	
VoxelGame.Core.Logic.Elements.Behaviors.Siding.StoredMultiSided	sides	
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—	
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Pipe	—	
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.ConnectingPipe	—	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—	
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—	
Bed (Oak Wood): The bed is a block that allows the player to sleep and set a spawn point.		

Named ID	OakBed	
ID	33	
State Count	256	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✓	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable		orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint		—
VoxelGame.Core.Logic.Elements.Behaviors.Composite		part
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Misellaneous.Bed		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.DirectionalSidePlacement		—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded		—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Paintable		color
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—

### 3.3.2 Maple

Maple wood.

Maple Leaves: The leaves of the tree.

Named ID	<b>MapleLeaves</b>	
ID	34	
State Count	1	
Opaque	✗	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.NeutralTint		—
Maple Log: The log of the tree.		
Named ID	<b>MapleLog</b>	
ID	35	
State Count	3	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.RotatableSimpleBlock		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.AxisRotatable		axis
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Planks (Maple Wood): Planks made out of the wood.		

Named ID	<b>MaplePlanks</b>	
ID	36	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.ConstructionMaterial		—
Fence (Maple Wood): The wooden fence can be used as way of marking areas. It does not prevent jumping over it. As this fence is made out of wood, it is flammable. Fences can connect to other blocks.		
Named ID	<b>MapleFence</b>	
ID	37	
State Count	16	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting		north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.WideConnecting		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Fence		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Gate (Maple Wood): Fence gates are meant as a passage trough fences and walls.		

Named ID	<code>MapleFenceGate</code>
ID	38
State Count	8
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓
Behaviors:	
<code>VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed</code>	—
<code>VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex</code>	—
<code>VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled</code>	—
<code>VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride</code>	—
<code>VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible</code>	—
<code>VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable</code>	—
<code>VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided</code>	—
<code>VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided</code>	—
<code>VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable</code>	<code>orientation</code>
<code>VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled</code>	—
<code>VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable</code>	—
<code>VoxelGame.Core.Logic.Elements.Behaviors.Connection.Gate</code>	<code>isOpen</code>

Door (Maple Wood): The door allows closing of a room. It can be opened and closed. As this door is made out of wood, it is flammable.

Named ID	<code>MapleDoor</code>
ID	39
State Count	32
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint	—
VoxelGame.Core.Logic.Elements.Behaviors.Composite	part
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded	—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite	—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Door	isOpen, isLeftSided
Pipe (Maple Wood): The wooden pipe offers a primitive way of controlling fluid flow. It connects to other pipes.	
Named ID	MaplePipe
ID	40
State Count	64
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Piped	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.StoredMultiSided	sides
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Pipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.ConnectingPipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
Bed (Maple Wood): The bed is a block that allows the player to sleep and set a spawn point.	

Named ID	MapleBed	
ID	41	
State Count	256	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✓	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable		orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint		—
VoxelGame.Core.Logic.Elements.Behaviors.Composite		part
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Bed		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.DirectionalSidePlacement		—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded		—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Paintable		color
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—

### 3.3.3 Birch

Birch wood.

Birch Leaves: The leaves of the tree.

Named ID	BirchLeaves	
ID	42	
State Count	1	
Opaque	✗	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.NeutralTint		—
Birch Log: The log of the tree.		
Named ID	BirchLog	
ID	43	
State Count	3	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.RotatableSimpleBlock		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.AxisRotatable		axis
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Planks (Birch Wood): Planks made out of the wood.		

Named ID	BirchPlanks	
ID	44	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.ConstructionMaterial		—
Fence (Birch Wood): The wooden fence can be used as way of marking areas. It does not prevent jumping over it. As this fence is made out of wood, it is flammable. Fences can connect to other blocks.		
Named ID	BirchFence	
ID	45	
State Count	16	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting		north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.WideConnecting		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Fence		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Gate (Birch Wood): Fence gates are meant as a passage trough fences and walls.		

Named ID	<b>BirchFenceGate</b>
ID	46
State Count	8
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Gate	isOpen

Door (Birch Wood): The door allows closing of a room. It can be opened and closed. As this door is made out of wood, it is flammable.

Named ID	<b>BirchDoor</b>
ID	47
State Count	32
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint	—
VoxelGame.Core.Logic.Elements.Behaviors.Composite	part
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded	—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite	—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Door	isOpen, isLeftSided
Pipe (Birch Wood): The wooden pipe offers a primitive way of controlling fluid flow. It connects to other pipes.	
Named ID	BirchPipe
ID	48
State Count	64
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Piped	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.StoredMultiSided	sides
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Pipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.ConnectingPipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
Bed (Birch Wood): The bed is a block that allows the player to sleep and set a spawn point.	

Named ID	BirchBed	
ID	49	
State Count	256	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✓	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable		orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint		—
VoxelGame.Core.Logic.Elements.Behaviors.Composite		part
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Misellaneous.Bed		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.DirectionalSidePlacement		—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded		—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Paintable		color
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—

### 3.3.4 Walnut

Maple wood.

Walnut Leaves: The leaves of the tree.

Named ID	WalnutLeaves	
ID	50	
State Count	1	
Opaque	✗	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.NeutralTint		—
Walnut Log: The log of the tree.		
Named ID	WalnutLog	
ID	51	
State Count	3	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.RotatableSimpleBlock		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.AxisRotatable		axis
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Planks (Walnut Wood): Planks made out of the wood.		

Named ID	<b>WalnutPlanks</b>	
ID	52	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.ConstructionMaterial		—
Fence (Walnut Wood): The wooden fence can be used as way of marking areas. It does not prevent jumping over it. As this fence is made out of wood, it is flammable. Fences can connect to other blocks.		
Named ID	<b>WalnutFence</b>	
ID	53	
State Count	16	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting		north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.WideConnecting		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Fence		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Gate (Walnut Wood): Fence gates are meant as a passage trough fences and walls.		

Named ID	<b>WalnutFenceGate</b>
ID	54
State Count	8
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Gate	isOpen

Door (Walnut Wood): The door allows closing of a room. It can be opened and closed. As this door is made out of wood, it is flammable.

Named ID	<b>WalnutDoor</b>
ID	55
State Count	32
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint	—
VoxelGame.Core.Logic.Elements.Behaviors.Composite	part
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded	—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite	—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Door	isOpen, isLeftSided
Pipe (Walnut Wood): The wooden pipe offers a primitive way of controlling fluid flow. It connects to other pipes.	
Named ID	WalnutPipe
ID	56
State Count	64
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Piped	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.StoredMultiSided	sides
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Pipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.ConnectingPipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
Bed (Walnut Wood): The bed is a block that allows the player to sleep and set a spawn point.	

Named ID	WalnutBed	
ID	57	
State Count	256	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✓	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable		orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint		—
VoxelGame.Core.Logic.Elements.Behaviors.Composite		part
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Bed		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.DirectionalSidePlacement		—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded		—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Paintable		color
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—

### 3.3.5 Cherry

Cherry wood.

Cherry Leaves: The leaves of the tree.

Named ID	<b>CherryLeaves</b>	
ID	58	
State Count	1	
Opaque	✗	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.NeutralTint		—
Cherry Log: The log of the tree.		
Named ID	<b>CherryLog</b>	
ID	59	
State Count	3	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.RotatableSimpleBlock		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.AxisRotatable		axis
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Planks (Cherry Wood): Planks made out of the wood.		

Named ID	CherryPlanks	
ID	60	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.ConstructionMaterial		—
Fence (Cherry Wood):	The wooden fence can be used as way of marking areas.	
It does not prevent jumping over it.	As this fence is made out of wood, it is	
flammable.	Fences can connect to other blocks.	
Named ID	CherryFence	
ID	61	
State Count	16	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting		north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.WideConnecting		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Fence		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Gate (Cherry Wood):	Fence gates are meant as a passage trough fences and	
walls.		

Named ID	<b>CherryFenceGate</b>
ID	62
State Count	8
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Gate	isOpen

Door (Cherry Wood): The door allows closing of a room. It can be opened and closed. As this door is made out of wood, it is flammable.

Named ID	<b>CherryDoor</b>
ID	63
State Count	32
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint	—
VoxelGame.Core.Logic.Elements.Behaviors.Composite	part
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded	—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite	—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Door	isOpen, isLeftSided
Pipe (Cherry Wood): The wooden pipe offers a primitive way of controlling fluid flow. It connects to other pipes.	
Named ID	CherryPipe
ID	64
State Count	64
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Piped	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.StoredMultiSided	sides
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Pipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.ConnectingPipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
Bed (Cherry Wood): The bed is a block that allows the player to sleep and set a spawn point.	

Named ID	CherryBed	
ID	65	
State Count	256	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✓	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable		orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint		—
VoxelGame.Core.Logic.Elements.Behaviors.Composite		part
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Misellaneous.Bed		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.DirectionalSidePlacement		—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded		—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Paintable		color
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—

### 3.3.6 AshTree

Ash tree wood.

Ash Leaves: The leaves of the tree.

Named ID	AshTreeLeaves	
ID	66	
State Count	1	
Opaque	✗	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.NeutralTint		—
Ash Log: The log of the tree.		
Named ID	AshTreeLog	
ID	67	
State Count	3	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.RotatableSimpleBlock		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.AxisRotatable		axis
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Planks (Ash Wood): Planks made out of the wood.		

Named ID	AshTreePlanks	
ID	68	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.ConstructionMaterial		—
Fence (Ash Wood): The wooden fence can be used as way of marking areas. It does not prevent jumping over it. As this fence is made out of wood, it is flammable. Fences can connect to other blocks.		
Named ID	AshTreeFence	
ID	69	
State Count	16	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting		north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.WideConnecting		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Fence		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Gate (Ash Wood): Fence gates are meant as a passage through fences and walls.		

Named ID	<b>AshTreeFenceGate</b>
ID	70
State Count	8
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Gate	isOpen

Door (Ash Wood): The door allows closing of a room. It can be opened and closed. As this door is made out of wood, it is flammable.

Named ID	<b>AshTreeDoor</b>
ID	71
State Count	32
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint	—
VoxelGame.Core.Logic.Elements.Behaviors.Composite	part
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded	—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite	—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Door	isOpen, isLeftSided
Pipe (Ash Wood): The wooden pipe offers a primitive way of controlling fluid flow. It connects to other pipes.	
Named ID	AshTreePipe
ID	72
State Count	64
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Piped	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.StoredMultiSided	sides
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Pipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.ConnectingPipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
Bed (Ash Wood): The bed is a block that allows the player to sleep and set a spawn point.	

Named ID	AshTreeBed	
ID	73	
State Count	256	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✓	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable		orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint		—
VoxelGame.Core.Logic.Elements.Behaviors.Composite		part
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Misellaneous.Bed		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.DirectionalSidePlacement		—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded		—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Paintable		color
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—

### 3.3.7 RubberTree

Rubber tree wood.

Rubber Tree Leaves: The leaves of the tree.

Named ID	RubberTreeLeaves	
ID	74	
State Count	1	
Opaque	✗	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.NeutralTint		—
Rubber Tree Log: The log of the tree.		
Named ID	RubberTreeLog	
ID	75	
State Count	3	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.RotatableSimpleBlock		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.AxisRotatable		axis
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Planks (Rubber Tree Wood): Planks made out of the wood.		

Named ID	RubberTreePlanks	
ID	76	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.ConstructionMaterial		—
Fence (Rubber Tree Wood):	The wooden fence can be used as way of marking areas. It does not prevent jumping over it. As this fence is made out of wood, it is flammable. Fences can connect to other blocks.	
Named ID	RubberTreeFence	
ID	77	
State Count	16	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting		north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.WideConnecting		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Fence		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Gate (Rubber Tree Wood):	Fence gates are meant as a passage trough fences and walls.	

Named ID	RubberTreeFenceGate
ID	78
State Count	8
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Gate	isOpen

Door (Rubber Tree Wood): The door allows closing of a room. It can be opened and closed. As this door is made out of wood, it is flammable.

Named ID	RubberTreeDoor
ID	79
State Count	32
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint	—
VoxelGame.Core.Logic.Elements.Behaviors.Composite	part
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded	—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite	—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Door	isOpen, isLeftSided
Pipe (Rubber Tree Wood): The wooden pipe offers a primitive way of controlling fluid flow. It connects to other pipes.	
Named ID	RubberTreePipe
ID	80
State Count	64
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Piped	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.StoredMultiSided	sides
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Pipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.ConnectingPipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
Bed (Rubber Tree Wood): The bed is a block that allows the player to sleep and set a spawn point.	

Named ID	RubberTreeBed	
ID	81	
State Count	256	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✓	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable		orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint		—
VoxelGame.Core.Logic.Elements.Behaviors.Composite		part
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Misellaneous.Bed		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.DirectionalSidePlacement		—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded		—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Paintable		color
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—

### 3.3.8 Pine

Pine wood.

Pine Needles: The leaves of the tree.

Named ID	PineLeaves	
ID	82	
State Count	1	
Opaque	✗	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Pine Log: The log of the tree.		
Named ID	PineLog	
ID	83	
State Count	3	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.RotatableSimpleBlock		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.AxisRotatable		axis
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Planks (Pine Wood): Planks made out of the wood.		

Named ID	PinePlanks	
ID	84	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.ConstructionMaterial		—
Fence (Pine Wood):	The wooden fence can be used as way of marking areas.	
It does not prevent jumping over it.	As this fence is made out of wood, it is	
flammable.	Fences can connect to other blocks.	
Named ID	PineFence	
ID	85	
State Count	16	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting		north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.WideConnecting		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Fence		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Gate (Pine Wood):	Fence gates are meant as a passage trough fences and walls.	

Named ID	PineFenceGate
ID	86
State Count	8
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Gate	isOpen

Door (Pine Wood): The door allows closing of a room. It can be opened and closed. As this door is made out of wood, it is flammable.

Named ID	PineDoor
ID	87
State Count	32
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint	—
VoxelGame.Core.Logic.Elements.Behaviors.Composite	part
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded	—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite	—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Door	isOpen, isLeftSided
Pipe (Pine Wood): The wooden pipe offers a primitive way of controlling fluid flow. It connects to other pipes.	
Named ID	PinePipe
ID	88
State Count	64
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Piped	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.StoredMultiSided	sides
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Pipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.ConnectingPipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
Bed (Pine Wood): The bed is a block that allows the player to sleep and set a spawn point.	

Named ID	PineBed	
ID	89	
State Count	256	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✓	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable		orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint		—
VoxelGame.Core.Logic.Elements.Behaviors.Composite		part
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Bed		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.DirectionalSidePlacement		—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded		—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Paintable		color
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—

### 3.3.9 Spruce

Spruce wood.

Spruce Needles: The leaves of the tree.

Named ID	SpruceLeaves	
ID	90	
State Count	1	
Opaque	✗	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Spruce Log: The log of the tree.		
Named ID	SpruceLog	
ID	91	
State Count	3	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.RotatableSimpleBlock		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.AxisRotatable		axis
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Planks (Spruce Wood): Planks made out of the wood.		

Named ID	SprucePlanks	
ID	92	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.ConstructionMaterial		—
Fence (Spruce Wood):	The wooden fence can be used as way of marking areas.	
It does not prevent jumping over it.	As this fence is made out of wood, it is	
flammable.	Fences can connect to other blocks.	
Named ID	SpruceFence	
ID	93	
State Count	16	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting		north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.WideConnecting		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Fence		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Gate (Spruce Wood):	Fence gates are meant as a passage trough fences and	
walls.		

Named ID	SpruceFenceGate
ID	94
State Count	8
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Gate	isOpen

Door (Spruce Wood): The door allows closing of a room. It can be opened and closed. As this door is made out of wood, it is flammable.

Named ID	SpruceDoor
ID	95
State Count	32
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint	—
VoxelGame.Core.Logic.Elements.Behaviors.Composite	part
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded	—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite	—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Door	isOpen, isLeftSided
Pipe (Spruce Wood): The wooden pipe offers a primitive way of controlling fluid flow. It connects to other pipes.	
Named ID	SprucePipe
ID	96
State Count	64
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Piped	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.StoredMultiSided	sides
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Pipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.ConnectingPipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
Bed (Spruce Wood): The bed is a block that allows the player to sleep and set a spawn point.	

Named ID	SpruceBed	
ID	97	
State Count	256	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✓	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable		orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint		—
VoxelGame.Core.Logic.Elements.Behaviors.Composite		part
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Bed		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.DirectionalSidePlacement		—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded		—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Paintable		color
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—

### 3.3.10 Fir

Fir wood.

Fir Needles: The leaves of the tree.

Named ID	<b>FirLeaves</b>	
ID	98	
State Count	1	
Opaque	✗	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Fir Log: The log of the tree.		
Named ID	<b>FirLog</b>	
ID	99	
State Count	3	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.RotatableSimpleBlock		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.AxisRotatable		axis
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—

Planks (Fir Wood): Planks made out of the wood.

Named ID	<b>FirPlanks</b>	
ID	100	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.ConstructionMaterial		—
Fence (Fir Wood):	The wooden fence can be used as way of marking areas. It does not prevent jumping over it. As this fence is made out of wood, it is flammable. Fences can connect to other blocks.	
Named ID	<b>FirFence</b>	
ID	101	
State Count	16	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting		north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.WideConnecting		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Fence		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Gate (Fir Wood):	Fence gates are meant as a passage trough fences and walls.	

Named ID	<b>FirFenceGate</b>
ID	102
State Count	8
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Gate	isOpen

Door (Fir Wood): The door allows closing of a room. It can be opened and closed. As this door is made out of wood, it is flammable.

Named ID	<b>FirDoor</b>
ID	103
State Count	32
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint	—
VoxelGame.Core.Logic.Elements.Behaviors.Composite	part
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded	—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite	—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Door	isOpen, isLeftSided
Pipe (Fir Wood): The wooden pipe offers a primitive way of controlling fluid flow. It connects to other pipes.	
Named ID	FirPipe
ID	104
State Count	64
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Piped	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.StoredMultiSided	sides
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Pipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.ConnectingPipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
Bed (Fir Wood): The bed is a block that allows the player to sleep and set a spawn point.	

Named ID	FirBed	
ID	105	
State Count	256	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✓	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable		orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint		—
VoxelGame.Core.Logic.Elements.Behaviors.Composite		part
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Bed		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.DirectionalSidePlacement		—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded		—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Paintable		color
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—

### 3.3.11 Mahogany

Mahogany wood.

Mahogany Leaves: The leaves of the tree.

Named ID	MahoganyLeaves	
ID	106	
State Count	1	
Opaque	✗	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.NeutralTint		—
Mahogany Log: The log of the tree.		
Named ID	MahoganyLog	
ID	107	
State Count	3	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.RotatableSimpleBlock		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.AxisRotatable		axis
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Planks (Mahogany Wood): Planks made out of the wood.		

Named ID	<b>MahoganyPlanks</b>	
ID	108	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.ConstructionMaterial		—
Fence (Mahogany Wood):	The wooden fence can be used as way of marking areas. It does not prevent jumping over it. As this fence is made out of wood, it is flammable. Fences can connect to other blocks.	
Named ID	<b>MahoganyFence</b>	
ID	109	
State Count	16	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting		north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.WideConnecting		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Fence		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Gate (Mahogany Wood):	Fence gates are meant as a passage through fences and walls.	

Named ID	MahoganyFenceGate
ID	110
State Count	8
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Gate	isOpen

Door (Mahogany Wood): The door allows closing of a room. It can be opened and closed. As this door is made out of wood, it is flammable.

Named ID	MahoganyDoor
ID	111
State Count	32
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint	—
VoxelGame.Core.Logic.Elements.Behaviors.Composite	part
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded	—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite	—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Door	isOpen, isLeftSided
Pipe (Mahogany Wood): The wooden pipe offers a primitive way of controlling fluid flow. It connects to other pipes.	
Named ID	MahoganyPipe
ID	112
State Count	64
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Piped	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.StoredMultiSided	sides
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Pipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.ConnectingPipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
Bed (Mahogany Wood): The bed is a block that allows the player to sleep and set a spawn point.	

Named ID	MahoganyBed	
ID	113	
State Count	256	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✓	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable		orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint		—
VoxelGame.Core.Logic.Elements.Behaviors.Composite		part
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Bed		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.DirectionalSidePlacement		—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded		—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Paintable		color
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—

### 3.3.12 Teak

Teak wood.

Teak Leaves: The leaves of the tree.

Named ID	<b>TeakLeaves</b>	
ID	114	
State Count	1	
Opaque	✗	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.NeutralTint		—
Teak Log: The log of the tree.		
Named ID	<b>TeakLog</b>	
ID	115	
State Count	3	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.RotatableSimpleBlock		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.AxisRotatable		axis
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Planks (Teak Wood): Planks made out of the wood.		

Named ID	<b>TeakPlanks</b>	
ID	116	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.ConstructionMaterial		—
Fence (Teak Wood):	The wooden fence can be used as way of marking areas.	
It does not prevent jumping over it.	As this fence is made out of wood, it is	
flammable.	Fences can connect to other blocks.	
Named ID	<b>TeakFence</b>	
ID	117	
State Count	16	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting		north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.WideConnecting		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Fence		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Gate (Teak Wood):	Fence gates are meant as a passage trough fences and walls.	

Named ID	<b>TeakFenceGate</b>
ID	118
State Count	8
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Gate	isOpen

Door (Teak Wood): The door allows closing of a room. It can be opened and closed. As this door is made out of wood, it is flammable.

Named ID	<b>TeakDoor</b>
ID	119
State Count	32
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint	—
VoxelGame.Core.Logic.Elements.Behaviors.Composite	part
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded	—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite	—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Door	isOpen, isLeftSided
Pipe (Teak Wood): The wooden pipe offers a primitive way of controlling fluid flow. It connects to other pipes.	
Named ID	TeakPipe
ID	120
State Count	64
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Piped	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.StoredMultiSided	sides
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Pipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.ConnectingPipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
Bed (Teak Wood): The bed is a block that allows the player to sleep and set a spawn point.	

Named ID	TeakBed	
ID	121	
State Count	256	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✓	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable		orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint		—
VoxelGame.Core.Logic.Elements.Behaviors.Composite		part
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Bed		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.DirectionalSidePlacement		—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded		—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Paintable		color
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—

### 3.3.13 Ebony

Ebony wood.

Ebony Leaves: The leaves of the tree.

Named ID	EbonyLeaves	
ID	122	
State Count	1	
Opaque	✗	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.NeutralTint		—
Ebony Log: The log of the tree.		
Named ID	EbonyLog	
ID	123	
State Count	3	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.RotatableSimpleBlock		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.AxisRotatable		axis
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Planks (Ebony Wood): Planks made out of the wood.		

Named ID	EbonyPlanks	
ID	124	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.ConstructionMaterial		—
Fence (Ebony Wood): The wooden fence can be used as way of marking areas. It does not prevent jumping over it. As this fence is made out of wood, it is flammable. Fences can connect to other blocks.		
Named ID	EbonyFence	
ID	125	
State Count	16	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting		north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.WideConnecting		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Fence		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Gate (Ebony Wood): Fence gates are meant as a passage trough fences and walls.		

Named ID	<b>EbonyFenceGate</b>
ID	126
State Count	8
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Gate	isOpen

Door (Ebony Wood): The door allows closing of a room. It can be opened and closed. As this door is made out of wood, it is flammable.

Named ID	<b>EbonyDoor</b>
ID	127
State Count	32
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint	—
VoxelGame.Core.Logic.Elements.Behaviors.Composite	part
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded	—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite	—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Door	isOpen, isLeftSided
Pipe (Ebony Wood): The wooden pipe offers a primitive way of controlling fluid flow. It connects to other pipes.	
Named ID	EbonyPipe
ID	128
State Count	64
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Piped	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.StoredMultiSided	sides
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Pipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.ConnectingPipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
Bed (Ebony Wood): The bed is a block that allows the player to sleep and set a spawn point.	

Named ID	EbonyBed	
ID	129	
State Count	256	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✓	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable		orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint		—
VoxelGame.Core.Logic.Elements.Behaviors.Composite		part
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Bed		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.DirectionalSidePlacement		—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded		—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Paintable		color
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—

### 3.3.14 CoconutPalm

Coconut palm wood.

Coconut Palm Leaves: The leaves of the tree.

Named ID	CoconutPalmLeaves	
ID	130	
State Count	1	
Opaque	✗	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.NeutralTint		—
Coconut Palm Log: The log of the tree.		
Named ID	CoconutPalmLog	
ID	131	
State Count	3	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.RotatableSimpleBlock		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.AxisRotatable		axis
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Planks (Coconut Palm Wood): Planks made out of the wood.		

Named ID	<b>CoconutPalmPlanks</b>	
ID	132	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.ConstructionMaterial		—
Fence (Coconut Palm Wood):	The wooden fence can be used as way of marking areas. It does not prevent jumping over it. As this fence is made out of wood, it is flammable. Fences can connect to other blocks.	
Named ID	<b>CoconutPalmFence</b>	
ID	133	
State Count	16	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting		north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.WideConnecting		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Fence		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Gate (Coconut Palm Wood):	Fence gates are meant as a passage trough fences and walls.	

Named ID	CoconutPalmFenceGate
ID	134
State Count	8
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Gate	isOpen

Door (Coconut Palm Wood): The door allows closing of a room. It can be opened and closed. As this door is made out of wood, it is flammable.

Named ID	CoconutPalmDoor
ID	135
State Count	32
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint	—
VoxelGame.Core.Logic.Elements.Behaviors.Composite	part
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded	—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite	—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Door	isOpen, isLeftSided
Pipe (Coconut Palm Wood): The wooden pipe offers a primitive way of controlling fluid flow. It connects to other pipes.	
Named ID	CoconutPalmPipe
ID	136
State Count	64
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Piped	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.StoredMultiSided	sides
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Pipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.ConnectingPipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
Bed (Coconut Palm Wood): The bed is a block that allows the player to sleep and set a spawn point.	

Named ID	CoconutPalmBed	
ID	137	
State Count	256	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✓	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable		orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint		—
VoxelGame.Core.Logic.Elements.Behaviors.Composite		part
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Bed		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.DirectionalSidePlacement		—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded		—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Paintable		color
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—

### 3.3.15 DatePalm

Date palm wood.

Date Palm Leaves: The leaves of the tree.

Named ID	<b>DatePalmLeaves</b>	
ID	138	
State Count	1	
Opaque	✗	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.NeutralTint		—
Date Palm Log: The log of the tree.		
Named ID	<b>DatePalmLog</b>	
ID	139	
State Count	3	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.RotatableSimpleBlock		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.AxisRotatable		axis
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Planks (Date Palm Wood): Planks made out of the wood.		

Named ID	DatePalmPlanks	
ID	140	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.ConstructionMaterial		—
Fence (Date Palm Wood):	The wooden fence can be used as way of marking areas. It does not prevent jumping over it. As this fence is made out of wood, it is flammable. Fences can connect to other blocks.	
Named ID	DatePalmFence	
ID	141	
State Count	16	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting		north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.WideConnecting		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Fence		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Gate (Date Palm Wood):	Fence gates are meant as a passage through fences and walls.	

Named ID	DatePalmFenceGate
ID	142
State Count	8
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Gate	isOpen

Door (Date Palm Wood): The door allows closing of a room. It can be opened and closed. As this door is made out of wood, it is flammable.

Named ID	DatePalmDoor
ID	143
State Count	32
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint	—
VoxelGame.Core.Logic.Elements.Behaviors.Composite	part
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded	—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite	—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Door	isOpen, isLeftSided
Pipe (Date Palm Wood): The wooden pipe offers a primitive way of controlling fluid flow. It connects to other pipes.	
Named ID	DatePalmPipe
ID	144
State Count	64
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Piped	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.StoredMultiSided	sides
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Pipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.ConnectingPipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
Bed (Date Palm Wood): The bed is a block that allows the player to sleep and set a spawn point.	

Named ID	DatePalmBed	
ID	145	
State Count	256	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✓	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable		orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint		—
VoxelGame.Core.Logic.Elements.Behaviors.Composite		part
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Bed		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.DirectionalSidePlacement		—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded		—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Paintable		color
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—

### 3.3.16 Acacia

Acacia wood.

Acacia Leaves: The leaves of the tree.

Named ID	<b>AcaciaLeaves</b>	
ID	146	
State Count	1	
Opaque	✗	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.NeutralTint		—
Acacia Log: The log of the tree.		
Named ID	<b>AcaciaLog</b>	
ID	147	
State Count	3	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.RotatableSimpleBlock		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.AxisRotatable		axis
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Planks (Acacia Wood): Planks made out of the wood.		

Named ID	<b>AcaciaPlanks</b>	
ID	148	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.ConstructionMaterial		—
Fence (Acacia Wood): The wooden fence can be used as way of marking areas. It does not prevent jumping over it. As this fence is made out of wood, it is flammable. Fences can connect to other blocks.		
Named ID	<b>AcaciaFence</b>	
ID	149	
State Count	16	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting		north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.WideConnecting		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Fence		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Gate (Acacia Wood): Fence gates are meant as a passage trough fences and walls.		

Named ID	<b>AcaciaFenceGate</b>
ID	150
State Count	8
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Gate	isOpen

Door (Acacia Wood): The door allows closing of a room. It can be opened and closed. As this door is made out of wood, it is flammable.

Named ID	<b>AcaciaDoor</b>
ID	151
State Count	32
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint	—
VoxelGame.Core.Logic.Elements.Behaviors.Composite	part
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded	—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite	—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Door	isOpen, isLeftSided
Pipe (Acacia Wood): The wooden pipe offers a primitive way of controlling fluid flow. It connects to other pipes.	
Named ID	AcaciaPipe
ID	152
State Count	64
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Piped	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.StoredMultiSided	sides
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Pipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.ConnectingPipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
Bed (Acacia Wood): The bed is a block that allows the player to sleep and set a spawn point.	

Named ID	AcaciaBed	
ID	153	
State Count	256	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✓	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable		orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint		—
VoxelGame.Core.Logic.Elements.Behaviors.Composite		part
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Bed		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.DirectionalSidePlacement		—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded		—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Paintable		color
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—

### 3.3.17 Baobab

Baobab wood.

Baobab Leaves: The leaves of the tree.

Named ID	<b>BaobabLeaves</b>	
ID	154	
State Count	1	
Opaque	✗	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.NeutralTint		—
Baobab Log: The log of the tree.		
Named ID	<b>BaobabLog</b>	
ID	155	
State Count	3	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.RotatableSimpleBlock		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.AxisRotatable		axis
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Planks (Baobab Wood): Planks made out of the wood.		

Named ID	BaobabPlanks	
ID	156	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.ConstructionMaterial		—
Fence (Baobab Wood): The wooden fence can be used as way of marking areas. It does not prevent jumping over it. As this fence is made out of wood, it is flammable. Fences can connect to other blocks.		
Named ID	BaobabFence	
ID	157	
State Count	16	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting		north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.WideConnecting		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Fence		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Gate (Baobab Wood): Fence gates are meant as a passage trough fences and walls.		

Named ID	<b>BaobabFenceGate</b>
ID	158
State Count	8
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Gate	isOpen

Door (Baobab Wood): The door allows closing of a room. It can be opened and closed. As this door is made out of wood, it is flammable.

Named ID	<b>BaobabDoor</b>
ID	159
State Count	32
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint	—
VoxelGame.Core.Logic.Elements.Behaviors.Composite	part
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded	—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite	—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Door	isOpen, isLeftSided
Pipe (Baobab Wood): The wooden pipe offers a primitive way of controlling fluid flow. It connects to other pipes.	
Named ID	BaobabPipe
ID	160
State Count	64
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Piped	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.StoredMultiSided	sides
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Pipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.ConnectingPipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
Bed (Baobab Wood): The bed is a block that allows the player to sleep and set a spawn point.	

Named ID	BaobabBed	
ID	161	
State Count	256	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✓	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable		orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint		—
VoxelGame.Core.Logic.Elements.Behaviors.Composite		part
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Bed		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.DirectionalSidePlacement		—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded		—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Paintable		color
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—

### 3.3.18 ShepherdsTree

Shepherd's tree wood.

Shepherd's Tree Leaves: The leaves of the tree.

Named ID	<b>ShepherdsTreeLeaves</b>
ID	162
State Count	1
Opaque	✗
Mesh At Non Opaques	✓
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.NeutralTint	—
Shepherd's Tree Log: The log of the tree.	
Named ID	<b>ShepherdsTreeLog</b>
ID	163
State Count	3
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.RotatableSimpleBlock	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.AxisRotatable	axis
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
Planks (Shepherd's Tree Wood): Planks made out of the wood.	

Named ID	<b>ShepherdsTreePlanks</b>	
ID	164	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.ConstructionMaterial		—
Fence (Shepherd's Tree Wood):	The wooden fence can be used as way of marking areas. It does not prevent jumping over it. As this fence is made out of wood, it is flammable. Fences can connect to other blocks.	
Named ID	<b>ShepherdsTreeFence</b>	
ID	165	
State Count	16	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting		north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.WideConnecting		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Fence		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Gate (Shepherd's Tree Wood):	Fence gates are meant as a passage trough fences and walls.	

Named ID	<b>ShepherdsTreeFenceGate</b>
ID	166
State Count	8
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Gate	isOpen

Door (Shepherd's Tree Wood): The door allows closing of a room. It can be opened and closed. As this door is made out of wood, it is flammable.

Named ID	<b>ShepherdsTreeDoor</b>
ID	167
State Count	32
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint	—
VoxelGame.Core.Logic.Elements.Behaviors.Composite	part
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded	—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite	—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Door	isOpen, isLeftSided
Pipe (Shepherd's Tree Wood): The wooden pipe offers a primitive way of controlling fluid flow. It connects to other pipes.	
Named ID	ShepherdsTreePipe
ID	168
State Count	64
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Piped	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.StoredMultiSided	sides
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Pipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.ConnectingPipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
Bed (Shepherd's Tree Wood): The bed is a block that allows the player to sleep and set a spawn point.	

Named ID	ShepherdsTreeBed	
ID	169	
State Count	256	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✓	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable		orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint		—
VoxelGame.Core.Logic.Elements.Behaviors.Composite		part
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Bed		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.DirectionalSidePlacement		—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded		—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Paintable		color
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—

### 3.3.19 Juniper

Juniper wood.

Juniper Leaves: The leaves of the tree.

Named ID	<b>JuniperLeaves</b>	
ID	170	
State Count	1	
Opaque	✗	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.NeutralTint		—
Juniper Log: The log of the tree.		
Named ID	<b>JuniperLog</b>	
ID	171	
State Count	3	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.RotatableSimpleBlock		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.AxisRotatable		axis
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Planks (Juniper Wood): Planks made out of the wood.		

Named ID	<b>JuniperPlanks</b>	
ID	172	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.ConstructionMaterial		—
Fence (Juniper Wood): The wooden fence can be used as way of marking areas. It does not prevent jumping over it. As this fence is made out of wood, it is flammable. Fences can connect to other blocks.		
Named ID	<b>JuniperFence</b>	
ID	173	
State Count	16	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting		north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.WideConnecting		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Fence		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Gate (Juniper Wood): Fence gates are meant as a passage trough fences and walls.		

Named ID	<b>JuniperFenceGate</b>
ID	174
State Count	8
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	<b>orientation</b>
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Gate	<b>isOpen</b>

Door (Juniper Wood): The door allows closing of a room. It can be opened and closed. As this door is made out of wood, it is flammable.

Named ID	<b>JuniperDoor</b>
ID	175
State Count	32
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint	—
VoxelGame.Core.Logic.Elements.Behaviors.Composite	part
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded	—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite	—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Door	isOpen, isLeftSided
Pipe (Juniper Wood): The wooden pipe offers a primitive way of controlling fluid flow. It connects to other pipes.	
Named ID	JuniperPipe
ID	176
State Count	64
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Piped	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.StoredMultiSided	sides
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Pipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.ConnectingPipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
Bed (Juniper Wood): The bed is a block that allows the player to sleep and set a spawn point.	

Named ID	JuniperBed	
ID	177	
State Count	256	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✓	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable		orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint		—
VoxelGame.Core.Logic.Elements.Behaviors.Composite		part
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Bed		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.DirectionalSidePlacement		—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded		—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Paintable		color
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—

### 3.3.20 Mesquite

Mesquite wood.

Mesquite Leaves: The leaves of the tree.

Named ID	<b>MesquiteLeaves</b>	
ID	178	
State Count	1	
Opaque	✗	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.NeutralTint		—
Mesquite Log: The log of the tree.		
Named ID	<b>MesquiteLog</b>	
ID	179	
State Count	3	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.RotatableSimpleBlock		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.AxisRotatable		axis
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Planks (Mesquite Wood): Planks made out of the wood.		

Named ID	<b>MesquitePlanks</b>	
ID	180	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.ConstructionMaterial		—
Fence (Mesquite Wood):	The wooden fence can be used as way of marking areas. It does not prevent jumping over it. As this fence is made out of wood, it is flammable. Fences can connect to other blocks.	
Named ID	<b>MesquiteFence</b>	
ID	181	
State Count	16	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting		north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.WideConnecting		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Fence		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
Gate (Mesquite Wood):	Fence gates are meant as a passage through fences and walls.	

Named ID	<b>MesquiteFenceGate</b>
ID	182
State Count	8
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Gate	isOpen

Door (Mesquite Wood): The door allows closing of a room. It can be opened and closed. As this door is made out of wood, it is flammable.

Named ID	<b>MesquiteDoor</b>
ID	183
State Count	32
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint	—
VoxelGame.Core.Logic.Elements.Behaviors.Composite	part
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded	—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite	—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Door	isOpen, isLeftSided
Pipe (Mesquite Wood): The wooden pipe offers a primitive way of controlling fluid flow. It connects to other pipes.	
Named ID	MesquitePipe
ID	184
State Count	64
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Piped	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.StoredMultiSided	sides
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Pipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.ConnectingPipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
Bed (Mesquite Wood): The bed is a block that allows the player to sleep and set a spawn point.	

Named ID	MesquiteBed	
ID	185	
State Count	256	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✓	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable		orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride		—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint		—
VoxelGame.Core.Logic.Elements.Behaviors.Composite		part
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Bed		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.DirectionalSidePlacement		—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded		—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Paintable		color
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—

## 3.4 Stones

All sorts of stone types. Stone occurs naturally in the world but can also be used for the construction of various things.

### 3.4.1 Granite

Granite is found next to volcanic activity. When carved, the patterns show geometric shapes.

Granite: The base stone block of this stone type.

Named ID	<b>GraniteBase</b>
ID	186
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
Rubble (Granite): When braking the base stone, it will break into rubble. The block is loose and as such allows water to flow through it.	
Named ID	<b>Granite</b>
ID	187
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Wet	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.WetTint	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Membrane	—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Loose	—
Worked Stone (Granite): A worked stone block of this stone type, which is the result of processing the base stone.	

Named ID	<b>GraniteWorked</b>
ID	188
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
Decorated Stone (Granite): A decorated stone block of this stone type, which is the result of decorating the worked stone. It shows a unique pattern on one of the sides.	
Named ID	<b>GraniteDecorated</b>
ID	189
State Count	4
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.RotatableSimpleBlock	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	<code>orientation</code>
VoxelGame.Core.Logic.Elements.Behaviors.Siding.DirectionSidePlacement	—
Cobbles (Granite): Pieces of this stone type, connected by mortar, to form basic road paving. The rough surface is not ideal for carts.	

Named ID	<b>GraniteCobblestone</b>
ID	190
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
Paving (Granite): Paving made out of processed stone. The processing ensures a smoother surface.	
Named ID	<b>GranitePaving</b>
ID	191
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
Bricks (Granite): This stone type, cut into bricks and connected with mortar.	
Named ID	<b>GraniteBricks</b>
ID	192
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.ConstructionMaterial	—
Wall (Granite): A wall made out of rubble of this stone type.	
Named ID	GraniteWall
ID	193
State Count	16
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting	north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.WideConnecting	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Wall	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
Brick Wall (Granite): A wall made out of bricks of this stone type.	
Named ID	GraniteBrickWall
ID	194
State Count	16
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting	north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.WideConnecting	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Wall	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—

### 3.4.2 Sandstone

Sandstone is found all over the world and especially in the desert. When carved, the patterns depict the desert sun.

Sandstone: The base stone block of this stone type.

Named ID                    **SandstoneBase**

ID                            195

State Count                1

Opaque                      ✓

Mesh At Non Opaques    ✗

Solid                       ✓

Unshaded                  ✗

Collider                   ✗

Trigger                    ✗

Interactable              ✗

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed        —

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured    —

VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple      —

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay        —

Rubble (Sandstone): When braking the base stone, it will break into rubble.

The block is loose and as such allows water to flow through it.

Named ID                    **Sandstone**

ID                            196

State Count                1

Opaque                      ✓

Mesh At Non Opaques    ✗

Solid                       ✓

Unshaded                  ✗

Collider                   ✗

Trigger                    ✗

Interactable              ✗

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed        —

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured    —

VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple      —

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay        —

VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Wet            —

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.WetTint        —

VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable      —

VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Membrane      —

VoxelGame.Core.Logic.Elements.Behaviors.Materials.Loose      —

Worked Stone (Sandstone): A worked stone block of this stone type, which is the result of processing the base stone.

Named ID	<b>SandstoneWorked</b>	
ID	197	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
Decorated Stone (Sandstone): A decorated stone block of this stone type, which is the result of decorating the worked stone. It shows a unique pattern on one of the sides.		
Named ID	<b>SandstoneDecorated</b>	
ID	198	
State Count	4	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.RotatableSimpleBlock		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable		orientation
VoxelGame.Core.Logic.Elements.Behaviors.Siding.DirectionalSidePlacement		—
Cobbles (Sandstone): Pieces of this stone type, connected by mortar, to form basic road paving. The rough surface is not ideal for carts.		

Named ID	<b>SandstoneCobblestone</b>
ID	199
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
Paving (Sandstone):	Paving made out of processed stone. The processing ensures a smoother surface.
Named ID	<b>SandstonePaving</b>
ID	200
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
Bricks (Sandstone):	This stone type, cut into bricks and connected with mortar.
Named ID	<b>SandstoneBricks</b>
ID	201
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.ConstructionMaterial	—
Wall (Sandstone): A wall made out of rubble of this stone type.	
Named ID	SandstoneWall
ID	202
State Count	16
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting	north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.WideConnecting	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Wall	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
Brick Wall (Sandstone): A wall made out of bricks of this stone type.	
Named ID	SandstoneBrickWall
ID	203
State Count	16
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting	north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.WideConnecting	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Wall	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—

### 3.4.3 Limestone

Limestone is found all over the world and especially in oceans. When carved, the patterns depict the ocean and life within it.

Limestone: The base stone block of this stone type.

Named ID	<b>LimestoneBase</b>
ID	204
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—

Rubble (Limestone): When braking the base stone, it will break into rubble.

The block is loose and as such allows water to flow through it.

Named ID	<b>Limestone</b>
ID	205
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Wet	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.WetTint	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Membrane	—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Loose	—

Worked Stone (Limestone): A worked stone block of this stone type, which is the result of processing the base stone.

Named ID	LimestoneWorked	
ID	206	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—	
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—	
Decorated Stone (Limestone): A decorated stone block of this stone type, which is the result of decorating the worked stone. It shows a unique pattern on one of the sides.		
Named ID	LimestoneDecorated	
ID	207	
State Count	4	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—	
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—	
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—	
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.RotatableSimpleBlock	—	
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—	
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—	
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation	
VoxelGame.Core.Logic.Elements.Behaviors.Siding.DirectionalSidePlacement	—	
Cobbles (Limestone): Pieces of this stone type, connected by mortar, to form basic road paving. The rough surface is not ideal for carts.		

Named ID	<b>LimestoneCobblestone</b>
ID	208
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
Paving (Limestone):	Paving made out of processed stone. The processing ensures a smoother surface.
Named ID	<b>LimestonePaving</b>
ID	209
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
Bricks (Limestone):	This stone type, cut into bricks and connected with mortar.
Named ID	<b>LimestoneBricks</b>
ID	210
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.ConstructionMaterial	—
Wall (Limestone): A wall made out of rubble of this stone type.	
Named ID	LimestoneWall
ID	211
State Count	16
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting	north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.WideConnecting	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Wall	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
Brick Wall (Limestone): A wall made out of bricks of this stone type.	
Named ID	LimestoneBrickWall
ID	212
State Count	16
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting	north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.WideConnecting	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Wall	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—

### 3.4.4 Marble

Marble is a rarer stone type. When carved, the patterns depict an ancient temple.

Marble: The base stone block of this stone type.

Named ID	MarbleBase
ID	213
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—

Rubble (Marble): When braking the base stone, it will break into rubble. The block is loose and as such allows water to flow through it.

Named ID	Marble
ID	214
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Wet	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.WetTint	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Membrane	—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Loose	—

Worked Stone (Marble): A worked stone block of this stone type, which is the result of processing the base stone.

Named ID	<b>MarbleWorked</b>
ID	215
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
Decorated Stone (Marble): A decorated stone block of this stone type, which is the result of decorating the worked stone. It shows a unique pattern on one of the sides.	
Named ID	<b>MarbleDecorated</b>
ID	216
State Count	4
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.RotatableSimpleBlock	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	<code>orientation</code>
VoxelGame.Core.Logic.Elements.Behaviors.Siding.DirectionSidePlacement	—
Cobbles (Marble): Pieces of this stone type, connected by mortar, to form basic road paving. The rough surface is not ideal for carts.	

Named ID	<b>MarbleCobblestone</b>
ID	217
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
Paving (Marble): Paving made out of processed stone. The processing ensures a smoother surface.	
Named ID	<b>MarblePaving</b>
ID	218
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
Bricks (Marble): This stone type, cut into bricks and connected with mortar.	
Named ID	<b>MarbleBricks</b>
ID	219
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.ConstructionMaterial	—
Wall (Marble): A wall made out of rubble of this stone type.	
Named ID	MarbleWall
ID	220
State Count	16
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting	north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.WideConnecting	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Wall	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
Brick Wall (Marble): A wall made out of bricks of this stone type.	
Named ID	MarbleBrickWall
ID	221
State Count	16
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting	north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.WideConnecting	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Wall	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—

### 3.4.5 Pumice

Pumice is created when lava rapidly cools down, while being in contact with a lot of water. When carved, the patterns depict heat rising from the earth.

Pumice: The base stone block of this stone type.

Named ID	PumiceBase	
ID	222	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—	
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—	

Rubble (Pumice): When braking the base stone, it will break into rubble. The block is loose and as such allows water to flow through it.

Named ID	Pumice	
ID	223	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—	
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—	
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Wet	—	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.WetTint	—	
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—	
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Membrane	—	
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Loose	—	

Worked Stone (Pumice): A worked stone block of this stone type, which is the result of processing the base stone.

Named ID	PumiceWorked	
ID	224	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—	
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—	
Decorated Stone (Pumice): A decorated stone block of this stone type, which is the result of decorating the worked stone. It shows a unique pattern on one of the sides.		
Named ID	PumiceDecorated	
ID	225	
State Count	4	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—	
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—	
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—	
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.RotatableSimpleBlock	—	
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—	
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—	
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation	
VoxelGame.Core.Logic.Elements.Behaviors.Siding.DirectionSidePlacement	—	
Cobbles (Pumice): Pieces of this stone type, connected by mortar, to form basic road paving. The rough surface is not ideal for carts.		

Named ID	PumiceCobblestone
ID	226
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
Paving (Pumice):	Paving made out of processed stone. The processing ensures a smoother surface.
Named ID	PumicePaving
ID	227
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
Bricks (Pumice):	This stone type, cut into bricks and connected with mortar.
Named ID	PumiceBricks
ID	228
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.ConstructionMaterial	—
Wall (Pumice): A wall made out of rubble of this stone type.	
Named ID	PumiceWall
ID	229
State Count	16
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting	north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.WideConnecting	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Wall	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
Brick Wall (Pumice): A wall made out of bricks of this stone type.	
Named ID	PumiceBrickWall
ID	230
State Count	16
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting	north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.WideConnecting	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Wall	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—

### 3.4.6 Obsidian

Obsidian is a dark type of stone, that forms from lava. When carved, the patterns depict an ancient artifact.

Obsidian: The base stone block of this stone type.

Named ID	<b>ObsidianBase</b>
ID	231
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—

Rubble (Obsidian): When braking the base stone, it will break into rubble. The block is loose and as such allows water to flow through it.

Named ID	<b>Obsidian</b>
ID	232
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Wet	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.WetTint	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Membrane	—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Loose	—

Worked Stone (Obsidian): A worked stone block of this stone type, which is the result of processing the base stone.

Named ID	<b>ObsidianWorked</b>	
ID	233	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
Decorated Stone (Obsidian): A decorated stone block of this stone type, which is the result of decorating the worked stone. It shows a unique pattern on one of the sides.		
Named ID	<b>ObsidianDecorated</b>	
ID	234	
State Count	4	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.RotatableSimpleBlock		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided		—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided		—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable		orientation
VoxelGame.Core.Logic.Elements.Behaviors.Siding.DirectionSidePlacement		—
Cobbles (Obsidian): Pieces of this stone type, connected by mortar, to form basic road paving. The rough surface is not ideal for carts.		

Named ID	<b>ObsidianCobblestone</b>
ID	235
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
Paving (Obsidian):	Paving made out of processed stone. The processing ensures a smoother surface.
Named ID	<b>ObsidianPaving</b>
ID	236
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
Bricks (Obsidian):	This stone type, cut into bricks and connected with mortar.
Named ID	<b>ObsidianBricks</b>
ID	237
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.ConstructionMaterial	—
Wall (Obsidian): A wall made out of rubble of this stone type.	
Named ID	<b>ObsidianWall</b>
ID	238
State Count	16
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting	north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.WideConnecting	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Wall	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
Brick Wall (Obsidian): A wall made out of bricks of this stone type.	
Named ID	<b>ObsidianBrickWall</b>
ID	239
State Count	16
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting	north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.WideConnecting	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Wall	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—

## **3.5 Metals**

All sorts of metals and their ores, as well as other metal-related blocks.

### **3.5.1 Iron**

Iron is the metal with the elemental symbol Fe.

### **3.5.2 Gold**

Gold is the metal with the elemental symbol Au.

### **3.5.3 Silver**

Silver is the metal with the elemental symbol Ag.

### **3.5.4 Platinum**

Platinum is the metal with the elemental symbol Pt.

### **3.5.5 Copper**

Copper is the metal with the elemental symbol Cu.

### **3.5.6 Aluminum**

Aluminum is the metal with the elemental symbol Al.

### **3.5.7 Lead**

Lead is the metal with the elemental symbol Pb.

### **3.5.8 Tin**

Tin is the metal with the elemental symbol Sn.

### **3.5.9 Mercury**

Mercury is the metal with the elemental symbol Hg.

### **3.5.10 Zinc**

Zinc is the metal with the elemental symbol Zn.

### **3.5.11 Chromium**

Chromium is the metal with the elemental symbol Cr.

### **3.5.12 Manganese**

Manganese is the metal with the elemental symbol Mn.

### **3.5.13 Titanium**

Titanium is the metal with the elemental symbol Ti.

### **3.5.14 Nickel**

Nickel is the metal with the elemental symbol Ni.

### **3.5.15 Zirconium**

Zirconium is the metal with the elemental symbol Zr.

### **3.5.16 Magnesium**

Magnesium is the metal with the elemental symbol Mg.

### **3.5.17 Strontium**

Strontium is the metal with the elemental symbol Sr.

### **3.5.18 Uranium**

Uranium is the metal with the elemental symbol U.

### **3.5.19 Bismuth**

Bismuth is the metal with the elemental symbol Bi.

### **3.5.20 Beryllium**

Beryllium is the metal with the elemental symbol Be.

### **3.5.21 Molybdenum**

Molybdenum is the metal with the elemental symbol Mo.

### **3.5.22 Cobalt**

Cobalt is the metal with the elemental symbol Co.

### **3.5.23 Lithium**

Lithium is the metal with the elemental symbol Li.

### **3.5.24 Vanadium**

Vanadium is the metal with the elemental symbol V.

### **3.5.25 Tungsten**

Tungsten is the metal with the elemental symbol W.

### **3.5.26 Cadmium**

Cadmium is the metal with the elemental symbol Cd.

### **3.5.27 Rust**

When iron is exposed to oxygen and moisture, it rusts. This blocks is a large accumulation of rust.

Named ID	Rust
ID	270
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—

### 3.5.28 Steel

The steel block is a metal construction block.

Named ID	Steel
ID	271
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.ConstructionMaterial	—

## 3.6 Coals

Different types of coal. All three types can be found in the world.

### 3.6.1 Lignite

Lignite is a type of coal. It is the lowest rank of coal but can be found near the surface.

Lignite: The block that represents this coal type.

Named ID	<b>Lignite</b>	
ID	272	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—

### 3.6.2 BituminousCoal

Bituminous coal is a type of coal. It is of medium rank and is the most abundant type of coal.

Bituminous Coal: The block that represents this coal type.

Named ID	<b>BituminousCoal</b>	
ID	273	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—

### 3.6.3 Anthracite

Anthracite is a type of coal. It is the highest rank of coal and is the hardest and most carbon-rich.

Anthracite: The block that represents this coal type.

Named ID	<b>Anthracite</b>	
ID	274	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—	
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—	
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—	

### 3.7 Organic

Organic blocks are different plants and such which do not fit into other categories.

#### 3.7.1 Cactus

A cactus slowly grows upwards. It can only be placed on sand.

Named ID	<b>Cactus</b>	
ID	275	
State Count	8	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—	
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—	
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Growing	age	

### 3.7.2 Spider Web

Spiderwebs slow the movement of entities and can be used to trap enemies.

Named ID	Spiderweb	
ID	276	
State Count	1	
Opaque	X	
Mesh At Non Opaques	X	
Solid	X	
Unshaded	X	
Collider	X	
Trigger	✓	
Interactable	X	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.SingleTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CrossModel		—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Slowing		—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.DestroyOnLiquid		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—

### 3.7.3 Vines

Vines grow downwards, and can hang freely. It is possible to climb them.

Named ID	Vines
ID	277
State Count	36
Opaque	X
Mesh At Non Opaques	X
Solid	X
Unshaded	X
Collider	X
Trigger	✓
Interactable	X

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.SingleTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.FlatModel	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.NeutralTint	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.DestroyOnLiquid	—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Climbable	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Attached	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Vine	age

### 3.7.4 Lichen

Lichen is a plant that grows on rocks and trees.

Named ID	Lichen
ID	278
State Count	64
Opaque	✗
Mesh At Non Opaques	✗
Solid	✗
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.SingleTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.FlatModel	—
VoxelGame.Core.Logic.Elements.Behaviors.Attached	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.StoredMultiSided	sides
VoxelGame.Core.Logic.Elements.Behaviors.Constraint	—

### 3.7.5 Moss

Moss is a covering that grows flatly on the ground.

Named ID	<b>Moss</b>	
ID	279	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.PartialHeight		—
VoxelGame.Core.Logic.Elements.Behaviors.Height.PartialHeight		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Height.ConstantHeight		—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.DestroyOnLiquid		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—

### 3.7.6 Fern

A fern, a plant that grows in shady areas.

Named ID	<b>Fern</b>	
ID	280	
State Count	2	
Opaque	✗	
Mesh At Non Opaques	✗	
Solid	✗	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.SingleTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Foliage	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.NeutralTint	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.Plant	isLowered
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.CrossPlant	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.DestroyOnLiquid	—

### 3.7.7 Chanterelle

A chanterelle, a type of mushroom.

Named ID	<b>Chanterelle</b>
ID	281
State Count	2
Opaque	✗
Mesh At Non Opaques	✗
Solid	✗
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.SingleTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Foliage	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.Plant	isLowered
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.CrossPlant	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.DestroyOnLiquid	—

### 3.7.8 Aloe Vera

An aloe vera plant - a succulent.

Named ID	AloeVera	
ID	282	
State Count	2	
Opaque	✗	
Mesh At Non Opaques	✗	
Solid	✗	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.SingleTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Foliage		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable		—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.Plant		isLowered
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.CrossPlant		—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.DestroyOnLiquid		—

### 3.7.9 Termite Mound

This block is part of a termite mound.

Named ID	TermiteMound	
ID	283	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Animated		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—

## 3.8 Flowers

All sorts of flowers.

### 3.8.1 FlowerRed

A simple red flower.

Red Flower: The short variant of this flower.

Named ID	FlowerRedShort
ID	284
State Count	2
Opaque	✗
Mesh At Non Opaques	✗
Solid	✗
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.SingleTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Foliage	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.NeutralTint	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.Plant	isLowered
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.CrossPlant	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.DestroyOnLiquid	—

Red Flower (Tall): The tall variant of this flower.

Named ID	FlowerRedTall
ID	285
State Count	4
Opaque	✗
Mesh At Non Opaques	✗
Solid	✗
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.SingleTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Foliage	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.NeutralTint	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.Plan	isLowered
VoxelGame.Core.Logic.Elements.Behaviors.Constraint	—
VoxelGame.Core.Logic.Elements.Behaviors.Composite	part
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.CompositePlant	—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.DoubleCrossPlant	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.DestroyOnLiquid	—

### 3.8.2 Flower Yellow

A simple yellow flower.

Yellow Flower: The short variant of this flower.

Named ID	FlowerYellowShort
ID	286
State Count	2
Opaque	✗
Mesh At Non Opaques	✗
Solid	✗
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.SingleTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Foliage	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.NeutralTint	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.Plan	isLowered
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.CrossPlant	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.DestroyOnLiquid	—

Yellow Flower (Tall): The tall variant of this flower.

Named ID	<code>FlowerYellowTall</code>
ID	287
State Count	4
Opaque	✗
Mesh At Non Opaques	✗
Solid	✗
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
<code>VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed</code>	—
<code>VoxelGame.Core.Logic.Elements.Behaviors.Visuals.SingleTextured</code>	—
<code>VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Foliage</code>	—
<code>VoxelGame.Core.Logic.Elements.Behaviors.Visuals.NeutralTint</code>	—
<code>VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible</code>	—
<code>VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable</code>	—
<code>VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.Plant</code>	<code>isLowered</code>
<code>VoxelGame.Core.Logic.Elements.Behaviors.Constraint</code>	—
<code>VoxelGame.Core.Logic.Elements.Behaviors.Composite</code>	<code>part</code>
<code>VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.CompositePlant</code>	—
<code>VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.DoubleCrossPlant</code>	—
<code>VoxelGame.Core.Logic.Elements.Behaviors.Fluids.DestroyOnLiquid</code>	—

## 3.9 Crops

Crops grow on farmland and can be harvested for food or other resources.

### 3.9.1 Flax

Flax is a crop plant that grows on farmland. It requires water to fully grow.

Flax: The plant corresponding to this crop.

Named ID	<code>FlaxPlant</code>
ID	288
State Count	12
Opaque	✗
Mesh At Non Opaques	✗
Solid	✗
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.SingleTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Foliage	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.Plant	isLowered
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.GrowingPlant	stage
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.DenseCropPlant	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.DestroyOnLiquid	—

### 3.9.2 Potato

Potatoes are a crop plant that grows on farmland. They require water to fully grow.

Potato: The plant corresponding to this crop.

Named ID	PotatoPlant
ID	289
State Count	12
Opaque	✗
Mesh At Non Opaques	✗
Solid	✗
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.SingleTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Foliage	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.Plant	isLowered
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.GrowingPlant	stage
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.DenseCropPlant	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.DestroyOnLiquid	—

### 3.9.3 Onion

Onions are a crop plant that grows on farmland. They require water to fully grow.

Onion: The plant corresponding to this crop.

Named ID	<b>OnionPlant</b>
ID	290
State Count	12
Opaque	✗
Mesh At Non Opaques	✗
Solid	✗
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.SingleTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Foliage	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.Plant	<b>isLowered</b>
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.GrowingPlant	<b>stage</b>
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.DenseCropPlant	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.DestroyOnLiquid	—

### 3.9.4 Wheat

Wheat is a crop plant that grows on farmland. It requires water to fully grow.

Wheat: The plant corresponding to this crop.

Named ID	<b>WheatPlant</b>
ID	291
State Count	12
Opaque	✗
Mesh At Non Opaques	✗
Solid	✗
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.SingleTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Foliage	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.Plant	isLowered
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.GrowingPlant	stage
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.DenseCropPlant	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.DestroyOnLiquid	—

### 3.9.5 Maize

Maize is a crop plant that grows on farmland. Maize grows two blocks high. It requires water to fully grow.

Maize: The plant corresponding to this crop.

Named ID	MaizePlant
ID	292
State Count	24
Opaque	✗
Mesh At Non Opaques	✗
Solid	✗
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.SingleTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Foliage	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.Plant	isLowered
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.GrowingPlant	stage
VoxelGame.Core.Logic.Elements.Behaviors.Constraint	—
VoxelGame.Core.Logic.Elements.Behaviors.Composite	part
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.CompositePlant	—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.DoubleCropPlant	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.DestroyOnLiquid	—

### 3.9.6 Pumpkin

The pumpkin plant grows pumpkin fruits.

Pumpkin Plant: The plant corresponding to this crop.

Named ID	PumpkinPlant
ID	293
State Count	24
Opaque	✗
Mesh At Non Opaques	✗
Solid	✗
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.SingleTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Foliage	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.Plant	isLowered
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.GrowingPlant	stage
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.FruitCropPlant	age
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.DestroyOnLiquid	—
Pumpkin: The optional fruit block that is grown by the crop.	
Named ID	PumpkinFruit
ID	294
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded	—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Fruit	—

### 3.9.7 Melon

The melon plant grows melon fruits.

Melon Plant: The plant corresponding to this crop.

Named ID	MelonPlant	
ID	295	
State Count	24	
Opaque	✗	
Mesh At Non Opaques	✗	
Solid	✗	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.SingleTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Foliage		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable		—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.Plant		isLowered
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.GrowingPlant		stage
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Plants.FruitCropPlant		age
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.DestroyOnLiquid		—
Melon: The optional fruit block that is grown by the crop.		
Named ID	MelonFruit	
ID	296	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded		—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Fruit		—

### 3.10 Construction

Construction blocks are used by characters to build structures and walls. They are generally not found naturally in the world, but are constructed intentionally.

### 3.10.1 Glass

Glass is a transparent block.

Named ID	<b>Glass</b>	
ID	297	
State Count	1	
Opaque	✗	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Glass		—

### 3.10.2 Tiled Glass

Tiled glass is like glass, but made out of four tiles.

Named ID	<b>GlassTiled</b>	
ID	298	
State Count	1	
Opaque	✗	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Glass		—

### 3.10.3 Small Tiles

Small tiles for construction of floors and walls.

Named ID	TilesSmall	
ID	299	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.ConstructionMaterial		—

### 3.10.4 Large Tiles

Large tiles for construction of floors and walls.

Named ID	TilesLarge	
ID	300	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.ConstructionMaterial		—

### 3.10.5 Clay Bricks

Clay bricks, placed as a block and connected with mortar. This block is a construction material.

Named ID	ClayBricks	
ID	301	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.ConstructionMaterial		—

### 3.10.6 Red Plastic

Red plastic is a construction material.

Named ID	RedPlastic	
ID	302	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.ConstructionMaterial		—

### 3.10.7 Black Checkerboard Tiles

Black checkerboard tiles come in different colors.

Named ID	TilesCheckerboardBlack	
ID	303	
State Count	32	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✓	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.ConstructionMaterial		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Paintable		color

### 3.10.8 White Checkerboard Tiles

White checkerboard tiles come in different colors.

Named ID	TilesCheckerboardWhite	
ID	304	
State Count	32	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✓	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.ConstructionMaterial		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Paintable		color

### 3.10.9 Concrete

Concrete is a versatile construction material that can have different heights and colors. It can be build using fluid concrete.

Named ID	Concrete
ID	305
State Count	288
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.PartialHeight	—
VoxelGame.Core.Logic.Elements.Behaviors.Height.PartialHeight	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
VoxelGame.Core.Logic.Elements.Behaviors.Height.StoredHeight8	height
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Paintable	color
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—

### 3.10.10 Ladder

A ladder allows climbing up and down.

Named ID	Ladder
ID	306
State Count	4
Opaque	✗
Mesh At Non Opaques	✗
Solid	✗
Unshaded	✗
Collider	✗
Trigger	✓
Interactable	✗

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.SingleTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.FlatModel	—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Climbable	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Attached	—

### 3.10.11 Vase

The vase is a decorative block that must be placed on solid ground.

Named ID	Vase	
ID	307	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable		—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded		—

### 3.10.12 Glass Pane

Glass panes are a thin alternative to glass blocks. They connect to some neighboring blocks.

Named ID	GlassPane
ID	308
State Count	16
Opaque	✗
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗

Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Glass	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting	north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.ThinConnecting	—

### 3.10.13 Bars

Steel bars are a thin, but strong barrier.

Named ID	Bars
ID	309
State Count	16
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting	north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.ThinConnecting	—

### 3.10.14 Clay Brick Wall

A wall constructed using clay bricks. The wall does not prevent jumping over it, and can connect to other blocks.

Named ID	ClayBrickWall
ID	310
State Count	16
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connecting	north, east, south, west
VoxelGame.Core.Logic.Elements.Behaviors.Connection.WideConnecting	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.TextureOverride	—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Wall	—
<b>Behaviors:</b>	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Constraint	—
VoxelGame.Core.Logic.Elements.Behaviors.Composite	part
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CompositeModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Grounded	—
VoxelGame.Core.Logic.Elements.Behaviors.CompositeGrounded	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided	—
VoxelGame.Core.Logic.Elements.Behaviors.Siding.SingleSided	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatable	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite	—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Door	isOpen, isLeftSided

### 3.10.16 Barrier

The fluid barrier can be used to control fluid flow. It can be opened and closed. It does not prevent gasses from flowing through it.

Named ID	<code>FluidBarrier</code>
ID	312
State Count	2
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓
Behaviors:	
<code>VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed</code>	—
<code>VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured</code>	—
<code>VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple</code>	—
<code>VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay</code>	—
<code>VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable</code>	—
<code>VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Barrier</code>	<code>isOpen</code>
<code>VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible</code>	—

### 3.10.17 Steel Pipe

The industrial steel pipe can be used to control fluid flow. It connects to other pipes.

Named ID	<code>SteelPipe</code>
ID	313
State Count	64
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
<code>VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed</code>	—
<code>VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex</code>	—
<code>VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Piped</code>	—
<code>VoxelGame.Core.Logic.Elements.Behaviors.Siding.Sided</code>	—
<code>VoxelGame.Core.Logic.Elements.Behaviors.Siding.StoredMultiSided</code>	<code>sides</code>
<code>VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable</code>	—
<code>VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Pipe</code>	—
<code>VoxelGame.Core.Logic.Elements.Behaviors.Fluids.ConnectingPipe</code>	—

### 3.10.18 Straight Steelpipe

This pipe is a special steel pipe that can only form straight connections. It is ideal for parallel pipes.

Named ID	StraightSteelPipe
ID	314
State Count	3
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗
Behaviors:	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Piped	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.AxisRotatable	axis
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Pipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.StraightPipe	—

### 3.10.19 Valve Pipe

This is a special steel pipe that can be closed. It prevents all fluid flow.

Named ID	PipeValve
ID	315
State Count	6
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Piped	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.Rotatable	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.AxisRotatable	<b>axis</b>
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Pipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.StraightPipe	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Valve	<b>isOpen</b>

### 3.10.20 Pump

The pump can lift fluids up when interacted with. It can only lift to a threshold of 16 blocks.

Named ID	Pump
ID	316
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✓

Behaviors:

VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Piped	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Pump	—

### 3.10.21 Pulsating Block

This is a magical pulsating block.

Named ID	Pulsating	
ID	317	
State Count	32	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✓	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Paintable	color	
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Animated		—

### 3.10.22 Eternal Flame

The eternal flame, once lit, will never go out naturally.

Named ID	EternalFlame	
ID	318	
State Count	1	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✗	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.EternallyBurning		—

## 3.11 Fabricated

These blocks are fabricated from other materials and are mostly decorative.

### 3.11.1 Wool

Wool is a flammable material, that allows its color to be changed.

Named ID	Wool	
ID	319	
State Count	32	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✓	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Paintable		color

### 3.11.2 Decorated Wool

Decorated wool is similar to wool, decorated with golden ornaments.

Named ID	WoolDecorated	
ID	320	
State Count	32	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✓	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Simple		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Overlay		—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Paintable		color

### 3.11.3 Carpet

Carpets can be used to cover the floor. Their color can be changed.

Named ID	<b>Carpet</b>	
ID	321	
State Count	32	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✓	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Paintable		<b>color</b>

### 3.11.4 Decorated Carpet

Decorated carpets are similar to carpets, decorated with golden ornaments.

Named ID	<b>CarpetDecorated</b>	
ID	322	
State Count	32	
Opaque	✓	
Mesh At Non Opaques	✗	
Solid	✓	
Unshaded	✗	
Collider	✗	
Trigger	✗	
Interactable	✓	
Behaviors:		
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Meshed		—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.Complex		—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Modelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.Fillable		—
VoxelGame.Core.Logic.Elements.Behaviors.Materials.Paintable		<b>color</b>

## 4 Fluids

### 4.1 No Fluid

The absence of a fluid.

ID: None

Viscosity: 1

Density: 1.2000000476837158

### 4.2 Fresh Water

Water is a basic fluid, that allows the player to swim relatively easily.

ID: FreshWater

Viscosity: 15

Density: 997

### 4.3 Sea Water

Water is a basic fluid, that allows the player to swim relatively easily.

ID: SeaWater

Viscosity: 15

Density: 1023

### 4.4 Milk

Milk is a white fluid that is obtained from animals.

ID: Milk

Viscosity: 30

Density: 1033

### 4.5 Steam

Steam is a gas created when water is heated.

ID: Steam

Viscosity: 3

Density: 0.5

### 4.6 Lava

Lava is a hot fluid, made out of molten stone. It burns flammable objects.

ID: Lava

Viscosity: 225  
Density: 3100

#### 4.7 Crude Oil

Crude oil is a flammable fluid with a high viscosity. It is lighter than water.

ID: CrudeOil  
Viscosity: 120  
Density: 870

#### 4.8 Natural Gas

Natural gas is a flammable gas.

ID: NaturalGas  
Viscosity: 7  
Density: 0.800000011920929

#### 4.9 Concrete

Concrete is a fluid that hardens when staying still for some time, forming concrete blocks.

ID: Concrete  
Viscosity: 150  
Density: 2400

#### 4.10 Honey

Honey is a thick fluid.

ID: Honey  
Viscosity: 300  
Density: 1450

#### 4.11 Petrol

Petrol is a flammable fluid.

ID: Petrol  
Viscosity: 13  
Density: 740

## **4.12 Wine**

Wine is a reddish fluid.

ID: `Wine`  
Viscosity: 21  
Density: 1090

## **4.13 Beer**

Beer is a brown fluid.

ID: `Beer`  
Viscosity: 22  
Density: 1030

# **5 Controls**

## **5.1 Fullscreen**

The key is bound to `F11` per default.

## **5.2 Toggle UI**

The key is bound to `F10` per default.

## **5.3 Screenshot**

The key is bound to `F12` per default.

## **5.4 Console**

The key is bound to `F1` per default.

## **5.5 Debug View**

The key is bound to `F2` per default.

## **5.6 Unlock Mouse**

The key is bound to `F3` per default.

## **5.7 Escape**

The key is bound to `Escape` per default.

## **5.8 Forwards**

The key is bound to `W` per default.

## **5.9 Backwards**

The key is bound to `S` per default.

## **5.10 Strafe Right**

The key is bound to `D` per default.

## **5.11 Strafe Left**

The key is bound to `A` per default.

## **5.12 Sprint**

The key is bound to `LeftShift` per default.

## **5.13 Jump**

The key is bound to `Space` per default.

## **5.14 Crouch**

The key is bound to `C` per default.

## **5.15 Interact / Place**

The key is bound to `RightButton` per default.

## **5.16 Destroy**

The key is bound to `LeftButton` per default.

## **5.17 Force Interaction**

The key is bound to `LeftControl` per default.

## **5.18 Placement Mode**

The key is bound to `R` per default.

## **5.19 Next Placement**

The key is bound to `Add` per default.

## **5.20 Previous Placement**

The key is bound to `Subtract` per default.

## **5.21 Select Targeted**

The key is bound to `MiddleButton` per default.