

# Lead Rack

**Description:** A lead rack is a block that can be used to up to three leadropes.

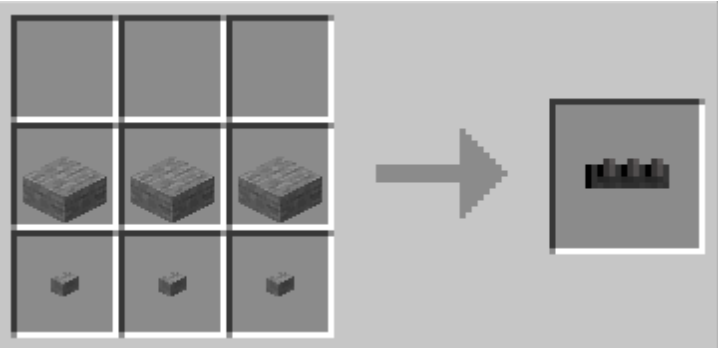
**Details:**

|                          |               |
|--------------------------|---------------|
| <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**

Lead Racks come in a single (gray/black) color.  
A lead rack can be crafted with 3 Stone Slabs and 3 Stone Buttons.



# Usage

Right-click a vertical block with a lead rack in hand to place. Lead racks can be mounted on blocks, slabs, fences and wall but look best on full blocks, upside down stairs or top slabs.

A lead rack can hold one, two or three leadrope at a time and supports dynamic placement on any peg depending on where the item is clicked. Right-clicking an empty lead rack with a lead rope will place, or remove the current item if occupied. Right-clicking a stored item to remove it from that slot.

IMAGE COMING SOON

# 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  | 1.20.1-1.5.0 | Implemented the lead rack. |

# Data values

swem:rack\_lead\_3

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