KubeJS ProjectE

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Lets you set the EMC values of items and the Philosopher's Stone transformations blocks with the ProjectE mod. Examples are shown below.

Server side events (`server_scripts`):

```
ProjectEEvents.setEMC(event => {
    // sets the absolute emc value of an item
    event.setEMC("minecraft:cobblestone", 0) // alias. setEMCAfter

    // sets the emc of an item before anything else happens
    // this can sometimes result in this emc value not being
    // set, but also it allows for emc values to be generated
    // from this one; i.e crafting recipes
    event.setEMCBefore("minecraft:stick", 10000);
})

ItemEvents.rightClicked("minecraft:stick", event => {
    let player = event.player;

    // getPlayerEMC will always return a string
    // because emc values can get very large
    player.tell("Your emc is " + ProjectE.getPlayerEMC(player))

    ProjectE.addPlayerEMC(player, 1000);
    // the second argument can be a string because of the above
    // ProjectE.setPlayerEMC also exists

    player.tell("Your new emc is " + ProjectE.getPlayerEMC(player))
})
```

Startup events (`server_scripts`):

```
ProjectEEvents.registerWorldTransmutations(event => {
    event.transform("minecraft:tnt", "minecraft:oak_planks");
```

```
})
```

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