

# Grate

**Description:** Grates are a block that can be used for decoration, similar to vanilla trapdoors but in a semi-transparent black (metal) version.

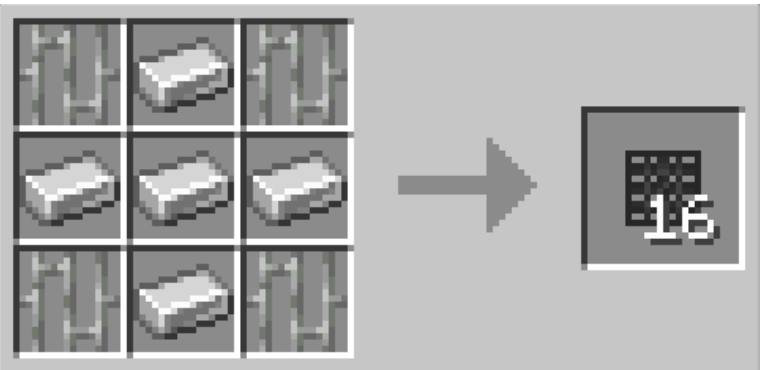
**Details:**

<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>	N/A
<b>Transparent:</b>	Yes
<b>Flammable:</b>	No
<b>Flammable (Lava):</b>	No

## Obtaining

**Crafting**

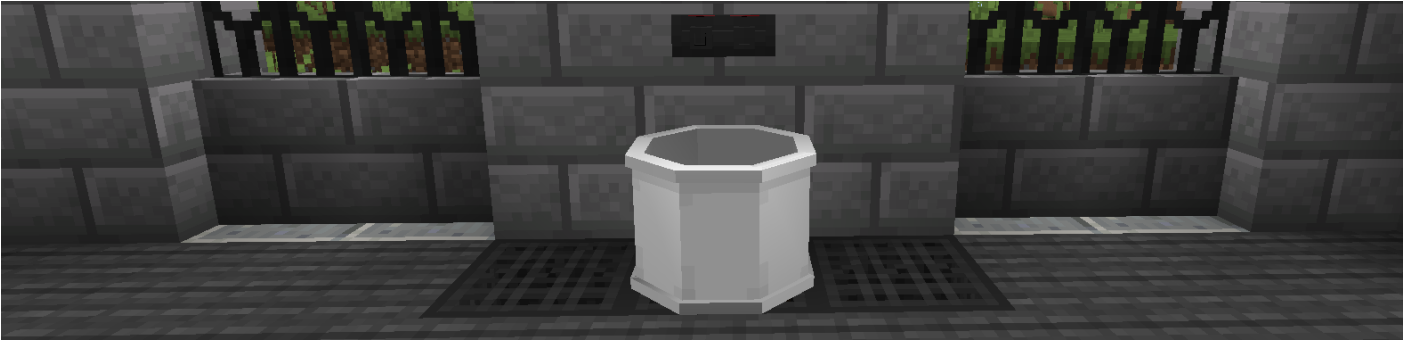
Grates comes in one (black) color.  
16 Grates can be crafted with 5 Iron Ingots and 4 bars (vanilla or friendly).



## Usage

Grates function the same as a vanilla trapdoor, they can be right-click placed at the top or bottom of a block space, opened or closed and waterlogged. Grates can be used for many stable decoration and RRP purposes, we suggest:

- Drains in wash stalls and stalls
- Concealed access to hidden water sources



**Shown:** A half-barrel and spigot over a row of drain grates.

## 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!

## 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	1.20.1-1.3.2	<b>[Bug Fix]</b> Grates flip like trapdoors (1.20.1 port issue).
1.18.2	1.18.2-1.2.1	Grates now yield 16 instead of 8.

## Data Values

swem:metal\_grate

Revision #5

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