

Minetest Itemstrings

Source - <http://wiki.minetest.net>

Default

Blocks - default:*

- apple
- bookshelf
- brick
- bronzeblock
- cactus
- chest
- chest_locked
- clay
- cloud
- coalblock
- cobble
- copperblock
- desert_cobble
- desert_sand
- desert_stone
- diamondblock
- dirt
- dirt_with_grass
- dirt_with_grass_footsteps
- dirt_with_snow
- dry_shrub
- fence_wood
- furnace
- glass
- goldblock
- grass_1
- gravel
- ice
- junglegrass
- jungleleaves
- junglesapling
- jungletree
- junglewood
- ladder
- lava_flowning
- lava_source
- leaves
- mese
- mossycobble
- nyancat
- nyancat_rainbow
- obsidian
- obsidian_glass
- papyrus
- rail
- sand
- sandstone
- sandstonebrick
- sapling
- sign_wall
- snow
- snowblock
- steelblock

- stone
- stone_with_coal
- stone_with_copper
- stone_with_diamond
- stone_with_gold
- stone_with_iron
- stone_with_mese
- stonebrick
- torch
- tree
- water_flowning
- water_source
- wood

Items - default:*

- stick
- steel_ingot
- copper_ingot
- bronze_ingot
- gold_ingot
- coal_lump
- iron_lump
- copper_lump
- mese_crystal
- mese_crystal_fragment
- gold_lump
- diamond
- obsidian_shard
- clay_lump
- clay_brick
- paper
- book
- apple

Tools - default:*

- pick_wood
- pick_stone
- pick_steel
- pick_bronze
- pick_mese
- pick_diamond
- shovel_wood
- shovel_stone
- shovel_steel
- shovel_bronze
- shovel_mese
- shovel_diamond
- axe_wood
- axe_stone
- axe_steel
- axe_bronze
- axe_mese
- axe_diamond
- sword_wood
- sword_stone
- sword_steel
- sword_bronze
- sword_mese
- sword_diamond

*Dye - dye:**

- white
- grey
- black
- red
- yellow
- green
- cyan
- blue
- magenta
- orange
- violet
- brown
- pink
- dark_grey
- dark_green

Farming

Tools - farming:*

- hoe_wood
- hoe_stone
- hoe_steel
- hoe_bronze
- hoe_mese
- hoe_diamond

Seeds - farming:*

- seed_wheat
- seed_cotton

Items - farming:*

- wheat
- flour
- bread
- string

Plants - farming:*

- cotton_1
- cotton_2
- cotton_3
- cotton_4
- cotton_5
- cotton_6
- cotton_7
- cotton_8
- wheat_1
- wheat_2
- wheat_3
- wheat_4
- wheat_5
- wheat_6
- wheat_7
- wheat_8

Blocks - farming:*

- soil
- soil_wet

Special (Differing Syntax)

- air
- ignore