

# Global

## Primitive prototype additions

- `String#namespace`: String - namespace part of namespaced string, aka of "minecraft:oak\_planks" it's "minecraft". Defaults to "minecraft" if there's no `:`.
- `String#path`: String - path part of namespaced string, aka of "minecraft:oak\_planks" it's "oak\_planks"

## Constants

- `SECOND`: Number = 1000
- `MINUTE`: Number = 60000 (60 \* SECOND)
- `HOURL`: Number = 3600000 (60 \* MINUTE)

## Objects

- `global`: Map<String, Object>
- `console`: Console

## Classes

- Platform
- ResourceLocation
- Utils
- Java
- Text
- UUID
- JsonIO
- Block
- Item
- Ingredient
- IngredientHelper
- NBT
- NBTIO
- Direction
- Facing
- AABB
- Fluid
- Color
- BlockStatePredicate

# Wrapped Classes

Name	Class
JavaMath	java.lang.Math
Blocks	net.minecraft.world.level.block.Blocks
Items	net.minecraft.world.item.Items
Stats	net.minecraft.stats.Stats
DecorationGenerationStep	net.minecraft.world.level.levelgen.GenerationStep.Decoration
CarvingGenerationStep	net.minecraft.world.level.levelgen.GenerationStep.Carving
BlockPos	net.minecraft.core.BlockPos
DamageSource	net.minecraft.world.damagesource.DamageSource
BlockProperties	net.minecraft.world.level.block.state.properties.BlockStateProperties
Vec3, Vec3d	net.minecraft.world.phys.Vec3
Vec3i	net.minecraft.core.Vec3i

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