

# Block Modification

The block modification event is a startup event.

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

```
BlockEvents.modification(e => {  
  e.modify('minecraft:stone', block => {  
    block.destroySpeed = 0.1  
    block.hasCollision = false  
  })  
})
```

All available properties:

- `String material`
- `boolean hasCollision`
- `float destroySpeed`
- `float explosionResistance`
- `boolean randomlyTicking`
- `String soundType`
- `float friction`
- `float speedFactor`
- `float jumpFactor`
- `int lightEmission`
- `boolean requiresTool`

---

Revision #4

Created 2023-01-27 21:29:21 UTC by Lexxie

Updated 2023-10-22 22:55:53 UTC by G\_cat