Pasture Gates

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

Introduction

Pasture Gates are functional multi-block doors.

Crafting



Pasture Gate (Care)

- Dye (Any) `(1)`
- Wood Planks (Any) `(3)`
- Iron Ingot `(2)`



Pasture Gate (Horse)

- Dye (Any) `(1)`
- Wood Planks (Any) `(2)`
- Iron Ingot `(2)`

Usage

`Right Click` with a pasture gate in hand to place it.

- "Care" needs `3b` width.
- "Horse" needs `2b` width.
- Both variants need 2 blocks height.

`Right Click` a pasture gate to open it.

More Information: Placement (Hinge, Swing)

Hinge Placement

The easiest way to get gate placement perfect every time is to build it off the side of another block (connection point).

If you need to place off the ground:

- Choose the block at the far edge of the door space, where you want the hinge to be.
- Click on the far edge of that block.

> **Example:** If a door should swing to the left, click the far left edge of the left-most block.

Swing Direction

Face the direction you want the gate to swing **away** from.

Known Issues

You can report any mod issues to our bugs forum on **Discord** - please check for duplicate reports first!

- Gates may not render properly on (some) servers. Install Connectivity to fix "ghost block" issues.
- Gates may fail to place in "clear" space - fill the area with blocks, mine (remove) them and retry.

> 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 It is a log of wiki-related version information and may be outdated.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`	`1.3.0`	**Bug Fix:** Item does not drop when block is broken.
`1.20.1`	`1.1.1`	Page established - Information prior to `1.1.1` is not specifically included but is likely the same.

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