Water Trough

Description: A Water Trough is a block that can hold water for Horses to drink.

Details:

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

Obtaining

Crafting

Water Troughs come in 1 (silver/gray) color.
4 Water Troughs are crafted with 5 Dried Kelp and 1 Cauldron.



Usage

Placement
Right-click a block with a water trough in hand to place it on the ground. When a water trough is placed adjacent to another trough it will become a larger trough; connecting on the attached sides. Up to 4 troughs can be connected, allowing up to 16 buckets worth of water - perfect for large multi-horse pastures.

Water troughs will only join other troughs facing the same direction, directly next to them (similar to Separators). Face a single direction, placing each trough next to the other while moving sideways rather than turning. Troughs cannot be joined at intersections to make L/U shaped or circular troughs.

Filling & Use
Water troughs can hold four buckets of water per individual troughs. When filled the water level will gradually rise until it is near the brim, at which point the trough contains the maximum amount of water.

- Right-click a water trough with a water bucket to add it to the trough
- Right-click a spigot placed above a water trough
- Rain will slowly fill an uncovered trough over time

Horses will drink from accessible half barrels and troughs when thirsty. They consume 1 bucket per use but may take multiple drinks in a short space of time. As they drink, the water levels will visibly decrease to reflect the current volume.

> Water troughs' hitboxes are over 1 block to prevent them being climbed up on, but nearby shavings may make it possible for horses to get on top of one. For that reason, they should be considered for escape points in stalls.





One, Two, Three, and Four wide troughs.

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!

- Troughs render incorrectly if placed on a mismatched axis. **Bug Report**
- Troughs may display ground texture at connection point with other troughs.
- Crash might occur if horses drink from a rotated (World Edit) middle section. **Bug Report**

> 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
`1.18.2`	`1.2.3`	**Feature:** Water level can increase when raining.
		Bug Fix: Water level does not update when size is expanded.

Data values

swem:water_trough

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