

# Features

Here's a list of all documented (and sometimes undocumented) features that I can remember:

- [\[Full list of events\]](#)
- [Editing Recipes](#)
- [Editing Tags](#)
- [Adding New Items](#)
- [Adding New Blocks](#)
- [Default Options](#)
- [Changing Window Title and Icon](#)
- [Changing Mod Display Names](#)
- [Loading Assets and Data](#)
- [Modify Items](#)
- [Modify Blocks](#)
- Adding Fluids
- [Worldgen](#)
- Chat event
- Block placement event
- Item right-click event
- And a bunch more that I forgot...

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