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`

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