Measurement Tool

Description: A Measurement Tool is an item that can be used to create jumps.

> Do not destroy jumps by hand or the jump controller will remain! **Always delete jumps via the Jump Builder GUI.**

Details:

Rarity color:	Common
Renewable:	Yes
Stackable:	Yes (64)
Durability:	None

Obtaining

Crafting
Measurement tools come in a single (gray/black) color.
A Measurement Tool can be crafted with 1 Iron Ingot, 2 Iron Nuggets and 1 Dried Kelp.



Usage

> Error messages can be seen above the inventory hotbar when the Measurement Tool is used incorrectly.

Creating A Jump

Measurement tool is required to create custom jumps. Follow this step by step method to use the tool.

1. Place **any** block (ie dirt) on the ground
2. Move sideways (straight line) and place a second block exactly 5 blocks away (Block - 5B space - Block)
3. Stand in front of one block (looking at it) and right-click the block with a measurement tool in hand
4. Stand in front of the second block (looking at it) and right-click the block with a measurement tool in hand
5. This should bring up the Jump Builder GUI

Customizing Jumps

You need to interact with the Jump to customize it's features. The Jump Builder GUI (menu) is automatically opened when a new jump is made, and can be opened again at any time by right-clicking on a jump with a measurement tool.

Edit Obstacle	**Type:** Left click the **None** button next to Layer to cycle forward through obstacles, right click to go back.
	Color: Left click the color button next to an obstacle to cycle through colors, right click to go back.
	Some obstacle variants do not have a color option (logs etc)
Edit Levels	**Add:** Left click the '**Add Layer**' button in the top left of the GUI to add a new layer (One block higher)
	Delete: Left click the '**Delete Layer**' button in the top left of the GUI to delete a layer (One block lower)
Edit Standards	**Type:** Left click the button next to '**Standards**' to cycle between jump standards (posts that support poles)
Delete Jump	If you want to get rid of the **entire** jump, left click the 'Destroy' button in the top right of the GUI.
	Do not destroy jumps by hand or the invisible jump controls will remain!
Exit GUI	Press the escape key to exit out of the Jump GUI at any time.

Other information

- Even if a layer is set to None (no pole/plank) there will still be an invisible barrier that cannot be passed through
- Each jump has a small, invisible jump control element that is spawned when a new jump is created

- If the jump controller intersects a block it will be removed and no block can be placed there (6B up - top right of jump)
- If the jump controller is destroyed (usually only possible with commands) the jump can no longer be edited)
- If the jump is destroyed by hand instead of the GUI, it will be impossible to remove the controller without commands

> Indoor arenas should have a minimum of 11B height clearance if intended to support max-level jumps. This height is the peak point at a max level jump where a rider and horse would comfortably avoid collision with the roof.



Shown: Jump Builder GUI showing a new jump (blank options) and a 2B vertical jump with rails in blue colors.

Options

View Options

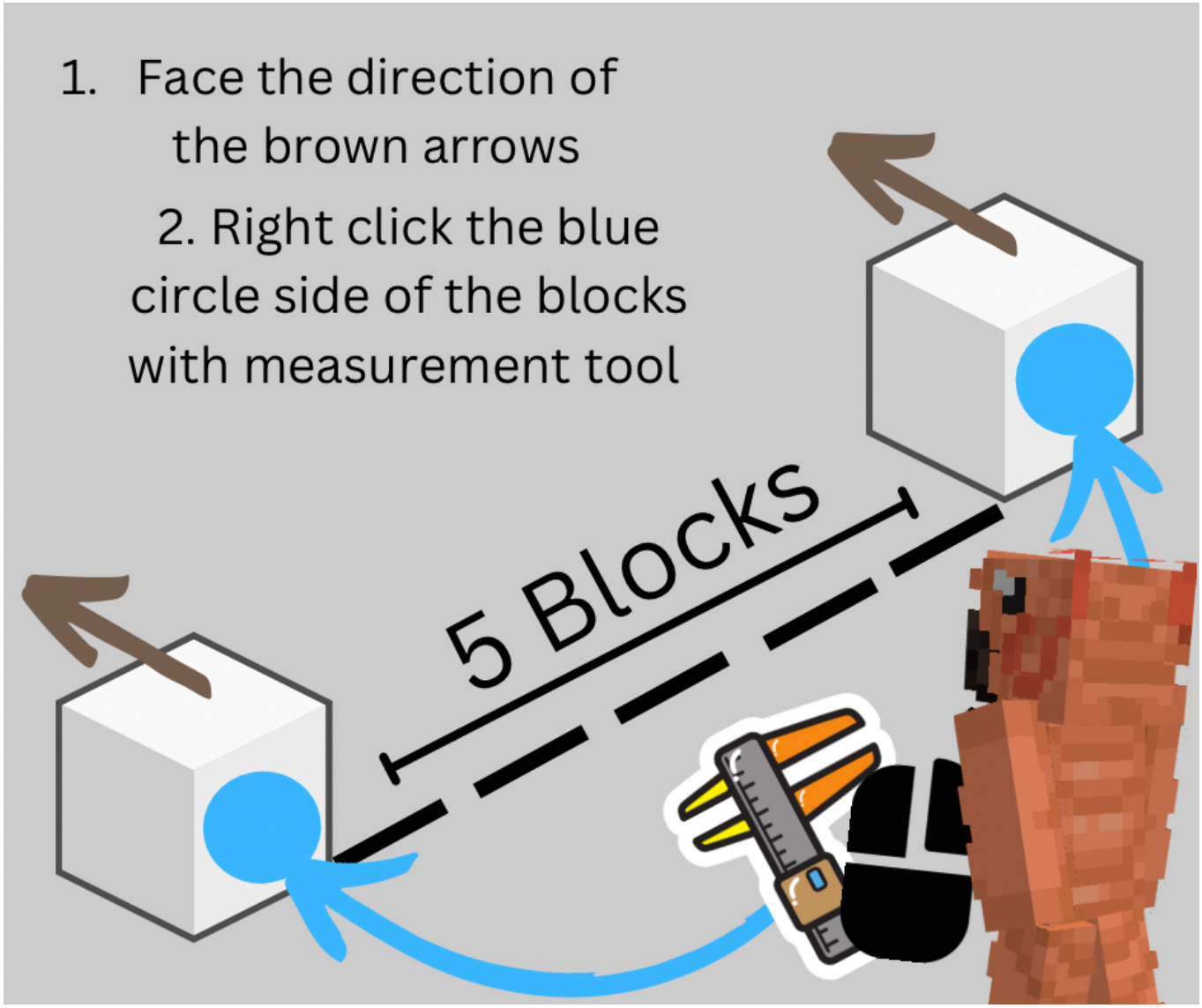
	Base Elements (Obstacles) - Can be used on Layer 1 Only	
Log	A solid oak log block (slightly thinner than a normal block) ideal for XC jumps.	None

Pole On Box (Small)	A pole on a small X shaped box, ideal for training and cavaletti	16 Colors
Pole On Box (Large)	A pole on a slightly higher X shaped box, ideal for training and cavaletti	16 Colors
Brush Box	A small bushy plant in a whitewash planter, ideal for Show Jumping	None
Flower Box	A small planter of colorful flowers, ideal for Show Jumping	16 Colors
Coop	A small triangular fence obstacle, ideal for XC jumps or dressage borders	None
Roll Top	A quarter-circle curved obstacle, ideal for XC jumps	16 Colors
Wall Mini	A brick-wall slab	None
Ground Pole	A simple striped pole that sits directly on the ground, ideal for training and cavaletti	16 Colors
	Elements (Obstacles) - Can be used on any Layer (1-5)	
None	No visible obstacle for that layer (will still have an invisible obstacle)	N/A
Rail	A simple striped pole	16 Colors
Plank	A striped plank	16 Colors
Plank Fancy	A solid-color wavy plank	16 Colors
	Standards (Support Posts on the side of a jump)	
None	No standards - Jumps with poles or planks may appear to float without standards	N/A
Schooling	A simple upright post with a small base.	N/A
Radial	A wider based standard with a circular pattern (level 3+)	N/A
Vertical Slat	A wider based standard with a simple wooden slat design	N/A

Troubleshooting

I do not understand how to use the measurement tool!

Still stuck? Check out Brooke's Video on YT!



I keep getting an error message!

Error Messages (Incorrect Use)
Text above the inventory hotbar can inform a user that they are using the Measurement Tool incorrectly. There are 4 error messages in total that can appear for any of the most common user-errors when making jumps.



Solution: Check that there is exactly 5 blocks **between** marker blocks. B-S-S-S-S-S-B (B = Block, S = Space/Air) Too many spaces or too few and the jump will not be created.



Solution: Face your first marker block, right click the block. Move **sideways** (do not turn!) until you are in front of the second block, right click it.



Solution: One of your blocks is not directly opposite the other marker, make sure they are on a straight line and not at an angle.



Solution: One of your blocks is at a different height than the other marker, make sure both blocks are at same Y level (on level ground)

Known Issues

If you find an issue, please report it to our bugs channel on Discord. We ask that you look to see if your issue was reported first!

- `1.21.1` Jumps are broken pending a future rewrite. **Bug Report**
- Coops and some other options may render "dark" on top. **Bug Report**
- Panel Wave, Stripe and Arrow do not always show as an option for all layers. **Bug Report (Suggestion)**
- Stair Drop and Cavaletti only display when standards are set to "none". **Bug Report (Suggestion)**
- Tool "soft locks" (stop working). If no messages for incorrect use, try replacing the item entirely.

> 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 version changes / fixes. It is a changelog of relevant wiki-related version information.

MC Version	Release	Notes
`1.20.1`	`1.6.5`	**Bug Fix:** Brush Box and Flower Box are not transparent (background).
		Bug Fix: Stair Drop visually bugged (rotated) in all directions.
		Bug Fix: Cavaletti visually bugged (rotated) in all directions.
1.18.2	1.18.2-1.0.0	Measurement Tool crafting recipe changed to remove Amethyst, and require less iron (3 > ~1.2)
1.16.5	1.16.5-0.5.3.21	**[Deprecated Recipe]** 

Data values

swem:measurement_tool

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