

Stall Doors

Description: Stall doors are multiblock barriers intended for building horse stalls - they are appropriately sized for SWEM's larger horses. They come in 2-wide (Horse) and 3-wide (Care) in 7 different wood types; acacia, birch, dark oak, jungle, oak, spruce, and whitewash.

Details:

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

Obtaining

Crafting

Stall Doors come in 7 vanilla wood types, and 2 size variants.

2 Stall Doors (Horse) can be crafted with 2 Bars (vanilla or friendly bars) and 4 Wood Planks of the chosen color.



Stall Doors come in 7 vanilla wood types, and 2 size variants.

2 Stall Doors (Care) can be crafted with 3 Bars (vanilla or friendly bars) and 6 Wood Planks of the chosen color.



Usage

These doors can be opened and closed by right-clicking.

Placement

Stall Doors can be placed by right-clicking with a Stall Door in hand on the ground or against a vertical block face. The placement will alter the hinge side - hinge side will always be on the right-clicked position.

Stall doors are **front facing** so will always sit on the edge of a block space and do not seamlessly connect to fences, walls, chains, bars or separators. They are best placed between solid block pillars. The stall door will place on the front-edge of a block closest to you:

- To get a stall door that opens **in** to a stall you will need to place it from the front of the stall.
- To get a stall door that opens **out** from a stall you will need to place it from inside the stall.

Stall doors will not open if obstructed by items or blocks placed 2-3 blocks (depending on door size) behind the hinge corner. The exception to this is shavings - the door will **delete** any shavings in its open position.

Stall Doors are not redstone sensitive and cannot be opened by a redstone signal (including buttons and levers).



Shown: All variants of 2-wide (Horse) Stall Doors (top) and 3-wide (Care) Stall Doors (bottom).

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!

- **[~]** Doors may not fully render all sections on some MP servers - add [Connectivity](#) to fix. This is not a SWEM issue.
- **[~]** Doors cannot place in a 'clear' space - fill the doorway space with random blocks, remove and try placing the gate.
- **[~]** Doors desync on some MP or SP worlds - unrendered sections, cannot see open until reload, opens single section.

We cannot reliably replicate or identify a root cause of the last issue, therefore a fix is unlikely / not possible!

It is strongly recommended that stall doors (and other multiblock items like gates and jumps) are deleted prior to taking a WorldEdit selection to avoid issues. Including jumps and stall doors in WE Schematics **can potentially corrupt schematics**.

Data values

```
swem:acacia_stall_horse
swem:birch_stall_horse
swem:dark_oak_stall_horse
swem:jungle_stall_horse
swem:oak_stall_horse
swem:spruce_stall_horse
```

swem:acacia_stall_care
swem:birch_stall_care
swem:dark_oak_stall_care
swem:jungle_stall_care
swem:oak_stall_care
swem:spruce_stall_care

Revision #13

Created 3 May 2021 09:14:38

Updated 1 November 2023 19:25:13 by Delphi