

# 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	<b>Air</b>	
ID	0	
State Count	1	
Opaque	<b>X</b>	
Mesh At Non Opaques	<b>X</b>	
Solid	<b>X</b>	
Unshaded	<b>X</b>	
Collider	<b>X</b>	
Trigger	<b>X</b>	
Interactable	<b>X</b>	
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	<b>Dev</b>	
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	<b>Grass</b>
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	<b>Farmland</b>
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.Meshed	—
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.CubeTextured	—
VoxelGame.Core.Logic.Elements.Behaviors.Meshables.PartialHeight	—
VoxelGame.Core.Logic.Elements.Behaviors.Height.PartialHeight	—
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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	✗

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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	<b>Gravel</b>
ID	15
State Count	1
Opaque	✓
Mesh At Non Opaques	✗
Solid	✓
Unshaded	✗
Collider	✗
Trigger	✗
Interactable	✗

Behaviors:

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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	<b>TallGrass</b>	
ID	16	
State Count	2	
Opaque	<b>X</b>	
Mesh At Non Opaques	<b>X</b>	
Solid	<b>X</b>	
Unshaded	<b>X</b>	
Collider	<b>X</b>	
Trigger	<b>X</b>	
Interactable	<b>X</b>	
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	<b>isLowered</b>	
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	<b>TallerGrass</b>	
ID	17	
State Count	2	
Opaque	<b>X</b>	
Mesh At Non Opaques	<b>X</b>	
Solid	<b>X</b>	
Unshaded	<b>X</b>	
Collider	<b>X</b>	
Trigger	<b>X</b>	
Interactable	<b>X</b>	
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	X
Mesh At Non Opaques	X
Solid	X
Unshaded	X
Collider	X
Trigger	X
Interactable	X

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	<b>Snow</b>
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	<b>height</b>
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	<b>LooseSnow</b>
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	<b>Ash</b>
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	<b>Fire</b>
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	<b>front, back, left, right, top</b>
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.DestroyOnLiquid	—

### 3.2.21 Roots

Roots grow at the bottom of trees.

Named ID	<b>Roots</b>
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	<b>Salt</b>
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	<b>height</b>
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	<b>OakLeaves</b>
ID	26
State Count	1
Opaque	<b>X</b>
Mesh At Non Opaques	✓
Solid	✓
Unshaded	<b>X</b>
Collider	<b>X</b>
Trigger	<b>X</b>
Interactable	<b>X</b>

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	<b>OakLog</b>
ID	27
State Count	3
Opaque	✓
Mesh At Non Opaques	<b>X</b>
Solid	✓
Unshaded	<b>X</b>
Collider	<b>X</b>
Trigger	<b>X</b>
Interactable	<b>X</b>

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	<b>axis</b>
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—

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

Named ID	<b>OakPlanks</b>
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	<b>OakFence</b>
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 trough fences and walls.	
Named ID	<b>OakFenceGate</b>
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	<b>OakDoor</b>
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	<b>OakPipe</b>
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.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		—

### 3.3.2 Maple

Maple wood.

Maple Leaves: The leaves of the tree.

Named ID	MapleLeaves	
ID	34	
State Count	1	
Opaque	X	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	

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	MapleLog	
ID	35	
State Count	3	
Opaque	✓	
Mesh At Non Opaques	X	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	

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	MaplePlanks
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	MapleFence
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	MapleFenceGate	
ID	38	
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 (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	MapleDoor	
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	X	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	

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	X	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	

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	BirchFenceGate	
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	BirchDoor	
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.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		—

### 3.3.4 Walnut

Maple wood.

Walnut Leaves: The leaves of the tree.

Named ID	WalnutLeaves	
ID	50	
State Count	1	
Opaque	X	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	
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	X	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	
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	WalnutPlanks
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	WalnutFence
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	WalnutFenceGate	
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	WalnutDoor	
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	CherryLeaves	
ID	58	
State Count	1	
Opaque	X	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	

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	CherryLog	
ID	59	
State Count	3	
Opaque	✓	
Mesh At Non Opaques	X	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	

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	CherryFenceGate	
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	CherryDoor	
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.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		—

### 3.3.6 AshTree

Ash tree wood.

Ash Leaves: The leaves of the tree.

Named ID	AshTreeLeaves	
ID	66	
State Count	1	
Opaque	X	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	
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	X	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	
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 trough fences and walls.

Named ID	AshTreeFenceGate	
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	AshTreeDoor	
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.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		—

### 3.3.7 RubberTree

Rubber tree wood.

Rubber Tree Leaves: The leaves of the tree.

Named ID	RubberTreeLeaves	
ID	74	
State Count	1	
Opaque	X	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	
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	X	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	
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.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		—

### 3.3.8 Pine

Pine wood.

Pine Needles: The leaves of the tree.

Named ID	PineLeaves	
ID	82	
State Count	1	
Opaque	X	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	

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	X	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	

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	X	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	
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	X	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	
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	<b>X</b>	
Mesh At Non Opaques	<b>✓</b>	
Solid	<b>✓</b>	
Unshaded	<b>X</b>	
Collider	<b>X</b>	
Trigger	<b>X</b>	
Interactable	<b>X</b>	

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	<b>✓</b>	
Mesh At Non Opaques	<b>X</b>	
Solid	<b>✓</b>	
Unshaded	<b>X</b>	
Collider	<b>X</b>	
Trigger	<b>X</b>	
Interactable	<b>X</b>	

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	<b>axis</b>
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	<b>north, east, south, west</b>
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	FirFenceGate	
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	FirDoor	
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	X	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	

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	X	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	

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	MahoganyPlanks	
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	MahoganyFence	
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 trough 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	X	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	
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	X	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	
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		<b>axis</b>
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		<b>north, east, south, west</b>
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		<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 (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	<b>EbonyLeaves</b>	
ID	122	
State Count	1	
Opaque	<b>X</b>	
Mesh At Non Opaques	<b>✓</b>	
Solid	<b>✓</b>	
Unshaded	<b>X</b>	
Collider	<b>X</b>	
Trigger	<b>X</b>	
Interactable	<b>X</b>	

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	<b>EbonyLog</b>	
ID	123	
State Count	3	
Opaque	<b>✓</b>	
Mesh At Non Opaques	<b>X</b>	
Solid	<b>✓</b>	
Unshaded	<b>X</b>	
Collider	<b>X</b>	
Trigger	<b>X</b>	
Interactable	<b>X</b>	

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	<b>axis</b>
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		<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 (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	X	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	

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	X	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	

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	CoconutPalmPlanks	
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	CoconutPalmFence	
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	DatePalmLeaves	
ID	138	
State Count	1	
Opaque	X	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	

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	DatePalmLog	
ID	139	
State Count	3	
Opaque	✓	
Mesh At Non Opaques	X	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	

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 trough 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	AcaciaLeaves	
ID	146	
State Count	1	
Opaque	X	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	

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	AcaciaLog	
ID	147	
State Count	3	
Opaque	✓	
Mesh At Non Opaques	X	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	

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	<b>axis</b>
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—

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

Named ID	AcaciaPlanks
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	AcaciaFence
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	AcaciaFenceGate	
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	AcaciaDoor	
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	BaobabLeaves	
ID	154	
State Count	1	
Opaque	X	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	

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	BaobabLog	
ID	155	
State Count	3	
Opaque	✓	
Mesh At Non Opaques	X	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	

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	BaobabFenceGate	
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	BaobabDoor	
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	<b>part</b>
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	<b>orientation</b>
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled	—
VoxelGame.Core.Logic.Elements.Behaviors.Orienting.LateralRotatableComposite	—
VoxelGame.Core.Logic.Elements.Behaviors.Miscellaneous.Door	<b>isOpen, isLeftSided</b>
Pipe (Baobab Wood): The wooden pipe offers a primitive way of controlling fluid flow. It connects to other pipes.	
Named ID	<b>BaobabPipe</b>
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	<b>sides</b>
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	ShepherdsTreeLeaves	
ID	162	
State Count	1	
Opaque	X	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	
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	ShepherdsTreeLog	
ID	163	
State Count	3	
Opaque	✓	
Mesh At Non Opaques	X	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	
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	ShepherdsTreePlanks	
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	ShepherdsTreeFence	
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	ShepherdsTreeFenceGate	
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	ShepherdsTreeDoor	
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	JuniperLeaves	
ID	170	
State Count	1	
Opaque	X	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	

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	JuniperLog	
ID	171	
State Count	3	
Opaque	✓	
Mesh At Non Opaques	X	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	

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	JuniperPlanks	
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	JuniperFence	
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	JuniperFenceGate	
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		orientation
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.LateralRotatableModelled		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Connectable		—
VoxelGame.Core.Logic.Elements.Behaviors.Connection.Gate		isOpen
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	JuniperDoor	
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	MesquiteLeaves	
ID	178	
State Count	1	
Opaque	X	
Mesh At Non Opaques	✓	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	

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	MesquiteLog	
ID	179	
State Count	3	
Opaque	✓	
Mesh At Non Opaques	X	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	

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	MesquitePlanks	
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	MesquiteFence	
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 trough fences and walls.		

Named ID	MesquiteFenceGate	
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	MesquiteDoor	
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	GraniteWorked
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	GraniteDecorated
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	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Siding.DirectionalsidePlacement	—
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	GraniteCobblestone
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	GranitePaving
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	GraniteBricks
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	<b>SandstoneBase</b>
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	<b>Sandstone</b>
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	<b>orientation</b>
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	<b>SandstoneWall</b>
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	<b>north, east, south, west</b>
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	<b>SandstoneBrickWall</b>
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	<b>north, east, south, west</b>
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	LimestoneCobblestone
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	LimestonePaving
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	LimestoneBricks
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	<b>MarbleBase</b>
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	<b>Marble</b>
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	MarbleWorked
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	MarbleDecorated
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	orientation
VoxelGame.Core.Logic.Elements.Behaviors.Siding.DirectionalsidePlacement	—
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	MarbleCobblestone
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	MarblePaving
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	MarbleBricks
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	<b>PumiceBase</b>
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	<b>Pumice</b>
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.DirectionalsidePlacement		—
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	ObsidianWorked	
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	ObsidianDecorated	
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.DirectionalsidePlacement		—
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	ObsidianCobblestone
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	ObsidianPaving
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	ObsidianBricks
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	ObsidianWall
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	ObsidianBrickWall
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	<b>age</b>

### 3.7.2 Spider Web

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

Named ID	<b>Spiderweb</b>	
ID	276	
State Count	1	
Opaque	<b>X</b>	
Mesh At Non Opaques	<b>X</b>	
Solid	<b>X</b>	
Unshaded	<b>X</b>	
Collider	<b>X</b>	
Trigger	<b>✓</b>	
Interactable	<b>X</b>	
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	<b>Vines</b>
ID	277
State Count	36
Opaque	<b>X</b>
Mesh At Non Opaques	<b>X</b>
Solid	<b>X</b>
Unshaded	<b>X</b>
Collider	<b>X</b>
Trigger	<b>✓</b>
Interactable	<b>X</b>
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	<b>orientation</b>
VoxelGame.Core.Logic.Elements.Behaviors.Attached	—
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible	—
VoxelGame.Core.Logic.Elements.Behaviors.Nature.Vine	<b>age</b>

### 3.7.4 Lichen

Lichen is a plant that grows on rocks and trees.

Named ID	<b>Lichen</b>
ID	<b>278</b>
State Count	<b>64</b>
Opaque	<b>X</b>
Mesh At Non Opaques	<b>X</b>
Solid	<b>X</b>
Unshaded	<b>X</b>
Collider	<b>X</b>
Trigger	<b>X</b>
Interactable	<b>X</b>

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	<b>sides</b>
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	<b>isLowered</b>
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	<b>281</b>
State Count	<b>2</b>
Opaque	<b>X</b>
Mesh At Non Opaques	<b>X</b>
Solid	<b>X</b>
Unshaded	<b>X</b>
Collider	<b>X</b>
Trigger	<b>X</b>
Interactable	<b>X</b>

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.CrossPlant	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.DestroyOnLiquid	—

### 3.7.8 Aloe Vera

An aloe vera plant - a succulent.

Named ID	<b>AloeVera</b>
ID	282
State Count	2
Opaque	<b>X</b>
Mesh At Non Opaques	<b>X</b>
Solid	<b>X</b>
Unshaded	<b>X</b>
Collider	<b>X</b>
Trigger	<b>X</b>
Interactable	<b>X</b>

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.CrossPlant	—
VoxelGame.Core.Logic.Elements.Behaviors.Fluids.DestroyOnLiquid	—

### 3.7.9 Termite Mound

This block is part of a termite mound.

Named ID	<b>TermiteMound</b>
ID	283
State Count	1
Opaque	<b>✓</b>
Mesh At Non Opaques	<b>X</b>
Solid	<b>✓</b>
Unshaded	<b>X</b>
Collider	<b>X</b>
Trigger	<b>X</b>
Interactable	<b>X</b>

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	<b>FlowerRedShort</b>
ID	284
State Count	2
Opaque	<b>X</b>
Mesh At Non Opaques	<b>X</b>
Solid	<b>X</b>
Unshaded	<b>X</b>
Collider	<b>X</b>
Trigger	<b>X</b>
Interactable	<b>X</b>

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	<b>isLowered</b>
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	<b>FlowerRedTall</b>
ID	285
State Count	4
Opaque	<b>X</b>
Mesh At Non Opaques	<b>X</b>
Solid	<b>X</b>
Unshaded	<b>X</b>
Collider	<b>X</b>
Trigger	<b>X</b>
Interactable	<b>X</b>

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	—

### 3.8.2 FlowerYellow

A simple yellow flower.

Yellow Flower: The short variant of this flower.

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

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	—

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

Named ID	FlowerYellowTall	
ID	287	
State Count	4	
Opaque	X	
Mesh At Non Opaques	X	
Solid	X	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	
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		—

## 3.9 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	FlaxPlant
ID	288
State Count	12
Opaque	X
Mesh At Non Opaques	X
Solid	X
Unshaded	X
Collider	X
Trigger	X
Interactable	X

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	—

### 3.9.2 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	<b>X</b>
Mesh At Non Opaques	<b>X</b>
Solid	<b>X</b>
Unshaded	<b>X</b>
Collider	<b>X</b>
Trigger	<b>X</b>
Interactable	<b>X</b>

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	—

### 3.9.3 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	OnionPlant	
ID	290	
State Count	12	
Opaque	X	
Mesh At Non Opaques	X	
Solid	X	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	
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		—

### 3.9.4 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	WheatPlant
ID	291
State Count	12
Opaque	X
Mesh At Non Opaques	X
Solid	X
Unshaded	X
Collider	X
Trigger	X
Interactable	X
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	—

### 3.9.5 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	<b>MaizePlant</b>
ID	292
State Count	24
Opaque	<b>X</b>
Mesh At Non Opaques	<b>X</b>
Solid	<b>X</b>
Unshaded	<b>X</b>
Collider	<b>X</b>
Trigger	<b>X</b>
Interactable	<b>X</b>

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.Constraint	—
VoxelGame.Core.Logic.Elements.Behaviors.Composite	<b>part</b>
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	X	
Mesh At Non Opaques	X	
Solid	X	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	
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	X	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	
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	X	
Mesh At Non Opaques	X	
Solid	X	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	
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	X	
Solid	✓	
Unshaded	X	
Collider	X	
Trigger	X	
Interactable	X	
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	<b>X</b>
Mesh At Non Opaques	<b>X</b>
Solid	<b>✓</b>
Unshaded	<b>X</b>
Collider	<b>X</b>
Trigger	<b>X</b>
Interactable	<b>X</b>

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	<b>X</b>
Mesh At Non Opaques	<b>X</b>
Solid	<b>✓</b>
Unshaded	<b>X</b>
Collider	<b>X</b>
Trigger	<b>X</b>
Interactable	<b>X</b>

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	<b>TilesSmall</b>	
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	<b>TilesLarge</b>	
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	<b>TilesCheckerboardBlack</b>
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	<b>color</b>

### 3.10.8 White Checkerboard Tiles

White checkerboard tiles come in different colors.

Named ID	<b>TilesCheckerboardWhite</b>
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	<b>color</b>

### 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	<b>orientation</b>
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	<b>Vase</b>
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	<b>GlassPane</b>
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	<b>Bars</b>
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	<b>ClayBrickWall</b>
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	—

### 3.10.15 Steel Door

The steel door allows closing of a room. It can be opened and closed.

Named ID	DoorSteel
ID	311
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.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	FluidBarrier	
ID	312	
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.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.Fluids.Barrier		isOpen
VoxelGame.Core.Logic.Elements.Behaviors.Combustion.Combustible		—

### 3.10.17 Steel Pipe

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

Named ID	SteelPipe	
ID	313	
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		—

### 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	<b>StraightSteelPipe</b>
ID	<b>314</b>
State Count	<b>3</b>
Opaque	<b>✓</b>
Mesh At Non Opaques	<b>✗</b>
Solid	<b>✓</b>
Unshaded	<b>✗</b>
Collider	<b>✗</b>
Trigger	<b>✗</b>
Interactable	<b>✗</b>
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	—

### 3.10.19 Valve Pipe

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

Named ID	<b>PipeValve</b>
ID	<b>315</b>
State Count	<b>6</b>
Opaque	<b>✓</b>
Mesh At Non Opaques	<b>✗</b>
Solid	<b>✓</b>
Unshaded	<b>✗</b>
Collider	<b>✗</b>
Trigger	<b>✗</b>
Interactable	<b>✓</b>
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	<b>Pump</b>
ID	<b>316</b>
State Count	<b>1</b>
Opaque	<b>✓</b>
Mesh At Non Opaques	<b>✗</b>
Solid	<b>✓</b>
Unshaded	<b>✗</b>
Collider	<b>✗</b>
Trigger	<b>✗</b>
Interactable	<b>✓</b>

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	<b>Pulsating</b>
ID	<b>317</b>
State Count	<b>32</b>
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	<b>color</b>
VoxelGame.Core.Logic.Elements.Behaviors.Visuals.Animated	—

### 3.10.22 Eternal Flame

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

Named ID	<b>EternalFlame</b>
ID	<b>318</b>
State Count	<b>1</b>
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		color

### 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		color

## 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.