

Grate

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

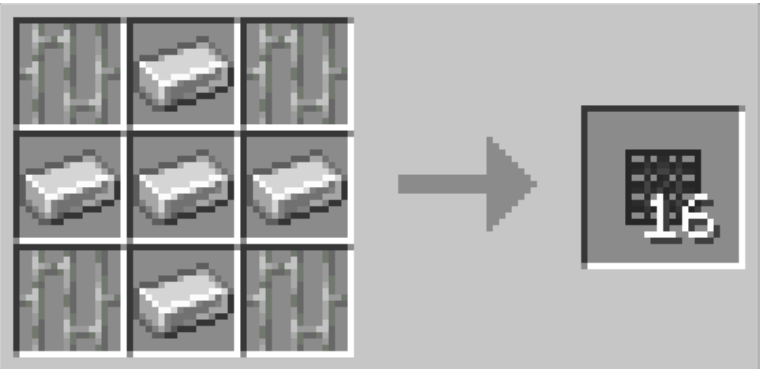
Details:

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

Obtaining

Crafting

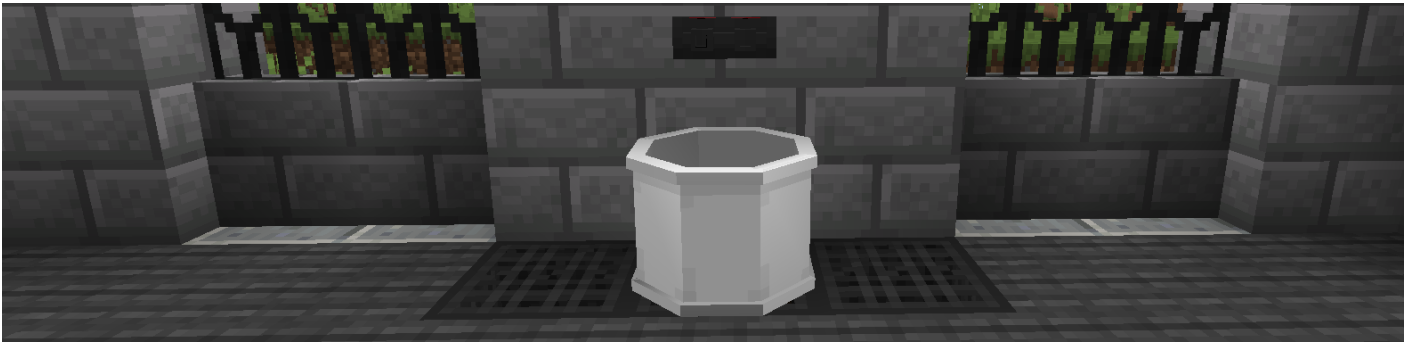
Grates comes in one (black) color.
16 Grates can be crafted with 5 Iron Ingots and 4 bars (vanilla or [friendly](#)).



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	[Bug Fix] 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

Created 6 June 2023 09:40:24 by Delphi

Updated 7 November 2023 10:37:31 by Delphi