

# Entity metadata

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Revision as of 22:15, 23 June 2018 by [Cybermaxke](#) ([talk](#) | [contribs](#)) ([→Horse](#) - [Added forge armor item.](#))

([diff](#)) [← Older revision](#) | [Latest revision](#) ([diff](#)) | [Newer revision](#) [→](#) ([diff](#))

Various **Entities** have different metadata fields and [status codes](#).

## Contents

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### Mobs

### Objects

### Entity Metadata Format

- Entity
- Projectile
- Snowball
- Egg
- Potion
- FallingBlock
- AreaEffectCloud
- FishingHook
- Arrow
- TippedArrow
- Boat
- EnderCrystal
- Fireball
- WitherSkull
- Fireworks
- Hanging
- ItemFrame
- Item
- Living
- Player
- ArmorStand
- Insentient
- Ambient
- Bat
- WaterMob
- Squid
- Creature
- Ageable
- Animal
- AbstractHorse
- Horse
- ZombieHorse
- SkeletonHorse
- ChestedHorse

Donkey  
Llama  
Mule  
Pig  
Rabbit  
Polar Bear  
Sheep  
TameableAnimal  
Ocelot  
Wolf  
Parrot  
Villager  
Golem  
IronGolem  
Snowman  
Shulker  
Monster  
Blaze  
Creeper  
Endermite  
Giant Zombie  
Guardian  
ElderGuardian  
Silverfish  
Abstract Illager  
VindicationIllager  
Spellcaster Illager  
EvocationIllager  
IllusionIllager  
Vex  
EvocationFangs  
AbstractSkeleton  
Skeleton  
Wither Skeleton  
Stray  
Spider  
Witch  
Wither  
Zombie  
Zombie Villager  
Husk  
Enderman  
EnderDragon  
Flying  
Ghast  
Slime  
LlamaSpit  
Minecart  
MinecartRideable  
MinecartContainer  
MinecartHopper

MinecartChest  
MinecartFurnace  
MinecartTNT  
MinecartSpawner  
MinecartCommandBlock  
TNTPrimed

## Mobs

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Mobs are spawned via Spawn Mob.

⚠ Some entities (marked in yellow) should only be spawned using Spawn Object and their Object ID. While they also have an entity ID, this ID is only used internally. Servers should not attempt to spawn these entities using Spawn Mob with that entity ID, although clients should accept such packets if they appear.

Additionally, a few other entities (marked in blue) must be spawned in their own special ways:

- Painting (<https://minecraft.wiki/w/Painting>)s should be spawned using Spawn Painting
- XP orbs should be spawned using Spawn Experience Orb.

Type	Name	bounding box x and z	bounding box y	ID
1	Item	0.25	0.25	minecraft:item
2	XPOrb	0.5	0.5	minecraft:xp_orb
3	AreaEffectCloud	2.0 * Radius	0.5	minecraft:area_effect_cloud
4	ElderGuardian	1.9975 (2.35 * guardian)	1.9975 (2.35 * guardian)	minecraft:elder_guardian
5	WitherSkeleton	0.7	2.4	minecraft:wither_skeleton
6	Stray	0.6	1.99	minecraft:stray
7	ThrownEgg	0.25	0.25	minecraft:egg
8	LeashKnot	0.375	0.5	minecraft:leash_knot
9	Painting	type width or 0.0625 (depth)	type height	minecraft:painting
10	Arrow	0.5	0.5	minecraft:arrow
11	Snowball	0.25	0.25	minecraft:snowball
12	Fireball (ghast)	1.0	1.0	minecraft:fireball
13	SmallFireball (blaze)	0.3125	0.3125	minecraft:small_fireball
14	ThrownEnderpearl	0.25	0.25	minecraft:ender_pearl
15	EyeOfEnderSignal	0.25	0.25	minecraft:eye_of_ender_signal
16	ThrownPotion	0.25	0.25	minecraft:potion
17	ThrownExpBottle	0.25	0.25	minecraft:xp_bottle
18	ItemFrame	0.75 or 0.0625 (depth)	0.75	minecraft:item_frame
19	WitherSkull	0.3125	0.3125	minecraft:wither_skull
20	PrimedTnt	0.98	0.98	minecraft:tnt
21	FallingSand	0.98	0.98	minecraft:falling_block
22	FireworksRocketEntity	0.25	0.25	minecraft:fireworks_rocket
23	Husk	0.6	1.95	minecraft:husk
24	SpectralArrow	0.5	0.5	minecraft:spectral_arrow
25	ShulkerBullet	0.3125	0.3125	minecraft:shulker_bullet
26	DragonFireball	1.0	1.0	minecraft:dragon_fireball
27	ZombieVillager	0.6	1.95	minecraft:zombie_villager
28	SkeletonHorse	1.3964844	1.6	minecraft:skeleton_horse
29	ZombieHorse	1.3964844	1.6	minecraft:zombie_horse
30	ArmorStand	normal: 0.5 marker: 0.0 small: 0.25	normal: 1.975 marker: 0.0 small: 0.9875	minecraft:armor_stand
31	Donkey	1.3964844	1.6	minecraft:donkey
32	Mule	1.3964844	1.6	minecraft:mule

33	EvocationFangs	0.5	0.8	minecraft:evocation_fangs
34	EvocationIllager	0.6	1.95	minecraft:evocation_illager
35	Vex	0.4	0.8	minecraft:vex
36	VindicationIllager	0.6	1.95	minecraft:vindication_illager
37	IllusionIllager	0.6	1.95	minecraft:illusion_illager
40	MinecartCommandBlock	0.98	0.7	minecraft:commandblock_minecart
41	Boat	1.375	0.5625	minecraft:boat
42	MinecartRideable	0.98	0.7	minecraft:minecart
43	MinecartChest	0.98	0.7	minecraft:chest_minecart
44	MinecartFurnace	0.98	0.7	minecraft:furnace_minecart
45	MinecartTNT	0.98	0.7	minecraft:tnt_minecart
46	MinecartHopper	0.98	0.7	minecraft:hopper_minecart
47	MinecartSpawner	0.98	0.7	minecraft:spawner_minecart
50	Creeper	0.6	1.7	minecraft:creeper
51	Skeleton	0.6	1.99	minecraft:skeleton
52	Spider	1.4	0.9	minecraft:spider
53	Giant	3.6	10.8	minecraft:giant
54	Zombie	0.6	1.95	minecraft:zombie
55	Slime	0.51000005 * size	0.51000005 * size	minecraft:slime
56	Ghast	4	4	minecraft:ghast
57	PigZombie	0.6	1.95	minecraft:zombie_pigman
58	Enderman	0.6	2.9	minecraft:enderman
59	CaveSpider	0.7	0.5	minecraft:cave_spider
60	Silverfish	0.4	0.3	minecraft:silverfish
61	Blaze	0.6	1.8	minecraft:blaze
62	LavaSlime (Magma Cube)	0.51000005 * size	0.51000005 * size	minecraft:magma_cube
63	EnderDragon	16.0	8.0	minecraft:ender_dragon
64	WitherBoss	0.9	3.5	minecraft:wither
65	Bat	0.5	0.9	minecraft:bat
66	Witch	0.6	1.95	minecraft:witch
67	Endermite	0.4	0.3	minecraft:endermite
68	Guardian	0.85	0.85	minecraft:guardian
69	Shulker	1.0	1.0-2.0 (depending on peek)	minecraft:shulker
90	Pig	0.9	0.9	minecraft:pig
91	Sheep	0.9	1.3	minecraft:sheep

92	Cow	0.9	1.4	minecraft:cow
93	Chicken	0.4	0.7	minecraft:chicken
94	Squid	0.8	0.8	minecraft:squid
95	Wolf	0.6	0.85	minecraft:wolf
96	MushroomCow (Mooshroom)	0.9	1.4	minecraft:mooshroom
97	SnowMan	0.7	1.9	minecraft:snowman
98	Ozelot (Ocelot)	0.6	0.7	minecraft:ocelot
99	VillagerGolem (Iron Golem)	1.4	2.7	minecraft:villager_golem
100	Horse (EntityHorse until 1.11)	1.3964844	1.6	minecraft:horse
101	Rabbit	0.4	0.5	minecraft:rabbit
102	PolarBear	1.3	1.4	minecraft:polar_bear
103	Llama	0.9	1.87	minecraft:llama
104	LlamaSpit	0.25	0.25	minecraft:llama_spit
105	Parrot	0.5	0.9	minecraft:parrot
120	Villager	0.6	1.95	minecraft:villager
200	EnderCrystal	2.0	2.0	minecraft:end_crystal

## Objects

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Objects are spawned via [Spawn Object](#). See [Object Data](#) for more details.

Object IDs and Entity IDs are different. Most objects also have an entity ID, but should only ever be spawned via [Spawn Object](#).

ID	Name	bounding box x and z	bounding box y
1	Boat	1.375	0.6
2	Item Stack (Slot)	0.25	0.25
3	Area Effect Cloud	2.0 * Radius	0.5
10	Minecart	0.98	0.7
50	Activated TNT	0.98	0.98
51	EnderCrystal	2.0	2.0
60	Tipped arrow (projectile; also used for regular arrows)	0.5	0.5
61	Snowball (projectile)	0.25	0.25
62	Egg (projectile)	0.25	0.25
63	FireBall (ghast projectile)	1.0	1.0
64	FireCharge (blaze projectile)	0.3125	0.3125
65	Thrown Enderpearl	0.25	0.25
66	Wither Skull (projectile)	0.3125	0.3125
67	Shulker Bullet	0.3125	0.3125
68	Llama spit	0.25	0.25
70	Falling Objects	0.98	0.98
71	Item frames	0.75 or 0.0625	0.75
72	Eye of Ender	0.25	0.25
73	Thrown Potion	0.25	0.25
75	Thrown Exp Bottle	0.25	0.25
76	Firework Rocket	0.25	0.25
77	Leash Knot	0.375	0.5
78	ArmorStand	normal: 0.5 marker: 0.0 small: 0.25	normal: 1.975 marker: 0.0 small: 0.9875
79	Evocation Fangs	0.5	0.8
90	Fishing Hook	0.25	0.25
91	Spectral Arrow	0.5	0.5
93	Dragon Fireball	1.0	1.0

Since release 1.6 (<https://minecraft.wiki/w/1.6>), all minecarts are spawned with object type 10 and their functionality is then specified in the Data field within the packet. Also, their visual appearance may be sent via the Entity Metadata packet.

## Entity Metadata Format

Note that entity metadata is a totally distinct concept from block metadata. It is not required to send all metadata fields, or even any metadata fields, so long as the terminating entry is correctly sent.

Entity Metadata is an array of entries, each of which looks like the following:

Name	Type	Meaning
Index	Unsigned Byte	Unique index key determining the meaning of the following value, see the table below. If this is 0xff then it is the end of the Entity Metadata array and no more is read.
Type	Optional VarInt Enum	Only if Index is not 0xff; the type of the index, see the table below
Value	Optional <i>value of Type</i>	Only if Index is not 0xff: the value of the metadata field

Value of Type field	Type of Value field	Notes
0	Byte	
1	VarInt	
2	Float	
3	String	
4	<u>Chat</u>	
5	<u>Slot</u>	
6	Boolean	
7	Rotation	3 floats: rotation on x, rotation on y, rotation on z
8	<u>Position</u>	
9	OptPosition (Boolean + Optional Position)	Position is present if the Boolean is set to true
10	Direction (VarInt)	(Down = 0, Up = 1, North = 2, South = 3, West = 4, East = 5)
11	OptUUID (Boolean + Optional UUID)	UUID is present if the Boolean is set to true
12	OptBlockID (VarInt)	0 for absent otherwise, id << 4   data
13	<u>NBT Tag</u>	

Entity classes also recursively inherit fields from classes they extend.

## Entity

The base class.



Index	Type	Meaning		Default
0	Byte	<b>Bit mask</b>	<b>Meaning</b>	0
		0x01	On Fire	
		0x02	Crouched	
		0x04	Unused (previously riding)	
		0x08	Sprinting	
		0x10	Unused (previously eating/drinking/blocking; use hand state now)	
		0x20	Invisible	
		0x40	Glowing effect	
		0x80	Flying with <u>elytra</u> ( <a href="https://minecraft.wiki/w/Elytra">https://minecraft.wiki/w/Elytra</a> )	
1	VarInt	Air		300
2	String	Custom name		
3	Boolean	Is custom name visible		false
4	Boolean	Is silent		false
5	Boolean	No gravity		false

## Projectile

Extends Entity.

No additional metadata.

## Snowball

Extends Projectile.

No additional metadata.

## Egg

Extends Projectile.

No additional metadata.

## Potion

Extends Projectile.

Index	Type	Meaning	Default
6	<u>Slot</u>	Potion which is thrown	Empty

## FallingBlock

Extends Entity.

Index	Type	Meaning	Default
6	<u>Position</u>	spawn position	(0, 0, 0)

## AreaEffectCloud

Extends Entity.

Index	Type	Meaning	Default
6	Float	Radius	0.5
7	VarInt	Color (only for mob spell particle)	0
8	Boolean	Ignore radius and show effect as single point, not area	false
9	VarInt	Particle ID	15 (mobSpell)
10	VarInt	Particle parameter 1	0
11	VarInt	Particle parameter 2	0

## FishingHook

Extends Entity.

Index	Type	Meaning	Default
6	VarInt	Hooked entity id + 1, or 0 if there is no hooked entity	0

## Arrow

Extends Entity.

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

Index	Type	Meaning		Default
6	Byte	Bit mask	Meaning	0
		0x01	Is critical	

## TippedArrow

Extends Arrow.

Used for both tipped and regular arrows. If not tipped, then color is set to -1 and no tipped arrow particles are used.

Index	Type	Meaning	Default
7	VarInt	Color (-1 for no particles)	-1

## Boat

Extends Entity.

Index	Type	Meaning	Default
6	VarInt	Time since last hit	0
7	VarInt	Forward direction	1
8	Float	Damage taken	0.0
9	VarInt	Type (0=oak, 1=spruce, 2=birch, 3=jungle, 4=acacia, 5=dark oak)	0
10	Boolean	Right paddle turning	false
11	Boolean	Left paddle turning	false

## EnderCrystal

Extends Entity.

Index	Type	Meaning	Default
6	OptPosition	Beam target	Absent
7	Boolean	Show bottom	true

## Fireball

Extends Entity.

No additional metadata.

## WitherSkull

Extends Fireball.

Index	Type	Meaning	Default
6	Boolean	Invulnerable	false

## Fireworks

Extends Entity.

Index	Type	Meaning	Default
6	<u>Slot</u>	Firework info	empty
7	VarInt	Entity ID of entity which used firework (for elytra boosting)	0

## Hanging

Extends Entity.

No additional metadata.

## ItemFrame

Extends Hanging.

Index	Type	Meaning	Default
6	<u>Slot</u>	Item	Empty
7	VarInt	Rotation	0

## Item

Extends Entity.

Index	Type	Meaning	Default
6	<u>Slot</u>	Item	Empty

## Living

Extends Entity.

Index	Type	Meaning		Default
6	Byte	Hand states, used to trigger blocking/eating/drinking animation.		0
		<b>Bit mask</b>	<b>Meaning</b>	
		0x01	Is hand active	
		0x02	Active hand (0 = main hand, 1 = offhand)	
7	Float	Health		1.0
8	VarInt	Potion effect color (or 0 if there is no effect)		0
9	Boolean	Is potion effect ambient: reduces the number of particles generated by potions to 1/5 the normal amount		false
10	VarInt	Number of arrows in entity		0

## Player

Extends Living.

Index	Type	Meaning	Default
11	Float	Additional Hearts	0.0
12	VarInt	Score	0
13	Byte	The Displayed Skin Parts bit mask that is sent in <a href="#">Client Settings</a>	0
		<b>Bit mask</b>	
		<b>Meaning</b>	
		0x01	
		Cape enabled	
		0x02	
		Jacket enabled	
		0x04	
		Left sleeve enabled	
		0x08	
		Right sleeve enabled	
		0x10	
		Left pants leg enabled	
		0x20	
		Right pants leg enabled	
		0x40	
		Hat enabled	
		0x80	
		<i>Unused</i>	
14	Byte	Main hand (0 : Left, 1 : Right)	1
15	<a href="#">NBT Tag</a>	Left shoulder entity data (for occupying parrot)	Empty
16	<a href="#">NBT Tag</a>	Right shoulder entity data (for occupying parrot)	Empty

## ArmorStand

Extends [Living](#).

Index	Type	Meaning	Default
11	Byte	<b>Bit mask</b>	0
		<b>Meaning</b>	
		0x01	
		is Small	
		0x04	
		has Arms	
		0x08	
		no BasePlate	
		0x10	
		set Marker	
12	Rotation	Head rotation	(0.0, 0.0, 0.0)
13	Rotation	Body rotation	(0.0, 0.0, 0.0)
14	Rotation	Left arm rotation	(-10.0, 0.0, -10.0)
15	Rotation	Right arm rotation	(-15.0, 0.0, 10.0)
16	Rotation	Left leg rotation	(-1.0, 0.0, -1.0)
17	Rotation	Right leg rotation	(1.0, 0.0, 1.0)

Note that armor stands with the [invisible flag](#) from the base entity class set also cannot be attacked or damaged, except for by the void.

## Insentient

Extends Living.

Index	Type	Meaning		Default
11	Byte	Bit mask	Meaning	0
		0x01	NoAI	
		0x02	Left handed	

## Ambient

Extends Insentient.

No additional metadata.

## Bat

Extends Ambient.

Index	Type	Meaning		Default
12	Byte	Bit mask	Meaning	0
		0x01	Is hanging	

## WaterMob

Extends Insentient.

No additional metadata.

## Squid

Extends WaterMob

No additional metadata.

## Creature

Extends Insentient.

No additional metadata.

## Ageable

Extends Creature.

Index	Type	Meaning	Default
12	Boolean	Is baby	false

## Animal

Extends Ageable.

No additional metadata.

## AbstractHorse

Extends Animal.

Index	Type	Meaning		Default
13	Byte	Bit mask	Meaning	0
		0x01	<i>Unused</i>	
		0x02	Is Tame	
		0x04	Is saddled	
		0x08	Has bred	
		0x10	Is eating	
		0x20	Is rearing (on hind legs)	
		0x40	Is mouth open	
		0x80	<i>Unused</i>	
14	OptUUID	Owner		Absent

## Horse

Extends AbstractHorse.

Index	Type	Meaning	Default
15	VarInt	Variant (Color & Style)	0
16	VarInt	Armor (0: none, 1: iron, 2: gold, 3: diamond)	0 (none)
17	<u>Slot</u>	Armor Item (Forge only)	Empty

## ZombieHorse

Extends AbstractHorse.

## SkeletonHorse

Extends AbstractHorse.

## ChestedHorse

Extends AbstractHorse.

Index	Type	Meaning	Default
15	Boolean	Has Chest	false

## Donkey

Extends ChestedHorse.

## Llama

Extends ChestedHorse.

Index	Type	Meaning	Default
16	VarInt	Strength (number of columns of 3 slots in the llama's inventory once a chest is equipped)	0
17	VarInt	Carpet color (a dye color, or -1 if no carpet equipped)	-1
18	VarInt	Variant (0: llama_creamy.png, 1: llama_white.png, 2: llama_brown.png, 3: llama_gray.png)	0

## Mule

Extends ChestedHorse.

## Pig

Extends Animal.

Index	Type	Meaning	Default
13	Boolean	Has saddle	false
14	VarInt	Total time to "boost" with a carrot on a stick for	0

Whenever a carrot on a stick is used, if the pig is not currently boosting it will start to boost for 140 to 980 (inclusive) ticks. When boost time is changed, a counter is reset which counts up to the boost time, after which boosting will stop. The value remains set at its modified value even after boosting is stopped.

## Rabbit

Extends Animal.



Index	Type	Meaning	Default
13	VarInt	Type	0

## Polar Bear

Extends Animal.

Index	Type	Meaning	Default
13	Boolean	Standing up	false

## Sheep

Extends Animal.

Index	Type	Meaning		Default
13	Byte	Bit mask	Meaning	0
		0x0F	Color (matches <u>dye</u> damage values ( <a ))<="" a="" href="https://minecraft.wiki/w/Data_values%23Dyes">)</a>	
		0x10	Is sheared	

## TameableAnimal

Extends Animal.

Index	Type	Meaning		Default
13	Byte	Bit mask	Meaning	0
		0x01	Is sitting	
		0x02	Is angry (only used with wolves)	
		0x04	Is tamed	
14	OptUUID	Owner		Absent

## Ocelot

Extends TameableAnimal.

Index	Type	Meaning	Default
15	VarInt	Type (0 = untamed, 1 = tuxedo, 2 = tabby, 3 = siamese). Used to render regardless as to whether it is tamed or not.	0

## Wolf

Extends TameableAnimal.

Index	Type	Meaning	Default
15	Float	Damage taken (used for tail rotation)	Value of health field (1.0)
16	Boolean	Is begging	false
17	VarInt	Collar color (values are those <u>used with dyes</u> ( <a href="https://minecraft.wiki/w/Data_values%23Dyes">https://minecraft.wiki/w/Data_values%23Dyes</a> ))	14 (Red)

## Parrot

Extends TameableAnimal.

Index	Type	Meaning	Default
15	VarInt	Variant (0: red/blue, 1: blue, 2: green, 3: yellow/blue, 4: silver)	0

## Villager

Extends Ageable.

Index	Type	Meaning	Default
13	VarInt	Profession (Farmer = 0, Librarian = 1, Priest = 2, Blacksmith = 3, Butcher = 4, Nitwit = 5)	0

## Golem

Extends Creature.

No additional metadata.

## IronGolem

Extends Golem.

Index	Type	Meaning		Default
12	Byte	Bit mask	Meaning	0
		0x01	Is player-created	

## Snowman

Extends Golem.

Index	Type	Meaning		Default
12	Byte	Bit mask	Meaning	0x10
		0x10	has pumpkin hat	
		0x00	has no pumpkin hat	

## Shulker

Extends Golem.

Index	Type	Meaning	Default
12	Direction	Facing direction	Down (0)
13	OptPosition	Attachment position	Absent
14	Byte	Shield height	0
15	Byte	Color (dye color)	10 (purple)

## Monster

Extends Creature.

No additional metadata.

## Blaze

Extends Monster.

Index	Type	Meaning		Default
12	Byte	Bit mask	Meaning	0
		0x01	Is on fire	

## Creeper

Extends Monster.

Index	Type	Meaning	Default
12	VarInt	State (-1 = idle, 1 = fuse)	-1
13	Boolean	Is <u>charged</u> ( <a href="https://minecraft.wiki/w/Creeper%23Charged_Creepers">https://minecraft.wiki/w/Creeper%23Charged_Creepers</a> )	false
14	Boolean	Is ignited	false

## Endermite

Extends Monster.

No additional metadata.

## Giant Zombie

Extends Monster.

No additional metadata.

## Guardian

Extends Monster.

Index	Type	Meaning	Default
12	Boolean	Is retracting spikes	false
13	VarInt	Target EID	0

**21**

Plays the guardian sound effect from this entity.

## ElderGuardian

Extends Guardian.

## Silverfish

Extends Monster.

No additional metadata.

## Abstract Illager

Extends Monster.

Index	Type	Meaning		Default
12	Byte	Bit mask	Meaning	0
		0x01	Has target (aggressive state)	

## VindicationIllager

Extends Abstract Illager.

## Spellcaster Illager

Extends Abstract Illager.

Index	Type	Meaning	Default
13	Byte	Spell (0: none, 1: summon vex, 2: attack, 3: wololo)	0

## EvocationIllager

Extends [Spellcaster Illager](#).

## IllusionIllager

Extends [Spellcaster Illager](#).

## Vex

Extends [Monster](#).

Index	Type	Meaning		Default
12	Byte	Bit mask	Meaning	0
		0x01	Is in attack mode	

## EvocationFangs

Extends [Entity](#).

No additional metadata.

## AbstractSkeleton

Extends [Monster](#).

Index	Type	Meaning	Default
12	Boolean	Is swinging arms	false

## Skeleton

Extends [AbstractSkeleton](#).

## Wither Skeleton

Extends [AbstractSkeleton](#).

## Stray

Extends [AbstractSkeleton](#).

## Spider

Extends Monster.

Index	Type	Meaning		Default
12	Byte	Bit mask	Meaning	0
		0x01	Is climbing	

## Witch

Extends Monster.

Index	Type	Meaning	Default
12	Boolean	Is drinking potion	false

## Wither

Extends Monster.

Index	Type	Meaning	Default
12	VarInt	Center head's target (entity ID, or 0 if no target)	0
13	VarInt	Left(?) head's target (entity ID, or 0 if no target)	0
14	VarInt	Right(?) head's target (entity ID, or 0 if no target)	0
15	VarInt	Invulnerable time	0

## Zombie

Extends Monster.

Index	Type	Meaning	Default
12	Boolean	Is baby	false
13	VarInt	Unused (previously type)	0
14	Boolean	Are hands held up	false

## Zombie Villager

Extends Zombie.

Index	Type	Meaning	Default
15	Boolean	Is converting	false
16	VarInt	Profession	0

## Husk

Extends Zombie.

## Enderman

Extends Monster.

Index	Type	Meaning	Default
12	Opt BlockID	Carried block	Absent
13	Boolean	Is screaming	false

## EnderDragon

Extends Insentient.

Index	Type	Meaning	Default
12	VarInt	Dragon phase	10 (hover)

Phases (according to the wiki page on dragon data values ([https://minecraft.wiki/w/Ender\\_Dragon%23Data\\_values](https://minecraft.wiki/w/Ender_Dragon%23Data_values))) are:

- 0: circling
- 1: strafing (preparing to shoot a fireball)
- 2: flying to the portal to land (part of transition to landed state)
- 3: landing on the portal (part of transition to landed state)
- 4: taking off from the portal (part of transition out of landed state)
- 5: landed, performing breath attack
- 6: landed, looking for a player for breath attack
- 7: landed, roar before beginning breath attack
- 8: charging player
- 9: flying to portal to die
- 10: hovering with no AI (default when using the /summon command).

## Flying

Extends Insentient.

No additional metadata.

## Ghast

Extends Flying.

Index	Type	Meaning	Default
12	Boolean	Is attacking	false

## Slime

Extends Insentient.

Index	Type	Meaning	Default
12	VarInt	Size	1

## LlamaSpit

Extends [Entity](#).

## Minecart

Extends [Entity](#).

Index	Type	Meaning	Default
6	VarInt	Shaking power	0
7	VarInt	Shaking direction	1
8	Float	Shaking multiplier	0.0
9	VarInt	Custom block ID and damage	0
10	VarInt	Custom block Y position (in 16ths of a block)	6
11	Boolean	Show custom block	false

If show custom block is false, then each type of Minecart will render its own type of block with its own properties. Note that one does *not* need to send these values for the metadata fields, as the client will automatically select them if show custom block is false. They are only provided for reference to help with swapping out other blocks.

- Rideable Minecarts contain air (0:0) and have a y position of 6
- Chest Minecarts contain chests facing north (54:0) and have a y position of 8
- Furnace Minecarts contain a normal furnace facing north when unpowered (61:0) and a lit furnace facing north when powered (62:0) and have a y position of 6 in both cases
- Hopper Minecarts contain a hopper (154:0) and have a y position of 1
- TNT Minecarts contain TNT (46:0) and have a y position of 6
- Command block minecarts contain a Command Block (137:0) and have a y position of 6
- Spawner Minecarts contain a spawner (52:0) and have a y position of 6

## MinecartRideable

Extends [Minecart](#).

No additional metadata.

## MinecartContainer

Extends [Minecart](#).

No additional metadata.

## MinecartHopper

Extends [MinecartContainer](#).



No additional metadata.

## MinecartChest

Extends MinecartContainer.

No additional metadata.

## MinecartFurnace

Extends Minecart.

Index	Type	Meaning	Default
12	Boolean	Is powered	false

## MinecartTNT

Extends Minecart.

No additional metadata.

## MinecartSpawner

Extends Minecart.

No additional metadata.

## MinecartCommandBlock

Extends Minecart.

Index	Type	Meaning	Default
12	String	Command	
13	<u>Chat</u>	Last output	{"text":""}

## TNTPrimed

Extends Entity.

Index	Type	Meaning	Default
6	VarInt	Fuse time	80

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