

Asphalt	the second most used in TM
Bumper	the storm bumpers, the directional bumpers have special properties stored in the blockinfo, not in the material
Concrete	the most used in TM
Dirt	another very common material
DirtRoad	
Energy	forcefields, gates
Grass	the third most used in TM
Ice	snow mostly or on glass objects
Metal	another very common material in maniaplanet
MetalTrans	
NotCollidable	as it sounds, no collisions, good for little annoying rocks or details
OffZone	never added it in a block, I don't know how this will react
Pavement	rally mostly
PlayerOnly	I remember someone asking for this one : will block the player but not the weapons, usefull for loopholes or for avoiding dangerous areas where the player will get stuck
ResonantMetal	the containers of desert, the tech towers of storm
Rock	sliding when the slope is too vertical
Rubber	mostly stadium
Sand	mostly island I think
SlidingRubber	I don't remember where it's been used
SlidingWood	storm
Snow	snow mostly
Stone	mostly Storm castle, adds walljump in storm
Tech	blue pads = powerpath
TechArmor	regen pads
TechArrow	arrow weapon pads
TechGround	floor of the new flying blocks : stamina jump
TechHook	grappling hook spheres
TechLaser	rail weapon pads
TechSafe	invulnerability
TechTeleport	you can trigger a teleporter
TechWall	walls of the new flying block : bounce rockets and big wall jump
Trunk	trees
Turbo	
Turbo2	
TurboRoulette	
WallJump	not sure it's working, the wall jump property has been added directly into the stone material
Water	the activation of the water gameplay is linked to a waterheight stored in the environment parameters, so colliding a water surface at another height and in a block not flaged as "has water" will probably don't give the results you may expect
WetAsphalt	rally
WetDirtRoad	mostly rally, some underwater of storm
WetGrass	rally mostly
WetPavement	rally
Wood	wood structures, bridges, etc..