

Entity statuses

This article lists **entity status codes**, by entity. These are used in the [Entity Status packet](#).

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Status table

The following table links to the appropriate entity for each status.

Status code	Entity(/ies)
0	<u>Arrow</u>
1	<u>Rabbit</u> , <u>Minecart Spawner</u>
2	<u>Living Entity</u>
3	<u>Snowball</u> , <u>Egg</u> , <u>Living Entity</u>
4	<u>Iron Golem</u> , <u>Evoker Fangs</u> , <u>Ravager</u>
5	None
6	<u>Abstract Horse</u> , <u>Tameable Animal</u>
7	<u>Abstract Horse</u> , <u>Tameable Animal</u>
8	<u>Wolf</u>
9	<u>Player</u>
10	<u>Sheep</u> , <u>Minecart TNT</u>
11	<u>Iron Golem</u>
12	<u>Villager</u>
13	<u>Villager</u>
14	<u>Villager</u>
15	<u>Witch</u>
16	<u>Zombie Villager</u>
17	<u>Firework Rocket</u>
18	<u>Animal</u>
19	<u>Squid</u>
20	<u>Mob</u>
21	<u>Guardian</u>
22	<u>Player</u>
23	<u>Player</u>
24	<u>Player</u>
25	<u>Player</u>
26	<u>Player</u>
27	<u>Player</u>
28	<u>Player</u>
29	<u>Living Entity</u>
30	<u>Living Entity</u>
31	<u>Fishing Hook</u>
32	<u>Armor Stand</u>
33	<u>Living Entity</u>
34	<u>Iron Golem</u>
35	<u>Living Entity</u>
36	<u>Living Entity</u>
37	<u>Living Entity</u>
38	<u>Dolphin</u>

39	Ravager
40	Ocelot
41	Ocelot
42	Villager
43	Player
44	Living Entity
45	Fox
46	Living Entity
47	Living Entity
48	Living Entity
49	Living Entity
50	Living Entity
51	Living Entity
52	Living Entity
53	Entity
54	Living Entity
55	Living Entity
56	Wolf
57	Living Entity
58	Goat
59	Goat
60	Living Entity

Entity statuses

Entity

Status	Description
53	Spawns honey block slide particles at the entities feet

Projectile

Extends [Entity](#).

No additional statuses.

Snowball

Extends [Projectile](#).

Status	Description
3	Displays 8 snowballpoof particles at the snowball's location

Egg

Extends Projectile.

Status	Description
3	Displays 8 iconcrack particles with the egg as a parameter at the egg's location

Fishing Hook

Extends Entity.

Status	Description
31	If the caught entity is the connected player, then cause them to be pulled toward the caster of the fishing rod.

Abstract Arrow

Extends Entity.

Abstract base class for Arrow (which is used for regular arrows as well as tipped ones) and Spectral Arrow.

Arrow

Extends Arrow.

Status	Description
0	Spawns tipped arrow particle effects, if the color is not -1.

Firework Rocket

Extends Entity.

Status	Description
17	Triggers the firework explosion effect (based off of the firework info metadata)

Living Entity

Extends Entity.

Status	Description
2	Plays the hurt animation and hurt sound
3	Plays the death sound and death animation
29	Plays the shield block sound
30	Plays the shield break sound
33	Plays the thorns sound in addition to playing the hurt animation and hurt sound
35	Plays totem of undying animation and sound
36	Plays the hurt animation and drown hurt sound
37	Plays the hurt animation and burn hurt sound
44	Plays the hurt animation and sweet berry bush hurt sound
46	Spawns portal particles when teleporting due to consumption of a chorus fruit or being an endermen
47	Plays the equipment break sound (unless silent) and spawns break particles for the item in the main hand
48	Plays the equipment break sound (unless silent) and spawns break particles for the item in the off hand
49	Plays the equipment break sound (unless silent) and spawns break particles for the item in the head slot
50	Plays the equipment break sound (unless silent) and spawns break particles for the item in the chest slot
51	Plays the equipment break sound (unless silent) and spawns break particles for the item in the legs slot
52	Plays the equipment break sound (unless silent) and spawns break particles for the item in the feet slot
54	Spawns honey block fall particles at the entities feet
55	Swaps the hand items of the entity
57	Plays the hurt animation and freezing hurt sound
60	Spawns death smoke particles

Player

Extends Living Entity.

Status	Description
9	<p>Marks item use as finished (finished eating, finished drinking, etc)</p> <p>This status is not required if you want more control on the server side, this basically finishes the interaction on the client side to decrease the food quantity, arrow quantity, ...</p> <p>But you can trigger these changes manually through other packets or prevent those changes on the client.</p> <p>Examples:</p> <ul style="list-style-type: none"> ▪ Create a 'Infinity Bow' without the first arrow in your inventory constantly changing in quantity. ▪ Create a custom found that is infinite, and prevent the stack quantity from decreasing. ▪ ... <p>Note: This works together with the 'Hand data' so this will have to be updated accordingly to 'finish' the interaction manually.</p>
22	Enables reduced <u>debug screen</u> (https://minecraft.fandom.com/wiki/Debug_screen) information
23	Disables reduced <u>debug screen</u> (https://minecraft.fandom.com/wiki/Debug_screen) information
24	Set <u>op permission level</u> (https://minecraft.fandom.com/wiki/Server.properties%23op-permission-level) to 0
25	Set <u>op permission level</u> (https://minecraft.fandom.com/wiki/Server.properties%23op-permission-level) to 1
26	Set <u>op permission level</u> (https://minecraft.fandom.com/wiki/Server.properties%23op-permission-level) to 2
27	Set <u>op permission level</u> (https://minecraft.fandom.com/wiki/Server.properties%23op-permission-level) to 3
28	Set <u>op permission level</u> (https://minecraft.fandom.com/wiki/Server.properties%23op-permission-level) to 4
43	Spawn cloud particles at the player. Sent to a player whose Bad Omen effect is removed to either start a raid or increase its difficulty.

Armor Stand

Extends Living Entity.

Status	Description
32	Plays the hit sound, and resets a hit cooldown.

Mob

Extends Living Entity.

Status	Description
20	<p>Spawn explosion particle. Used when:</p> <ul style="list-style-type: none"> ▪ A silverfish enters a block ▪ A silverfish exits a block ▪ A mob spawner (or minecart mob spawner) spawns an entity (only with entities that support this status)

Water Animal

Extends Mob.

No additional statuses.

Squid

Extends Water Animal

Status	Description
19	Resets the squid's rotation to 0 radians. Occurs whenever the server calculates that the squid has rotated more than 2 pi radians.

Dolphin

Extends Water Animal

Status	Description
38	Causes several "happy villager" particles to appear; used when the dolphin has been fed and is locating a structure

Creature

Extends Mob.

No additional statuses.

Ageable

Extends Creature.

No additional statuses.

Animal

Extends Ageable.

Status	Description
18	Spawn "love mode" heart particles

Abstract Horse

Extends Animal.

Status	Description
6	Spawn smoke particles (taming failed)
7	Spawn heart particles (taming succeeded)

Ocelot

Extends [Animal](#).

Status	Description
40	Spawn smoke particles (taming failed)
41	Spawn heart particles (taming succeeded)

Rabbit

Extends [Animal](#).

Status	Description
1	Causes the rabbit to use its rotated jumping animation, and displays jumping particles.

Sheep

Extends [Animal](#).

Status	Description
10	Causes the sheep to play the eating grass animation for the next 40 ticks

Fox

Extends [Animal](#).

Status	Description
45	Spawns particles based on the item on the fox's mouth (technically its main hand) to indicate them chewing on it

Goat

Extends [Animal](#).

Status	Description
58	Lower head for ramming
59	Stop lowering head

Tameable Animal

Extends [Animal](#).

Status	Description
6	Spawn smoke particles (taming failed)
7	Spawn heart particles (taming succeeded)

Wolf

Extends Tameable Animal.

Status	Description
8	Play wolf shaking water animation
56	Stop wolf shaking water animation

Villager

Extends Ageable.

Status	Description
12	Spawn villager mating heart particles
13	Spawn villager angry particles
14	Spawn villager happy particles
42	Spawn "splash" particles. Triggered with 1% chance each tick while a raid is active.

Golem

Extends Creature.

No additional statuses.

Iron Golem

Extends Golem.

Status	Description
4	Plays attack animation and attack sound
11	Causes golem to hold out a rose poppy for 400 ticks (20 seconds)
34	Puts away golem's poppy

Evoker Fangs

Extends Entity.

Status	Description
4	Starts the attack animation, and plays the <code>entity.evocation_fangs.attack</code> sound.

Monster

Extends Creature.

No additional statuses.

Witch

Extends Monster.

Status	Description
15	Spawns between 10 and 45 witchMagic particles. This status has a .075% chance of happening each tick.

Ravager

Extends Monster.

Status	Description
4	Starts the attack animation.
39	Marks the ravager as stunned for the next 40 ticks.

Zombie

Extends Monster.

Zombie Villager

Extends Zombie.

Status	Description
16	Plays the zombie cure finished sound effect (unless the entity is silent)

Guardian

Extends Monster.

Status	Description
21	Plays the guardian attack sound effect from this entity.

Minecart

Extends Entity.

No additional statuses.

Minecart TNT

Extends Minecart.

Status	Description
10	Causes the TNT to ignite. Does not play a sound; the sound must be played separately.

Minecart Spawner

Extends Minecart.

Status	Description
1	Resets the delay of the spawner to 200 ticks (the default minimum value).

Hoglin

Extends Animal.

Status	Description
4	Plays the attack animation for 10 ticks and plays the attack sound.

Zoglin

Extends Monster.

Status	Description
4	Plays the attack animation for 10 ticks and plays the attack sound.

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