Here is the full list defined as constants in the API with their block ID numbers :

**API Blocks**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material** | **.ID** | **Material** | **.ID** |
| AIR | 0 | TORCH | 50 |
| STONE | 1 | FIRE | 51 |
| GRASS | 2 | STAIRS\_WOOD | 53 |
| DIRT | 3 | CHEST | 54 |
| COBBLESTONE | 4 | DIAMOND\_ORE | 56 |
| WOOD\_PLANKS | 5 | DIAMOND\_BLOCK | 57 |
| SAPLING | 6 | CRAFTING\_TABLE | 58 |
| BEDROCK | 7 | FARMLAND | 60 |
| WATER\_FLOWING | 8 | FURNACE\_INACTIVE | 61 |
| WATER | 8 | FURNACE\_ACTIVE | 62 |
| WATER\_STATIONARY | 9 | DOOR\_WOOD | 64 |
| LAVA\_FLOWING | 10 | LADDER | 65 |
| LAVA | 10 | STAIRS\_COBBLESTONE | 67 |
| LAVA\_STATIONARY | 11 | DOOR\_IRON | 71 |
| SAND | 12 | REDSTONE\_ORE | 73 |
| GRAVEL | 13 | SNOW | 78 |
| GOLD\_ORE | 14 | ICE | 79 |
| IRON\_ORE | 15 | SNOW\_BLOCK | 80 |
| COAL\_ORE | 16 | CACTUS | 81 |
| WOOD | 17 | CLAY | 82 |
| LEAVES | 18 | SUGAR\_CANE | 83 |
| GLASS | 20 | FENCE | 85 |
| LAPIS\_LAZULI\_ORE | 21 | GLOWSTONE\_BLOCK | 89 |
| LAPIS\_LAZULI\_BLOCK | 22 | BEDROCK\_INVISIBLE | 95 |
| SANDSTONE | 24 | STONE\_BRICK | 98 |
| BED | 26 | GLASS\_PANE | 102 |
| COBWEB | 30 | MELON | 103 |
| GRASS\_TALL | 31 | FENCE\_GATE | 107 |
| WOOL | 35 | GLOWING\_OBSIDIAN | 246 |
| FLOWER\_YELLOW | 37 | NETHER\_REACTOR\_CORE | 247 |
| FLOWER\_CYAN | 38 |  |  |
| MUSHROOM\_BROWN | 39 |  |  |
| MUSHROOM\_RED | 40 |  |  |
| GOLD\_BLOCK | 41 |  |  |
| IRON\_BLOCK | 42 |  |  |
| STONE\_SLAB\_DOUBLE | 43 |  |  |
| STONE\_SLAB | 44 |  |  |
| BRICK\_BLOCK | 45 |  |  |
| TNT | 46 |  |  |
| BOOKSHELF | 47 |  |  |
| MOSS\_STONE | 48 |  |  |
| OBSIDIAN | 49 |  |  |

Some of the blocks that appear in the inventory screen aren’t listed but here they are :

**Non-API Blocks**

=======================

|  |  |
| --- | --- |
| **Material** | **.ID** |
| PAINTING | 321 |
| STONE\_STAIRS | 67 |
| OAK\_STAIRS | 53 |
| OAK\_STAIRS | 59 |
| NETHERRACK | 87 |
| TRAPDOOR | 96 |
| MELON\_SEEDS | 105 |
| BRICK\_STAIRS | 108 |
| SANDSTONE\_STAIRS | 128 |
| STONE\_BRICK\_STAIRS | 109 |
| NETHER\_BRICK | 112 |
| NETHER\_BRICK\_STAIRS | 114 |
| QUARTZ\_BLOCK | 155 |
| QUARTZ\_STAIRS | 156 |
| STONE\_CUTTER | 245 |
| BONE\_MEAL | 351 |

If you have imported the “block” library at the top of your script like this :

import mcpi.block as block

you can call up the blocks in the “API Block List” using the following syntax :

block.MELON.id

In this example it saves you defining your own variable or using the number 103 and may make your script more readable.

To use the blocks in the “Non-API Block List” you will have to use the block number directly.

Examples

Place a block of sandstone :

mc.setBlock(10,10,10,block.SANDSTONE.id)

Place a stone cutter on top of the sandstone :

mc.setBlock(10,11,10,245)

Place a block of grass on top of the stone cutter :

mc.setBlock(10,11,10,block.GRASS.id)