

AIR	= Block(0)
STONE	= Block(1)
GRASS	= Block(2)
DIRT	= Block(3)
COBBLESTONE	= Block(4)
WOOD_PLANKS	= Block(5)
SAPLING	= Block(6)
BEDROCK	= Block(7)
WATER_FLOWING	= Block(8)
WATER	= WATER_FLOWING
WATER_STATIONARY	= Block(9)
LAVA_FLOWING	= Block(10)
LAVA	= LAVA_FLOWING
LAVA_STATIONARY	= Block(11)
SAND	= Block(12)
GRAVEL	= Block(13)
GOLD_ORE	= Block(14)
IRON_ORE	= Block(15)
COAL_ORE	= Block(16)
WOOD	= Block(17)
LEAVES	= Block(18)
GLASS	= Block(20)
LAPIS_LAZULI_ORE	= Block(21)
LAPIS_LAZULI_BLOCK	= Block(22)
SANDSTONE	= Block(24)
BED	= Block(26)
COBWEB	= Block(30)
GRASS_TALL	= Block(31)
WOOL	= Block(35)
FLOWER_YELLOW	= Block(37)
FLOWER_CYAN	= Block(38)
MUSHROOM_BROWN	= Block(39)
MUSHROOM_RED	= Block(40)
GOLD_BLOCK	= Block(41)
IRON_BLOCK	= Block(42)
STONE_SLAB_DOUBLE	= Block(43)
STONE_SLAB	= Block(44)
BRICK_BLOCK	= Block(45)
TNT	= Block(46)
BOOKSHELF	= Block(47)
MOSS_STONE	= Block(48)
OBSIDIAN	= Block(49)
TORCH	= Block(50)
FIRE	= Block(51)

STAIRS_WOOD	= Block(53)
CHEST	= Block(54)
DIAMOND_ORE	= Block(56)
DIAMOND_BLOCK	= Block(57)
CRAFTING_TABLE	= Block(58)
FARMLAND	= Block(60)
FURNACE_INACTIVE	= Block(61)
FURNACE_ACTIVE	= Block(62)
DOOR_WOOD	= Block(64)
LADDER	= Block(65)
STAIRS_COBBLESTONE	= Block(67)
DOOR_IRON	= Block(71)
REDSTONE_ORE	= Block(73)
SNOW	= Block(78)
ICE	= Block(79)
SNOW_BLOCK	= Block(80)
CACTUS	= Block(81)
CLAY	= Block(82)
SUGAR_CANE	= Block(83)
FENCE	= Block(85)
GLOWSTONE_BLOCK	= Block(89)
BEDROCK_INVISIBLE	= Block(95)
STONE_BRICK	= Block(98)
GLASS_PANE	= Block(102)
MELON	= Block(103)
FENCE_GATE	= Block(107)
GLOWING_OBSIDIAN	= Block(246)
NETHER_REACTOR_CORE	= Block(247)