

Multiblock Doors

Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

Introduction

Multiblock doors support up to 9 x 9 doors (or "windows") with sliding or swing variations.

Crafting

This feature require a hinge item (tool) to create multiblock doors.



Hinge

Iron Ingot (4)

Stick (1)

[Dried Kelp](#) (1)

Check out Brooke's video guide on [here](#) to see the process in audio-visual format.

Step 1: Build A "Template"

This can be your final design, or placeholder blocks for custom textures in Step 3.

- Can be up to 9 x 9 blocks in size, and 1 block in depth.
- Can use any **full blocks**, including transparent blocks like glass or screens.
- Cannot use partial blocks (ladders, panes, bars or trapdoors) - **See Step 3!**
- Cannot have any "cutouts" (missing blocks) - doors must be square or rectangular.

Step 2: Select

Right Click one corner with a hinge in hand, then **Right Click** the **opposite** corner. This outlines the selection in white.

Step 3: Customize

If the selection is a valid size and shape, it will open a GUI (menu).

Set Open Method

Left Click **"Slide"** to toggle options.

- **Slide** opens by moving to the side (closed, half open, fully open).
- **Swing** opens by moving 90 degrees (closed, open out, fully open/folded back).
- **Static** does not open.



Block Rotations

Left Click blocks in the preview window to modify them.

- Use the circular arrow icons to rotate the **x y** axis texture (ie for logs).
- Use the straight arrow icons to flip the texture vertical or horizontal.



Block Axis Rotation



Horizontal or Vertical Block Rotation

Custom Textures

- Type in the search bar to look up available textures, even partial blocks like ladders.
- Use **<** and **>** to adjust **Width** and **Height** to adjust sizing if required.
- Supports textures added by mods, **even if they are not "registered" blocks.**



More Information: Equestrian Doors (SWEM)

Star Worm Equestrian Mod includes 150 custom bar textures specifically for multiblock doors.

- Flower
- Friendly
- Horizontal
- Medieval
- Vertical

The custom bars are **NOT** items or blocks in the game. The textures are stored in `assets > swem > textures > block`

Tip: You can use *any* textures from the mod, including stall door panels to make your own custom sized stall door designs!

Type	Example	Variants	Colors
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Flower



Search:

bars_flow
wer

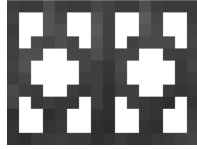
- bars_flower_3-4th
- bars_flower_connect_left
- bars_flower_connect_right
- bars_flower_door_left
- bars_flower_door_right
- bars_flower_full
- bars_flower_half
- bars_flower_quarter
- bars_flower_rounded_left
- bars_flower_rounded_right

_light

_medium

_dark

Friendly



Search:

bars_friendly

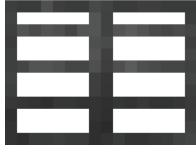
- bars_friendly_3-4th
- bars_friendly_connect_left
- bars_friendly_connect_right
- bars_friendly_door_left
- bars_friendly_door_right
- bars_friendly_full
- bars_friendly_half
- bars_friendly_quarter
- bars_friendly_rounded_left
- bars_friendly_rounded_right

_light

_medium

_dark

Horizontal



Search:

bars_hori

- bars_hori_3-4th
- bars_hori_connect_left
- bars_hori_connect_right
- bars_hori_door_left
- bars_hori_door_right
- bars_hori_full
- bars_hori_half
- bars_hori_quarter
- bars_hori_rounded_left
- bars_hori_rounded_right

_light

_medium

_dark

Vertical



Search:
bars_ver
ti

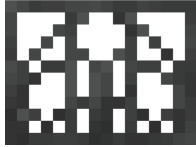
- bars_vert_rounded_right
- bars_vert_3-4th
- bars_vert_connect_left
- bars_vert_connect_right
- bars_vert_door_left
- bars_vert_door_right
- bars_vert_full
- bars_vert_half
- bars_vert_quarter
- bars_vert_rounded_left
- bars_vert_rounded_right

_light

_medium

_dark

Medieval



Search:

bars_flo
wer

- bars_medi eval_3-4th
- bars_medi eval_connect_left
- bars_medi eval_connect_right
- bars_medi eval_door_left
- bars_medi eval_door_right
- bars_medi eval_full
- bars_medi eval_half
- bars_medi eval_quarter
- bars_medi eval_rounded_left
- bars_medi eval_rounded_right

_light

_medium

_dark

Step 4: Build

Left Click "Build" to create the door and close the GUI.

- Places a single door item in the player's inventory.
- Creating a door does not consume the template blocks.



Slide



Swing



Static

Hover over any door item to view a tooltip with an image.

Placing Doors

Doors show a transparent overlay when held to help guide placement. **Right Click** to place the door.

Stand on the side you want the **hinge** to be:

- If you want the door to slide or open to the right, **stand on the right**.
- If you want the door to slide or open to the left, **stand on the left**.

Using Doors

Right Click a door to cycle to the next sequence, or use **Shift** to reverse the sequence.

Sequence	1	2	3
Slide	Closed	Half Open 50%	Fully Open 100%
Swing	Closed	Open Out 90°	Fold Back 180°
Static	Closed	Closed	Closed

Duplicating Doors

Useful if you removed the original template, used custom textures or need multiple copies of the same door.

`Shift` + `Right Click` a **placed** door with a hinge. Modify the door if desired, then use `Build` to duplicate (copy) it.

Hinge Durability

Hinges lose 9 durability per door and are depleted after 27 uses.

Additional

More Information: Uses, Pathing, Redstone, NPCs

Uses (Ideas)

Multiblock doors have many potential uses.

- Stall barriers, doors and gates for horses.
- Pen or paddock barriers and gates for animals.
- Tall or wide entrance gates for secure property.
- Large sliding or swing doors for barns or warehouses etc.
- Custom entry or internal doors for builds and houses.
- Functional swing or sliding windows.

Pathing

Entities treat doors as an impassible obstacle when it obstructs their path.

Redstone **TBC**

Doors are not redstone sensitive, and cannot be opened or automated by redstone.

NPCs **TBC**

Doors cannot be used autonomously by villagers or other non-player characters (NPCs).

Known Issues

You can report any mod issues to our bugs forum on [Discord](#) - please check for duplicate reports first!

It is not recommended to include multiblock elements in World Edit actions or schematics. If you do, save and backup!

Changelog

View Changes

This is not a complete list of changes or features. It is a log of wiki-related version information and may be outdated.

MC Version	Release	Notes
1.21.1	3.2.4	Feature: Added Multiblock Doors.

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