MINECRAFT CRAFTING

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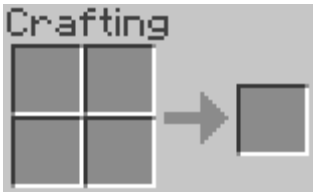
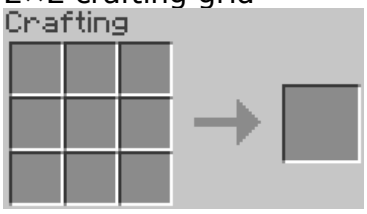
Crafting

From Minepedia - The Minecraft Wiki!



2×2 crafting grid



3×3 crafting grid

Crafting **is the method by which most Item Durability**

Several Tools, Swords and Armor can be crafted from different materials. Better materials give a higher number of uses prior to the item breaking, as well as increased speed or power. Once an item has been used the number of uses below, the damage meter on the item will reach maximum resulting in the item breaking and disappearing from the inventory.

The formula for the number of uses for Tools and Swords is $2^{(n+5)}+1$, where *n* is the durability of the material being used (for the corresponding values, see the listing below). Regardless of what item is being used, a use counts as either the complete de-construction of a block or a single strike at an enemy, but incomplete attempts (stopping in the middle) to de-construct a block do not qualify as a use. If a tool is used inappropriately, such as using a pickaxe to attack mobs, each use will have the equivalent of 2 proper uses.

- Each de-construction of a block with an appropriate tool counts as 1 use. (This determines how many Wood-related blocks an Axe can chop, how many Stone-related blocks a Pick can mine, etc.)
- Each de-construction of a block with an **in**appropriate tool counts as 2 uses. (Breaking a Stone-related block with a shovel, a Dirt block with an axe, etc.)
- Each strike of a Sword to hit a Mob counts as 1 use. Hitting a Mob with a Tool will count as an inappropriate use.
- Each time a piece of armor protects against minimal damage counts as 1 use. Multiple pieces worn do not give more uses, but wearing multiple pieces increases the amount of damage absorbed.

Armor Durabitily:

- The damage absorbed by a piece of armor is not relative to its material but to its remaining durability (the percentage of uses left). A full set of leather armor has the same damage protection as a full set of diamond armor, as long as both are fully intact. As the damage on the armor increases, the protective capability decreases.
- Example: after 25 hits (with minimal damage), a leather chestplate has 49% of its uses left (24 of 49), thus 49% of a chestplate's original damage protection. A diamond chestplate would have 93.5% of it's uses left (360 of 385), thus 93.5% of a chestplate's original protection.
- Therefore, armor from a higher tier material retains it's damage absorption for much longer and is able to protect from more damage if the armor is used frequently, but the maximum damage protection **per hit** is the same.

Tools and Swords list:

- Wood: 33 uses, n = 0
- Gold: 33 uses, n = 0
- Stone: 65 uses, n = 1
- Iron: 129 uses, n = 2
- Diamond: 1025 uses, n = 5

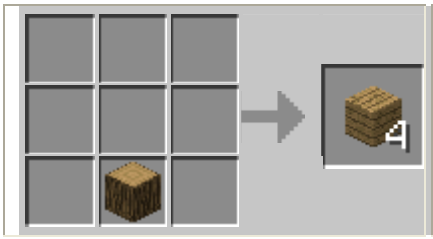
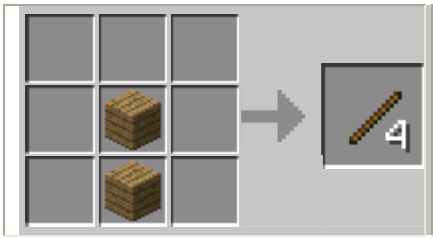
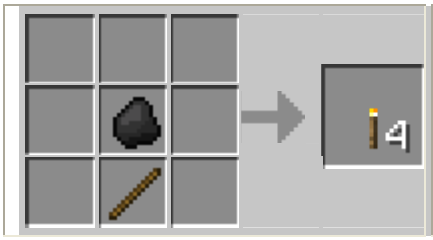
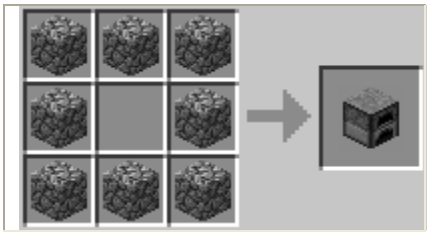
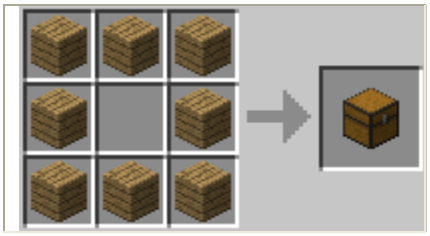
Armor list:

- Leather: 49 uses
- Gold: 96 uses
- Chainmail: 96 uses
- Iron: 192 uses
- Diamond: 385 uses

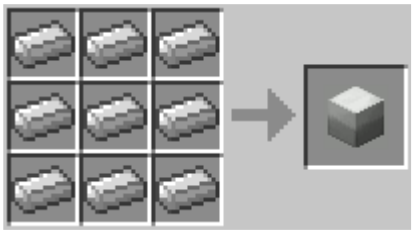
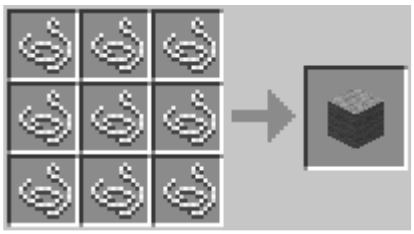
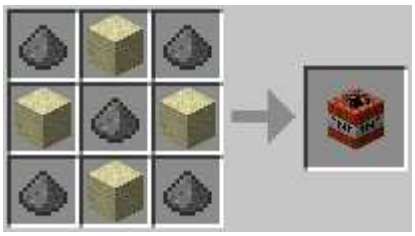
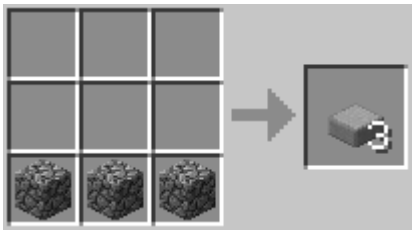
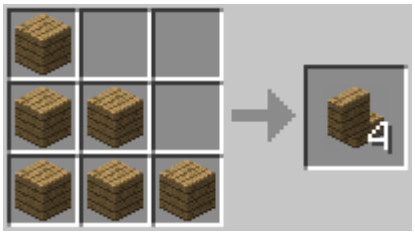
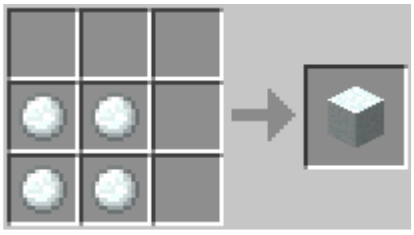
Complete Recipe List

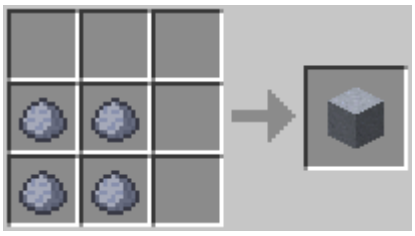
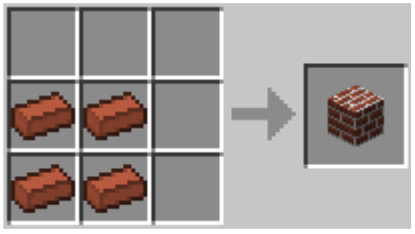
Currently, there are 96 recipes; this includes each recipe in the animations below and the two methods of making Mushroom Soup. Chainmail armor is also included in this count.

Basic Recipes

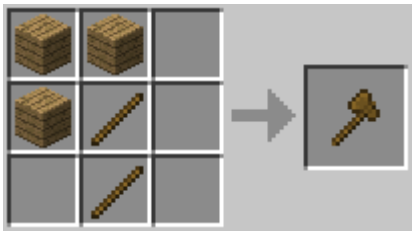
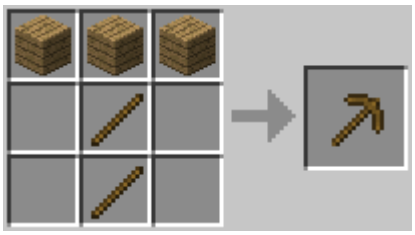
Name	Ingredients	Input » Output	Description
Wood	Log		Used as a building material and can be crafted into many things.
Sticks	Wood		Used to craft torches, arrows, signs, ladders, fences and as handles for tools.
Torches	Stick + Coal		Used to create light. Torches also melt snow and ice.
Workbench	Wood		Allows access of the 3×3 crafting grid.
Furnace	Cobblestone		Allows the player to smelt.
Chest	Wood		Stores stacks of blocks and items inside.

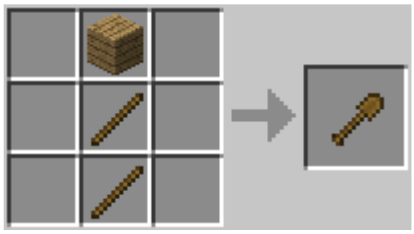
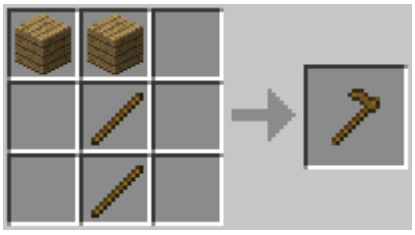
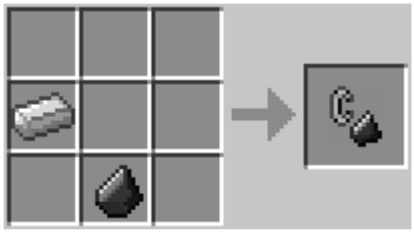
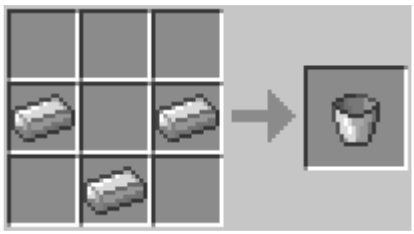
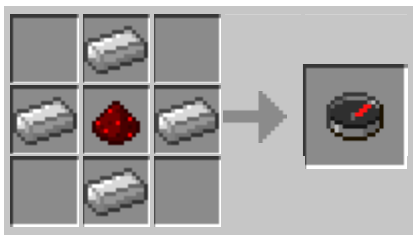
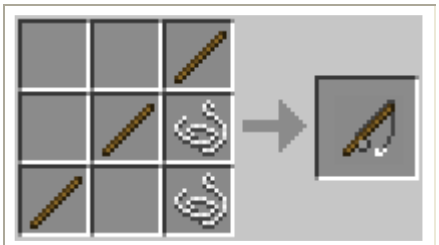
Block Recipes

Name	Ingredients	Input » Output	Description
Ore Blocks	Gold Ingots or Iron Ingots or Diamond Gems		Allows ingots or gems to be crafted into placeable blocks (useful for compact storage).
Cloth Block	String		Used as a building material. Cloth can also be obtained from Sheep.
TNT Block	Gunpowder + Sand		Used to cause explosions.
Steps	Cobblestone		Used for making lengthy stairs. Two Steps placed on top of each other will create a full-sized block.
Stairs	Wood or Cobblestone		Used for compact stairs.
Snow Block	Snowballs		Used to store snowballs, or as a building material.

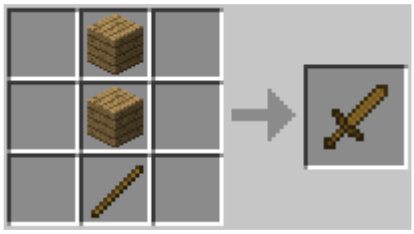
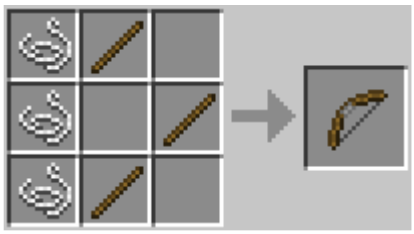
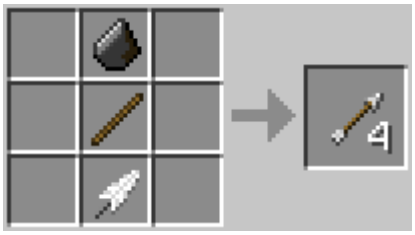
Clay Block	Clay		Used to store clay, or as a building material
Brick	Clay Bricks		Used as a building material.
Bookshelf	Wood + Books		Used as decoration.
Jukebox	Wood + Diamond Gem		Plays records.

Tool Recipes

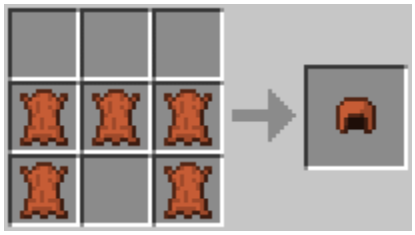
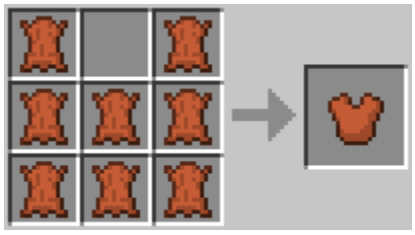
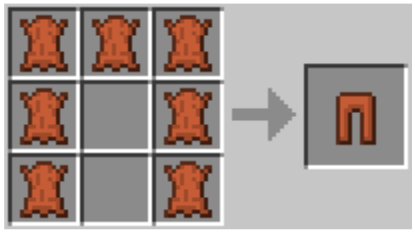
Name	Ingredients	Input » Output	Description
Axes	Sticks + Wood or Cobblestone or Iron Ingots or Gold Ingots or Diamond Gems		Used to chop wood-related blocks faster than by hand.
Pickaxes	Sticks + Wood or Cobblestone or Iron Ingots or Gold Ingots or Diamond Gems		Required to mine stone-related blocks and ore.

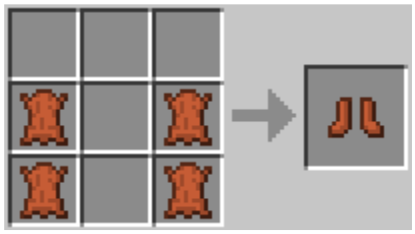
Shovels	Sticks + Wood or Cobblestone or Iron Ingots or Gold Ingots or Diamond Gems		Used to dig Dirt, Grass, Sand, Gravel and Snow faster than by hand. Shovels are required to dig snowballs.
Hoes	Sticks + Wood or Cobblestone or Iron Ingots or Gold Ingots or Diamond Gems		Used to till Dirt and Grass blocks to find seeds and/or prepare for Crops.
Flint and Steel	Iron Ingot + Flint		Used to create Fire.
Bucket	Iron Ingots		Used to hold and transport water, lava and milk.
Compass	Iron Ingots + Redstone Dust		Constantly points to the player's spawn point.
Fishing Rod	Sticks + String		Does not have any use yet.

Weapon Recipes

Name	Ingredients	Input » Output	Description
Swords	Stick + Wood or Cobblestone or Iron Ingots or Gold Ingots or Diamond Gems		Deals Mobs more damage than by hand.
Bow	Sticks + String		Allows for ranged attacks by using arrows.
Arrows	Flint + Stick + Feather		Used as ammunition for bows.

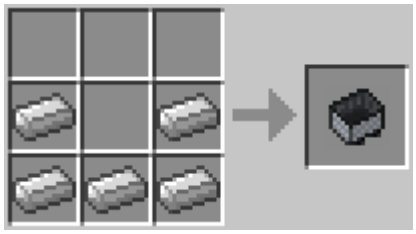
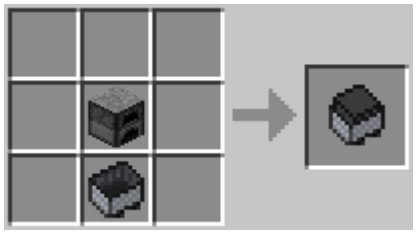
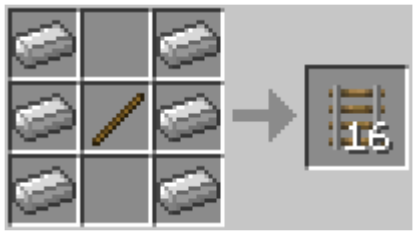
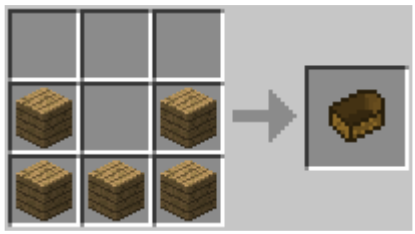
Armor Recipes

Name	Ingredients	Input » Output	Description
Helmets	Leather or Gold Ingots or Iron Ingots or Diamond Gems or Fire*		Head armor, gives 1.5 armor points.
Chestplates	Leather or Gold Ingots or Iron Ingots or Diamond Gems or Fire*		Chest armor, gives 4 armor points.
Leggings	Leather or Gold Ingots or Iron Ingots or Diamond Gems or Fire*		Leg armor, gives 3 armor points.

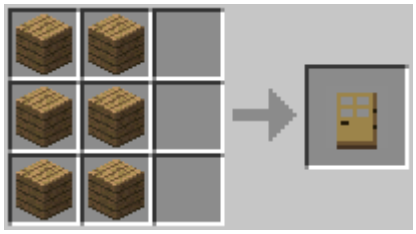
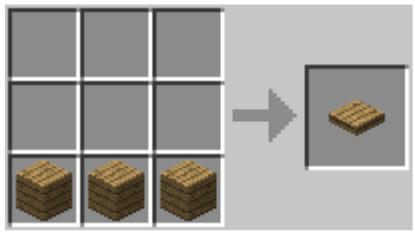
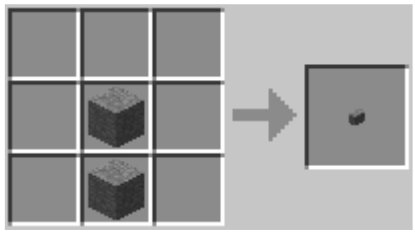
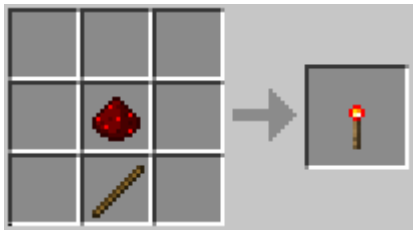
Boots	Leather or Gold Ingots or Iron Ingots or Diamond Gems or Fire*		Foot armor, gives 1.5 armor points.

*Note that Chainmail armor is also craftable, but only by using the /give command to get Fire blocks and crafting armor with them. Chainmail armor is not included in the animations for this reason.

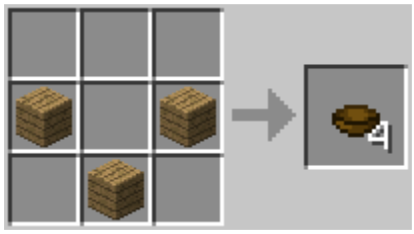
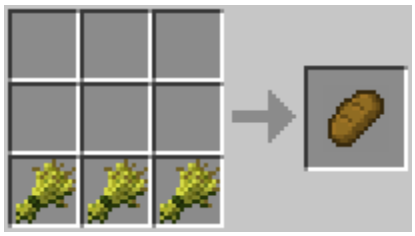
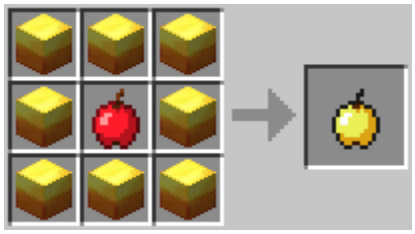
Transportation Recipes

Name	Ingredients	Input » Output	Description
Minecart	Iron Ingots		Used to transport the player or a Mob along Minecart tracks.
Powered Minecart	Furnace + Minecart		Used to push other Minecarts along Minecart tracks using fuel.
Storage Minecart	Chest + Minecart		Used to transport goods along Minecart tracks.
Minecart Tracks	Sticks + Iron Ingots		Used to direct Minecarts.
Boat	Wood		Used to travel in water more quickly than swimming.

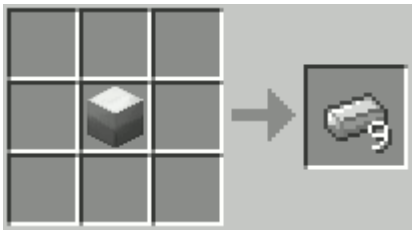
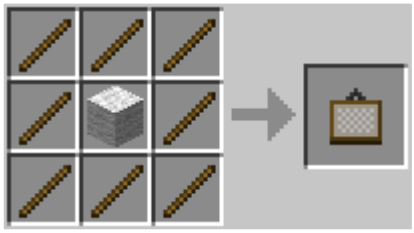
Mechanism Recipes

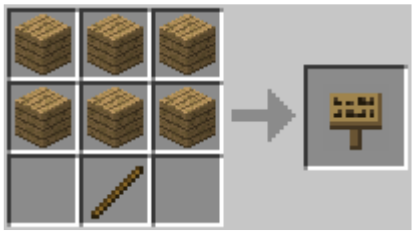
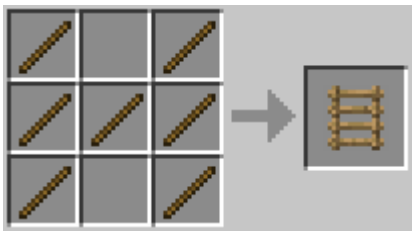
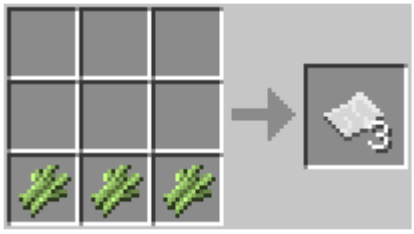
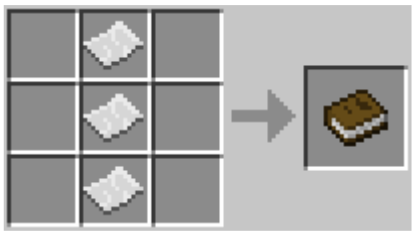
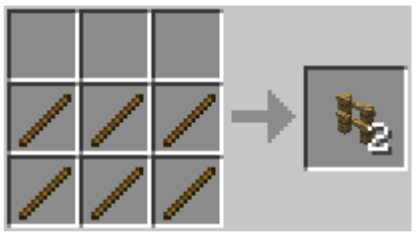
Name	Ingredients	Input » Output	Description
Doors	Wood or Iron Ingots		Wooden doors are activated by right-clicking or with electricity. Iron doors are similar but can only be opened by electricity.
Pressure Plates	Stone or Wood		Used to send an electrical charge when stepped on by a player or a walk on them. Wooden Pressure Plates can also be activated by dropping something on them.
Stone Button	Stone		Used to send an electrical charge by being pressed. Stays activated for approximately 1 second before shutting off again.
Redstone Torch	Redstone Dust + Stick		Constantly sends an electrical charge. Can also be used for low-level lighting.
Lever	Cobblestone + Stick		Used to send an electrical charge by being turned on or off. Stays in on or off state until clicked.

Food Recipes

Name	Ingredients	Input » Output	Description
Bowls	Wood		Used to hold Mushroom Stew. The player keeps the bowl when they eat the stew.
Mushroom Stew	Red Mushroom + Brown Mushroom + Bowl		Heals 5 hearts. The ordering of the red and brown mushrooms does not matter.
Bread	Wheat		Heals 2.5 hearts.
Golden Apple	Gold Blocks + Apple		Heals all 10 hearts.

Miscellaneous Recipes

Name	Ingredients	Input » Output	Description
Ore	Iron or Gold or Diamond		Used to reclaim ore from blocks.
Painting	Sticks + Cloth		Used as decoration.

Sign	Wood + Stick		Shows text entered by the player.
Ladder	Sticks		Used to climb vertically.
Paper	Reeds		Used to create books.
Book	Paper		Used to create a bookshelf.
Fences	Sticks		Used as a barrier that cannot be jumped over. It counts as 1½ block high for mobs/players, but only 1 for other blocks.

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