Stall Doors

Description: Stall doors are multiblock barriers intended for building horse stalls - they are appropriately sized for SWEM's larger horses. They come in 2-wide (Horse) and 3-wide (Care) in 7 different wood types; acacia, birch, dark oak, jungle, oak, spruce, and whitewash.

Details:

Renewable:	Yes
Stackable:	Yes (64)
Tool:	Axe (Any)
Blast Resistance:	N/A
Hardness:	N/A
Luminant:	No
Transparent:	Semi
Flammable:	No
Flammable (Lava):	No

Obtaining

Crafting

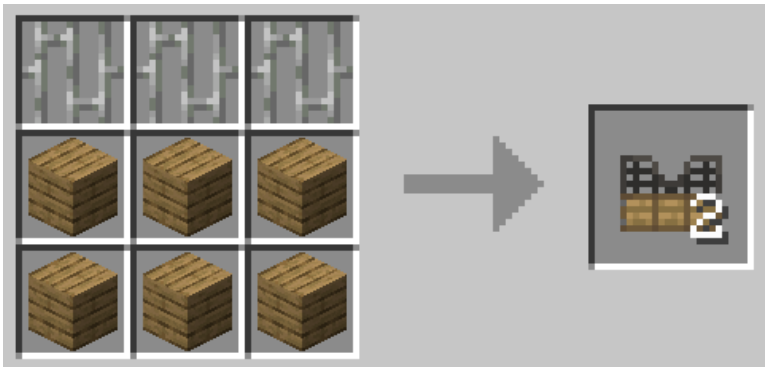
Stall Doors come in 7 vanilla wood types, and 2 size variants.

2 Stall Doors (Horse) can be crafted with 2 Bars (vanilla or friendly bars) and 4 Wood Planks of the chosen color.



Stall Doors come in 7 vanilla wood types, and 2 size variants.

2 Stall Doors (Care) can be crafted with 3 Bars (vanilla or friendly bars) and 6 Wood Planks of the chosen color.



Usage

These doors can be opened and closed by right-clicking.

Placement
Stall Doors can be placed by right-clicking with a Stall Door in hand on the ground or against a vertical block face. The placement will alter the hinge side - hinge side will always be on the right-clicked position.

Stall doors are **front facing** so will always sit on the edge of a block space and do not seamlessly connect to fences, walls, chains, bars or separators. They are best placed between solid block pillars. The stall door will place on the front-edge of a block closest to you:

- To get a stall door that opens **in** to a stall you will need to place it from the front of the stall.
- To get a stall door that opens **out** from a stall you will need to place it from inside the stall.

> Stall doors will not open if obstructed by items or blocks placed 2-3 blocks (depending on door size) behind the hinge corner. The exception to this is shavings - the door will **delete** any shavings in its open position.

> Stall Doors are not redstone sensitive and cannot be opened by a redstone signal (including buttons and levers).



Shown: All variants of 2-wide (Horse) Stall Doors (top) and 3-wide (Care) Stall Doors (bottom).

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!

- Stall Doors may not render properly on (some) servers. Install Connectivity to fix "ghost block" issues.
- Stall Doors 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 version changes / fixes. It is a changelog of relevant wiki-related version information.

MC Version	Release	Notes
`1.21.1`	`1.6.3-b3`	**Bug Fix:** Stall Doors do not open when right-clicked.

Data values

swem:acacia_stall_horse
swem:birch_stall_horse
swem:dark_oak_stall_horse
swem:jungle_stall_horse
swem:oak_stall_horse
swem:spruce_stall_horse
swem:acacia_stall_care
swem:birch_stall_care
swem:dark_oak_stall_care
swem:jungle_stall_care
swem:oak_stall_care
swem:spruce_stall_care

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