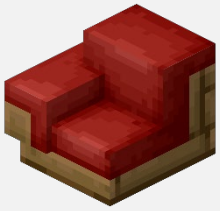
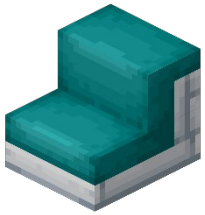
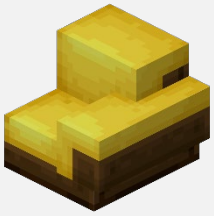
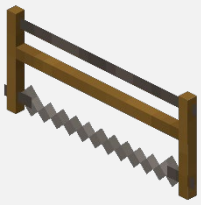
Fresh CIT
- Guide v1.3 -
325 items

Preview	Match Items	Display Names	Other Info
	• <Wool Type>	• Couch Left1 • Couch Left1a • Couch Left1b	Use types (a, b) for different wood types. Not all colours have 3 types. Place on stairs, slabs, or beds.
	• <Wool Type>	• Couch Middle1 • Couch Middle1a • Couch Middle1b	Use types (a, b) for different wood types. Not all colours have 3 types. Place on stairs, slabs, or beds.
	• <Wool Type>	• Couch Right1 • Couch Right1a • Couch Right1b	Use types (a, b) for different wood types. Not all colours have 3 types. Place on stairs, slabs, or beds.
	• Painting	• Macaw1	Hanging painting. Place on walls.
	• Painting	• Macaw2	Standing painting. Place on top surfaces.
	• <Craft> Pickaxe • <Craft> Axe	• Hammer1	Different designs depending on the craft.
	• <Craft> Axe	• Saw1	
	• <Craft> Hoe	• Rake1	

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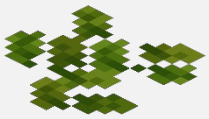
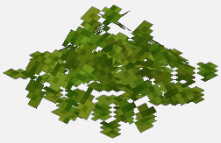
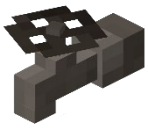
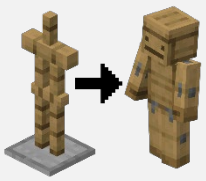
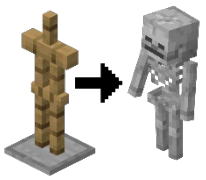
	• <Tree Type> Leaves	• Leaf Pile1 • Leaf Pile1a • Leaf Pile1b	
	• <Tree Type> Leaves	• Leaf Pile2 • Leaf Pile2a • Leaf Pile2b	
	• <Tree Type> Leaves	• Leaf Pile3 • Leaf Pile3a • Leaf Pile3b	
	• Lever	• Faucet1 • Faucet1a • Faucet1b • Faucet1c	
	• Hay Block	• Bumbo Hat	Place on the top of cactus.
	• Painting	• Bumbo Face	• Texture pack compatible Place on the side of cactus.
	• Armor Stand	• Player0	• Custom entity model Rename after placing the armour stand with a name tag.
	• Armor Stand	• Skeleton1	• Custom entity model Rename after placing the armour stand with a name tag.

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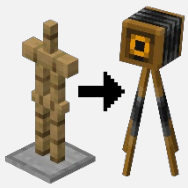
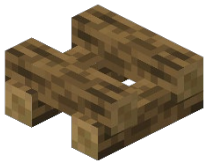
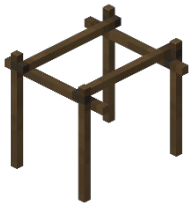
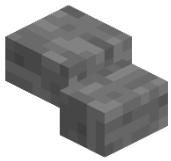
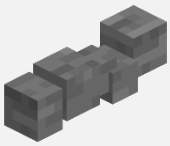
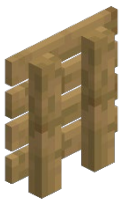
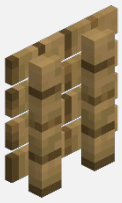
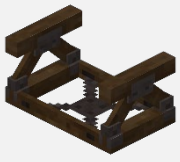
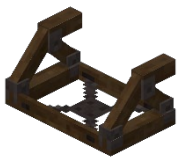
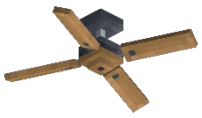
	• Armor Stand	• Camera1	• Custom entity model Rename after placing the armour stand with a name tag.
	• Oak Log	• Firewood1	• Texture pack compatible Place on top of a campfire.
	• Oak Log	• Firewood2	• Texture pack compatible
	• Oak Log	• Firewood3	• Texture pack compatible
	• Iron Bars	• Rotisserie1 • Rotisserie1a	Place on top of a campfire.
	• Iron Bars	• Tripod1 • Tripod1a	Place on top of a campfire.
	• Bowl	• Pot1	
	• Stick	• Crop Frame1	Place underneath crops.

Preview	Match Items	Display Names	Other Info
	• Stone • Cobblestone • Granite • Diorite • Andesite • Blackstone	• <Stone Type> Path1	• Texture pack compatible
	• Stone • Cobblestone • Granite • Diorite • Andesite • Blackstone	• <Stone Type> Path2	• Texture pack compatible
	• Stone • Cobblestone • Granite • Diorite • Andesite • Blackstone	• <Stone Type> Edge1	• Texture pack compatible
	• <Wood Type> Fence	• <Wood Type> Retaining1	• Texture pack compatible
	• <Wood Type> Fence	• <Wood Type> Retaining2	• Texture pack compatible For texture packs with vertical planks.
	• White Carpet	• Anvil Cloth1	Place on top of an anvil.
	• <Wood Type> Fence	• Cart Trusses1	Place underneath rails.
	• <Wood Type> Fence	• Cart Trusses1a	Place underneath rails.

Preview	Match Items	Display Names	Other Info
	• Minecart	• Minecart of Coal • Minecart of Iron • Minecart of Lapis • Minecart of Redstone • Minecart of Gold • Minecart of Emeralds • Minecart of Diamonds	• Texture pack compatible • Custom entity model
	• Compass	• Ceiling Fan1 • Ceiling Fan1a • Ceiling Fan1b	
	• Compass	• Ceiling Fan2 • Ceiling Fan2a • Ceiling Fan2b	
	• Rabbit Spawn Egg • Rabbit (nametag mob)	• Light Green Frog	Spawn in river, savanna, and birch forest biomes.
	• Rabbit Spawn Egg • Rabbit (nametag mob)	• Swamp Frog	Spawn in river, swamp, and dark forest biomes.
	• Rabbit Spawn Egg • Rabbit (nametag mob)	• Tree Frog	Spawn in river and jungle biomes.
	• Observer	• Camera1	
	• Clock	• Clock (replaces default item – clock CIT is unsupported)	Tells time a bit differently to real life.

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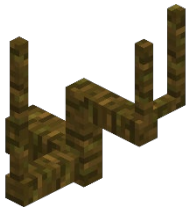
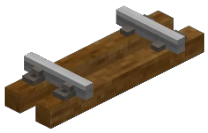
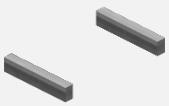
	• <Wood Type> Log	• <Wood Type> Branch1	• Texture pack compatible
	• <Wood Type> Log	• <Wood Type> Branch2	• Texture pack compatible
	• <Wood Type> Log	• <Wood Type> Branch3	• Texture pack compatible
	• <Wood Type> Log	• <Wood Type> Branch4	• Texture pack compatible
	• <Wood Type> Log	• <Wood Type> Branch5	• Texture pack compatible
	• <Wood Type> Log	• <Wood Type> Branch6	• Texture pack compatible
	• <Wood Type> Log	• <Wood Type> Branch7	• Texture pack compatible
	• <Wood Type> Log	• <Wood Type> Branch8	• Texture pack compatible

Preview	Match Items	Display Names	Other Info
	• <Wood Type> Log	• <Wood Type> Branch9	• Texture pack compatible
	• <Wood Type> Log	• <Wood Type> Branch10	• Texture pack compatible
	• <Wood Type> Log	• <Wood Type> Roots1	• Texture pack compatible
	• <Wood Type> Log	• <Wood Type> Roots2	• Texture pack compatible
	• Cactus	• Cactus Branch1 • Cactus Branch2	• Texture pack compatible
	• Rail	• Rail Large1 • Rail Large2	
	• Rail	• Rail Large1a • Rail Large2a	
	• Rail	• Rail Large1b • Rail Large2b	

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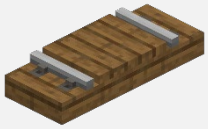
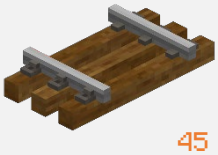
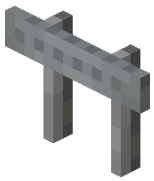
	• Rail	• Rail Walk1 • Rail Walk1a	• Texture pack compatible
	• Rail	• Rail Buffers1 • Rail Buffers1a	
 45	• Rail	• Rail Large 451 • Rail Large 452	For large rails on 45° angles.
	• Rail	• Cart Buffers1 • Cart Buffers1a	• Texture pack compatible Place underneath rails.
	• <Wood Type> Fence	• <Wood Type> Bracing	• Texture pack compatible
	• Chain	• Chain Bracing	• Texture pack compatible
	• Lantern	• Lamp1 • Lamp1a *(off)*	
	• Compass	• Mini Fan1 • Mini Fan1a *(off)*	

By FreshLX