

Item Modification

`item.modification` event is a startup script event that allows you to change properties of existing items

```
onEvent('item.modification', event => {  
  event.modify('minecraft:ender_pearl', item => {  
    item.maxStackSize = 64  
    item.fireResistant = true  
  })  
})
```

All available properties:

- int maxStackSize
- int maxDamage
- int burnTime
- String craftingReminder
- boolean fireResistant
- Rarity rarity
- tier = tierOptions => {
 - int uses
 - float speed
 - float attackDamageBonus
 - int level
 - int enchantmentValue
 - Ingredient repairIngredient
- }
- foodProperties = food => { // note: uses functions instead of a = b
 - hunger(int)
 - saturation(float)
 - meat(boolean)
 - alwaysEdible(boolean)
 - fastToEat(boolean)
 - effect(String effectId, int duration, int amplifier, float probability)
 - removeEffect(String effectId)
- }

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