

# Blocks

The blocks section outlines unique (new) blocks added by the SWPM mod.

- [Charcoal Block](#)
- [Fuel Block](#)

# Charcoal Block

**Description:** A condensed charcoal block.

**Details:**

	<b>Rarity color:</b>	Common
	<b>Renewable:</b>	Yes
	<b>Stackable:</b>	Yes (64)
	<b>Durability:</b>	None

## Obtaining

**Crafting**

A charcoal block can be crafted with 9 [Charcoal](#).



## Usage

Charcoal Blocks can sustain a permanent fire, similar to Netherack or coal ore, when lit with a flint and steel. They can also be placed in furnaces, blast furnaces or smokers to power them. They are equal to 10 coal or charcoal (800 seconds - up to 800 items per block) - the same as [coal blocks](#). As charcoal can be easily produced with logs, charcoal blocks represent a relatively cheap and easy alternative to coal for smelting.

## Known Issues

## Data values

# Fuel Block

**Description:** A Fuel Block can be used as a source of fuel for Furnaces.

**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 (See Usage)
<b>Flammable (Lava):</b>	No

## Obtaining

**Crafting**

A Fuel Block can be crafted with 8 Dirt and 1 Flint.



## Usage

Fuel Blocks can sustain a permanent fire, similar to netherack or coal ore, when lit with a flint and steel. They can also be placed in furnaces, blast furnaces or smokers to power them. They are equal to coal or charcoal (80 seconds - up to 8 items per unit) but 1/10th as long-lasting as coal or charcoal blocks (800 seconds - up to 80 items per block). However, all materials used to craft fuel blocks are nearly infinite and easily found or produced, as well as often being considered a waste or limited use resource, so represent a relatively cheap and easy alternative to coal for smelting.



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## Data Values