

# Cone

**Description:** A cone is a decorative block and wearable item.

**Details:**

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

## Obtaining

**Crafting**

Cones come in all 16 base Minecraft colors.  
Four cones can be crafted with 3 Dried Kelp and 1 Dye of the chosen color.

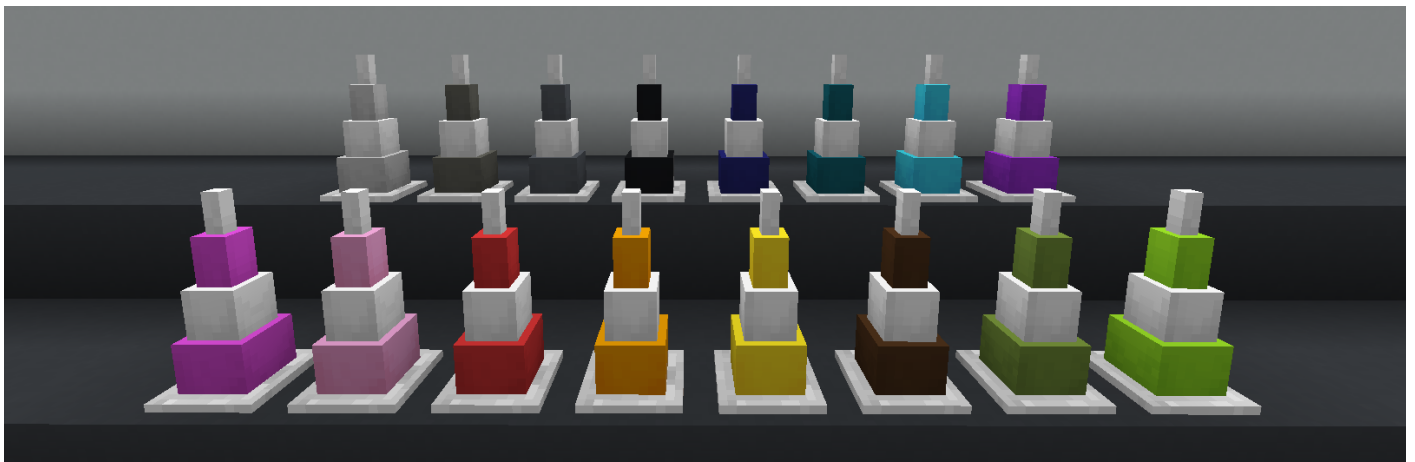


# Usage

Cones are primarily for decoration. Right-click the ground with a cone in hand to place it. Cones are only 1 block wide but 2 blocks tall. Cones can be used for many stable decoration and RRP purposes, we suggest:

- To create obstacles in your arenas or courses (weave or pass-through elements)
- To indicate essential obstacles in a course (must go around cone, or must complete element)
- To indicate difficulty in obstacles, or different routes
- To indicate areas of access (ie red cone = no access to a pasture)

Additionally, a cone can be worn upon the player's head when placed in the helmet spot.



**Shown:** All 16 color variants of cones.

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## 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!

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## Data values

```
swem:white_cone  
swem:light_gray_cone  
swem:gray_cone  
swem:black_cone  
swem:blue_cone  
swem:cyan_cone  
swem:light_blue_cone  
swem:purple_cone
```

swem:magenta\_cone  
swem:pink\_cone  
swem:red\_cone  
swem:orange\_cone  
swem:yellow\_cone  
swem:brown\_cone  
swem:green\_cone  
swem:lime\_cone

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