

Rivets

Description: A rivet is an item that can be used in crafting. It comes in the types leather, iron, gold, and diamond.

Details:

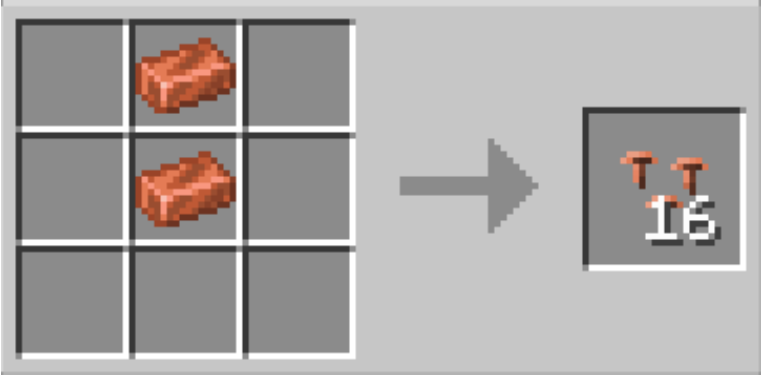
	Rarity color:	Common
	Renewable:	Yes
	Stackable:	Yes (64)
	Durability:	None

Obtaining

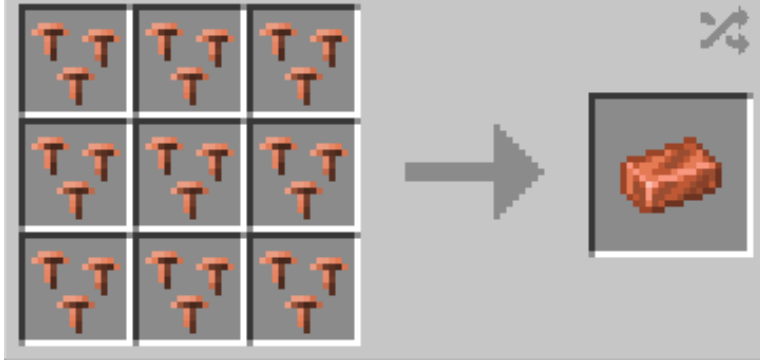
Crafting

Copper Rivet

16 Copper Rivets can be crafted with 2 Copper Ingots.

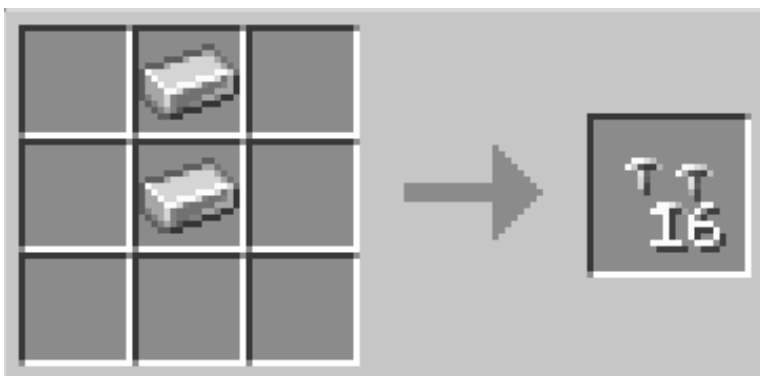


9 Copper Rivets can be broken down into 1 Copper Ingot.

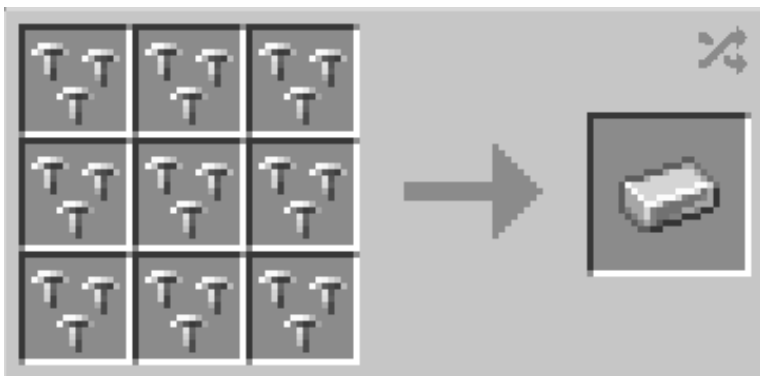


Iron Rivet

16 Iron Rivets can be crafted with 2 Iron Ingots.

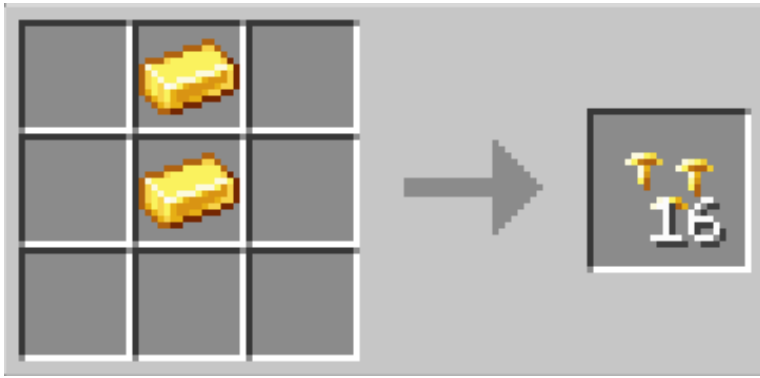


9 Iron Rivets can be broken down into 1 Iron Ingot.



Gold Rivet

16 Gold Rivets can be crafted with 2 Gold Ingots.

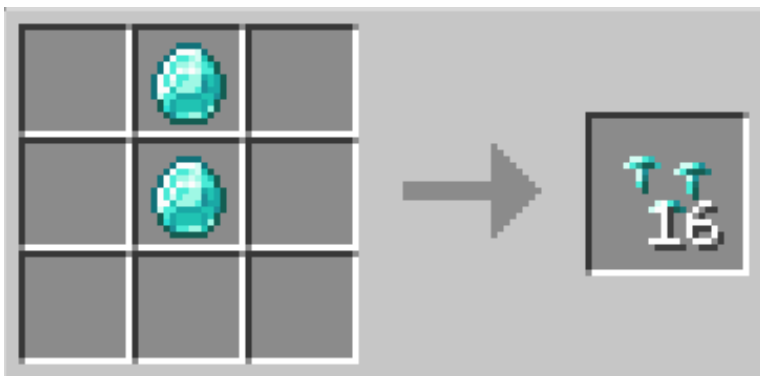


9 Gold Rivets can be broken down into 1 Gold Ingot.



Diamond Rivet

16 Diamond Rivets can be crafted with 2 Diamonds.



9 Diamond Rivets can be broken down into 1 Diamond.

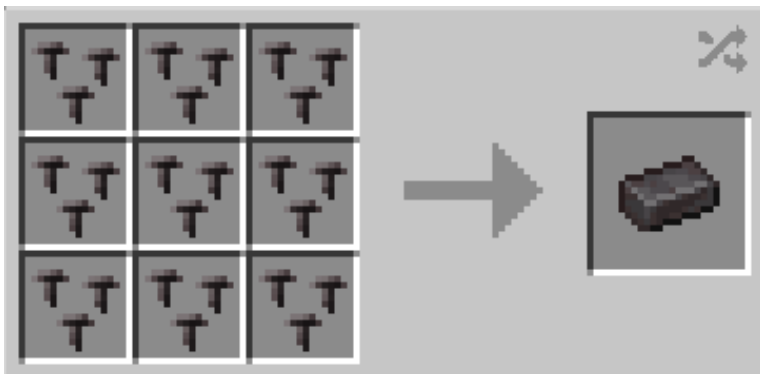


Netherite Rivet

16 Netherite Rivets can be crafted with 2 Netherite.



9 Netherite Rivets can be broken down into 1 Netherite Ingot.



Usage

Crafting ingredient

Rivets are used in the crafting of:

- Amethyst Weapons: [Amethyst Swords](#), [Scythes](#), [Shields](#), [Bows](#)
- Amethyst Tools:

- Player Armor: [Amethyst Helmet](#), [Amethyst Chestplate](#), [Amethyst Leggings](#), [Riding Boots \(Amethyst tier\)](#)
- Horse Armor: [Horse Armor](#)
- Miscellaneous: [Block O' Water](#)

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!

- **[-]** Netherite rivets are excessively expensive and will be made cheaper eventually.

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	1.18.2-1.3.0	Added Netherite tier rivets as a crafting component.
		Updated naming scheme from type_rivets to rivet_type - existing items of this type will be lost from saves.

Data values

```
swem:rivet_copper
swem:rivet_iron
swem:rivet_gold
swem:rivet_diamond
swem:rivet_netherite
```

Revision #13

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