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# Composter

TALK

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A **composter** is a [block](#) that converts some biological material into [bone meal](#). It also serves as a farmer [villager](#)'s [job site block](#).

## Composter

[Empty](#) Full



[View all renders](#)

<b>Renewable</b>	Yes
<b>Stackable</b>	Yes (64)
<b>Tool</b>	
<b>Blast resis- tance</b>	0.6
<b>Hardness</b>	0.6
<b>Luminous</b>	No
<b>Transparent</b>	Yes
<b>Flammable</b>	Yes (5)
<b>Catches fire from lava</b>	Yes

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## Obtaining

Composters can be broken using any [tool](#), though an [axe](#) is the fastest. The composter does not retain the compost inside; instead, it drops empty.

Block	Composter
Hardness	0.6
Tool	
Breaking time <sup>[A]</sup>	
Default	0.9
Wooden	0.45
Stone	0.25
Iron	0.15
Diamond	0.15
Netherite	0.1
Golden	0.1

1. Times are for unenchanted tools as wielded by players with no status effects, measured in seconds. For more information, see [Breaking § Speed](#).

## Crafting

Ingredients	Crafting recipe
Any <a href="#">wood Slab</a>	<div><div><div><div></div><div></div><div></div></div><div><div></div><div></div><div></div></div><div><div></div><div></div><div></div></div></div><div><div></div><div></div><div></div></div></div>

## Natural generation

Composters generate in [village](#) farms.

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## Usage

Composters can be used to recycle [food](#) and plant [items](#) (excluding [bamboo](#)<sup>[1]</sup>, [poisonous potatoes](#)<sup>[2]</sup>, [dead bushes](#)<sup>[3]</sup>, [meat](#), and [fish](#)) into [bone meal](#). To do so, the [player](#) must use any of a selection of items on the composter. When an adjacent [comparator](#) is facing away from the composter, a comparator signal strength of up to 8 is emitted depending on the fullness of the [block](#). Composters appear to have an empty interior. As such, [entities](#) can enter and exit a composter through the top, but not the sides or bottom. The composter has a "floor", whose height depends on the fullness. When the composter is completely empty, this floor is slightly above the block below, and when it is completely full, there is a slight dip on top. When the composter's fullness increases, any entities inside are pushed up accordingly.

*[Bedrock Edition only]*

## Composting

The composter can be filled with compost, which is done by adding compostable [items](#) to it. When successfully adding an item, a green [particle](#) ( ) appears. The table below lists supported items, which have different levels of compost-ability. The higher the percentage of an item, the more likely it is for it to add another layer of compost. Each layer of compost has a [podzol](#)-like appearance. When the composter reaches the 7th layer of compost, the compost changes appearance indicating that [bone meal](#) can be collected by using the composter a final time.

The following table shows the [items](#) that can be used in a composter, the percent chance for an item to add a level of compost, and the average number of items needed to fill a composter. Smaller pieces (individual pieces of wheat, melon slices, etc.) produce more compost than the blocks or other items that can be made from them. The exception is cookies, because each recipe produces 8 cookies, and together those give more than 3 times the compost.

Composting chance (per item)				
30%	50%	65%	85%	100%
Items				
<ul style="list-style-type: none"><li><a href="#">Beetroot Seeds</a></li><li><a href="#">Dried Kelp</a></li><li><a href="#">Glow Berries</a></li><li><a href="#">Grass</a></li><li><a href="#">Grass Block</a><sup>[BE only]</sup></li><li><a href="#">Hanging Roots</a></li><li><a href="#">Mangrove Roots</a></li><li><a href="#">Kelp</a></li><li><a href="#">Leaves</a></li><li><a href="#">Melon Seeds</a></li><li><a href="#">Moss Carpet</a></li><li><a href="#">Pink Petals</a></li><li><a href="#">Pitcher Pod</a></li><li><a href="#">Pumpkin Seeds</a></li><li><a href="#">Saplings</a></li><li><a href="#">Seagrass</a></li><li><a href="#">Small Dripleaf</a></li><li><a href="#">Sweet Berries</a></li><li><a href="#">Torchflower Seeds</a></li><li><a href="#">Wheat Seeds</a></li></ul>	<ul style="list-style-type: none"><li><a href="#">Cactus</a></li><li><a href="#">Dried Kelp Block</a></li><li><a href="#">Flowering Azalea Leaves</a></li><li><a href="#">Glow Lichen</a></li><li><a href="#">Melon Slice</a></li><li><a href="#">Nether Sprouts</a></li><li><a href="#">Sugar Cane</a></li><li><a href="#">Tall Grass</a></li><li><a href="#">Twisting Vines</a></li><li><a href="#">Vines</a></li><li><a href="#">Weeping Vines</a></li></ul>	<ul style="list-style-type: none"><li><a href="#">Apple</a></li><li><a href="#">Azalea</a></li><li><a href="#">Beetroot</a></li><li><a href="#">Big Dripleaf</a></li><li><a href="#">Carrot</a></li><li><a href="#">Cocoa Beans</a></li><li><a href="#">Ferns</a></li><li><a href="#">Flowers</a></li><li><a href="#">Fungus</a></li><li><a href="#">Lily Pad</a></li><li><a href="#">Melon</a></li><li><a href="#">Moss Block</a></li><li><a href="#">Mushrooms</a></li><li><a href="#">Mushroom Stem</a></li><li><a href="#">Nether Wart</a></li><li><a href="#">Potato</a></li><li><a href="#">Pumpkins</a></li><li><a href="#">Roots</a></li><li><a href="#">Sea Pickle</a></li><li><a href="#">Shroomlight</a></li><li><a href="#">Spore Blossom</a></li><li><a href="#">Wheat</a></li></ul>	<ul style="list-style-type: none"><li><a href="#">Baked Potato</a></li><li><a href="#">Bread</a></li><li><a href="#">Cookie</a></li><li><a href="#">Flowering Azalea</a></li><li><a href="#">Hay Bale</a></li><li><a href="#">Mushroom Blocks</a></li><li><a href="#">Nether Wart Block</a></li><li><a href="#">Pitcher Plant</a></li><li><a href="#">Torchflower</a></li><li><a href="#">Warped Wart Block</a></li></ul>	<ul style="list-style-type: none"><li><a href="#">Cake</a></li><li><a href="#">Pumpkin Pie</a></li></ul>
Average items to complete compost				
23.33	14.00	10.77	8.24	7.00



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Average compost yield (per stack)				
2.74	4.57	5.94	7.77	9.14

Changing profession

If a [villager](#) has a composter that has not been claimed by a [villager](#), any resident villager who has not already chosen a [job site](#) block has a chance to change their profession to farmer.

Redstone component

See also: [Redstone circuit](#)

A composter can act as a power source for a [redstone comparator](#). With a composter behind it (either directly, or separated by an unpowered solid [block](#)), a comparator outputs a signal strength between 0 and 8, proportional to how full the composter is: 0 for empty, 1 for  $\frac{1}{2}$  full, 2 for  $\frac{2}{3}$  full, and so on to 6. 7 is for completely full but the [bone meal](#) is not ready to collect, and 8 for completely full and the bone meal is ready to collect. However, if there is a [block](#) between the composter and comparator, the comparator does not immediately update.

Hoppers

Composters can interact with [hoppers](#). A hopper directly below a composter pulls [bone meal](#) from it. A hopper or dropper facing downward directly above a composter pushes [items](#) into it. See [Hopper § Redstone component](#) for more details.

Hoppers cannot interact with the sides of a composter.

Fuel

A composter can be used as [fuel](#) in a [furnace](#) to smelt 1.5 [items](#).

Note Blocks

Composters can be placed under [note blocks](#) to produce "bass" sounds.

Sounds

Generic

*Java Edition:*

Sound	Subtitles	Source	Description	Resource location	Translation key	Volume	Pitch	<div><a href="#">[Collapse]</a></div> Attenuation distance
	Block broken	Blocks	Once the block has broken	<div><div>block</div><div>.wood</div><div>.break</div></div>	<div><div>subtitles</div><div>.block</div><div>.generic</div><div>.break</div></div>	1.0	0.8	16
	Block placed	Blocks	When the block is placed	<div><div>block</div><div>.wood</div><div>.place</div></div>	<div><div>subtitles</div><div>.block</div><div>.generic</div><div>.place</div></div>	1.0	0.8	16
	Block breaking	Blocks	While the block is in the process of being broken	<div><div>block</div><div>.wood</div><div>.hit</div></div>	<div><div>subtitles</div><div>.block</div><div>.generic</div><div>.hit</div></div>	0.25	0.5	16
	<i>None</i> <sup>[sound 1]</sup>	<i>Entity-Dependent</i>	Falling on the block with fall damage	<div><div>block</div><div>.wood</div><div>.fall</div></div>	<i>None</i> <sup>[sound 1]</sup>	0.5	0.75	16



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	Footsteps	<i>Entity-Dependent</i>	Walking on the block	<div>block</div> <div>.wood</div> <div>.step</div>	<div>subtitles</div> <div>.block</div> <div>.generic</div> <div>.footsteps</div>	0.15	1.0	16
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## 1. MC-177082

*Bedrock Edition:*

Sound	Source	Description	Resource location	Volume	<span>[Collapse]</span> Pitch
	Blocks	Once the block has broken	<div>dig.wood</div>	1.0	0.8-1.0
	Blocks	When the block is placed	<div>dig.wood</div>	1.0	0.8
	Blocks	While the block is in the process of being broken	<div>hit.wood</div>	0.23	0.5
	Players	Falling on the block with fall damage	<div>fall</div> <div>.wood</div>	0.4	1.0
	Players	Walking on the block	<div>step</div> <div>.wood</div>	0.3	1.0
	Players	Jumping from the block	<div>jump</div> <div>.wood</div>	0.12	1.0
	Players	Falling on the block without fall damage	<div>land</div> <div>.wood</div>	0.18	1.0

## Unique

*Java Edition:*

Sound	Subtitles	Source	Description	Resource location	Translation key	Volume	Pitch	<span>[Collapse]</span> Attenuation distance
	Composter empties	Blocks	When a composter is emptied	<div>block</div> <div>.composter</div> <div>.empty</div>	<div>subtitles</div> <div>.block</div> <div>.composter</div> <div>.empty</div>	1.0	1.0	16
	Composter filled	Blocks	When adding to a composter	<div>block</div> <div>.composter</div> <div>.fill</div>	<div>subtitles</div> <div>.block</div> <div>.composter</div> <div>.fill</div>	0.3	0.8	16
	Composter filled	Blocks	When successfully adding to a composter	<div>block</div> <div>.composter</div> <div>.fill_success</div>	<div>subtitles</div> <div>.block</div> <div>.composter</div> <div>.fill</div>	1.0	1.0	16
	Composter composts	Blocks	When composting completes	<div>block</div> <div>.composter</div> <div>.ready</div>	<div>subtitles</div> <div>.block</div> <div>.composter</div> <div>.ready</div>	1.0	1.0	16
	Farmer works	Friendly Creatures	Randomly while a farmer is working	<div>entity</div> <div>.villager</div> <div>.work_farmer</div>	<div>subtitles</div> <div>.entity</div> <div>.villager</div> <div>.work_farmer</div>	1.0	0.8-1.2	16

*Bedrock Edition:*

Sound	Source	Description	Resource location	Volume	<span>[Collapse]</span> Pitch
	Blocks	When a composter is emptied	<div>block</div> <div>.composter</div> <div>.empty</div>	1.0	1.0
			<div>block</div>		



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	Blocks	When adding to a composter	<div><div>.composter</div><div>.fill</div></div>	1.3	0.8
	Blocks	When adding to a composter <div>[sound 1]</div>	<div><div>item.bone_meal</div><div>.use</div></div>	1.0	0.9-1.1
	Blocks	When successfully adding to a composter	<div><div>block</div><div>.composter</div><div>.fill_success</div></div>	1.3	1.0
	Blocks	When composting completes	<div><div>block</div><div>.composter</div><div>.ready</div></div>	1.0	1.0
	Blocks	Randomly while a farmer is working	<div><div>block</div><div>.composter</div><div>.fill</div></div>	1.3	0.8

1. [MCPE-143005](#)

## Data values

### ID

*Java Edition:*

Name	Identifier	Form	Translation key
Composter	<div>composter</div>	Block & Item	<div>block.minecraft.composter</div>

*Bedrock Edition:*

Name	Identifier	Numeric ID	Form	Item ID <sup>[1]</sup>	Translation key
Composter	<div>composter</div>	468	Block & Giveable Item <sup>[2]</sup>	Identical <sup>[3]</sup>	<div>tile.composter.name</div>

- 1. ID of block's direct item form, which is used in savegame files and addons.
- 2. Available with `/give` command.
- 3. The block's direct item form has the same id as the block.

### Block states

#### Composter with different compost levels





Java Edition:

Name	Default value	Allowed values	Description
level	0	<div>012345678</div>	When at level 8, bone meal is able to be collected from the composter.

Bedrock Edition:

Name	Metadata Bits	Default value	Allowed values	Values for Metadata Bits	Description
composter_fill_level	<div>0x10x20x40x8</div>	0	<div>012345678</div>	<div>012345678</div>	When at level 8, bone meal is able to be collected from the composter.

## History

Java Edition		
1.14	19w03a	Added composters.
		Composter blocks are found in the Miscellaneous tab in the <a href="#">Creative inventory</a> . <sup>[4]</sup>
		The <a href="#">crafting</a> recipe of composters is 4 <a href="#">fences</a> and 3 <a href="#">planks</a> .
		<div>Recipe</div> <div>[show]</div>
	19w03b	All <a href="#">mushroom blocks</a> can now be used in composters.
	19w04a	Composters now spawn in <a href="#">village</a> farms.
	19w05a	The chances of composters have been changed from 10/20/50/80/100% to





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		30/50/65/85/100%.	
	<b>19w11a</b>	Composters now serve as farmer <a href="#">villagers</a> ' job site block.	
<b>1.15</b>	<b>19w45a</b>	The <a href="#">crafting</a> recipe of composters has been changed to match <i>Bedrock Edition</i> . <div><b>Recipe</b> <a href="#">[show]</a></div>	
<b>1.16</b>	<b>20w06a</b>	Moved composter blocks to the Decoration Blocks tab from the Miscellaneous tab in the <a href="#">Creative inventory</a> . <sup>[4]</sup>	
	<b>20w15a</b>	<a href="#">Weeping vines</a> , <a href="#">twisting vines</a> , <a href="#">roots</a> , <a href="#">nether sprouts</a> , <a href="#">fungi</a> , <a href="#">nether wart</a> , <a href="#">nether wart blocks</a> , and <a href="#">warped wart blocks</a> can now be composted.	
	<b>pre3</b>	<a href="#">Shroomlights</a> can now be composted. <sup>[5]</sup>	
<b>1.17</b>	<b>21w05a</b>	<a href="#">Azalea</a> , <a href="#">dripleaves</a> , <a href="#">hanging roots</a> , <a href="#">glow berries</a> , <a href="#">moss blocks</a> , <a href="#">moss carpets</a> and <a href="#">spore blossoms</a> can now be composted.	
	<b>21w11a</b>	<a href="#">Glow lichen</a> can now be composted.	
<b>1.19</b>	<b>22w11a</b>	<a href="#">Mangrove propagule</a> can now be composted.	
	<b>22w12a</b>	<a href="#">Mangrove leaves</a> can now be composted. <sup>[6]</sup>	
	<b>22w15a</b>	<a href="#">Mangrove roots</a> can now be composted. <sup>[7]</sup>	
<b>1.20 (Experimental)</b>	<b>23w07a</b>	<a href="#">Torchflowers</a> , <a href="#">torchflower seeds</a> , and <a href="#">pink petals</a> can now be composted.	
<i><b>Bedrock Edition</b></i>			
<b>1.10.0</b>	<b>beta 1.10.0.3</b>	Added composters.	
		Composters are currently available only through <a href="#">Experimental Gameplay</a> .	
		The <a href="#">crafting</a> recipe of composters is 7 wooden <a href="#">slabs</a> . <div><b>Recipe</b> <a href="#">[show]</a></div>	
<b>1.11.0</b>	<b>beta 1.11.0.1</b>	Added functionality like in Java Edition.	
		Added level 8 "content ready" state.	
	<b>beta 1.11.0.3</b>	Changed models of level 0-7.	
	<b>beta 1.11.0.3</b>	Composters now support <a href="#">hopper</a> placement.	
<b>1.16.0</b>	<b>beta 1.16.0.57</b>	<a href="#">Weeping vines</a> , <a href="#">twisting vines</a> , <a href="#">roots</a> , <a href="#">nether sprouts</a> , <a href="#">fungi</a> , <a href="#">nether wart</a> , <a href="#">nether wart blocks</a> , and <a href="#">warped wart blocks</a> can now be composted.	
<b>1.16.100</b>	<b>beta 1.16.100.55</b>	<a href="#">Shroomlight</a> can now be composted.	
<b>1.16.220</b>	<b>beta 1.16.220.52</b>	<a href="#">Azalea</a> , <a href="#">dripleaves</a> , <a href="#">glow berries</a> , <a href="#">moss blocks</a> , <a href="#">moss carpet</a> and <a href="#">spore blossoms</a> can now be composted.	
<b>1.17.0</b>	<b>beta 1.16.230.50</b>	<a href="#">Hanging roots</a> and <a href="#">glow lichen</a> can now be composted.	
	<b>beta 1.16.230.54</b>	<a href="#">Small dripleaf</a> can now be composted.	
<i><b>PlayStation 4 Edition</b></i>			
<b>1.91</b>		Added composters.	

Issues



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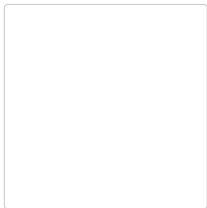
Issues relating to "Composter" are maintained on the [bug tracker](#). Report issues [there](https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%20MCPE%29%20and%20%28resolution%20is%20empty%20or%20resolution%20in%20%281%2C%202%2C%206%29%29%20and%20%28summary%20-%20%22Composter%22%29%20order%20by%20resolution%20desc%29) (<https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%20MCPE%29%20and%20%28resolution%20is%20empty%20or%20resolution%20in%20%281%2C%202%2C%206%29%29%20and%20%28summary%20-%20%22Composter%22%29%20order%20by%20resolution%20desc%29>).

## Trivia

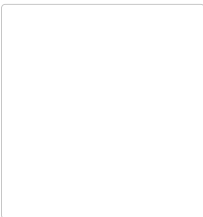
- The compost texture is based on the [podzol](#) texture.
- If planting crops specifically for composting, potatoes produce somewhat more than beets, carrots, or wheat. However, melons offer nearly the same yield per field space, and do not require replanting after harvest.

## Gallery

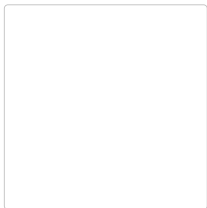
### Screenshots



A compost generated in a village



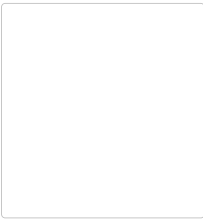
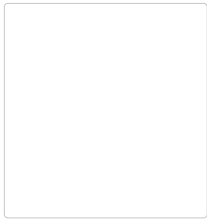
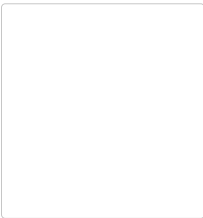
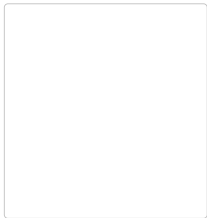
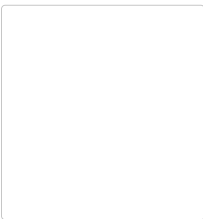
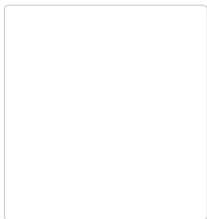
A full and partially filled composter in a farm



An official screenshot of a composter used on [Minecraft.net](#).<sup>[8]</sup>

### Renders

#### Java Edition





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## Bedrock Edition

## References

- [MC-142452](#) – resolved as "Works As Intended".
- [MC-142373](#) – resolved as "Works As Intended".
- [MC-219904](#)
- <https://bugs.mojang.com/browse/MC-150020>
- [MC-177863](#)
- [MC-249303](#)
- [MC-249315](#)
- <https://www.minecraft.net/en-us/article/block-month--composter>

## External Links

- Block of the Week: Composter** (<https://www.minecraft.net/en-us/article/block-month--composter>)





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e/block-month--composter] - Minecraft.net on March 23, 2023

	<b>Blocks</b>	<b>[Collapse]</b>
	<b>Natural</b>	<b>[Expand]</b>
	<b>Biota</b>	<b>[Expand]</b>
	<b>Building</b>	<b>[Expand]</b>
	<b>Utility</b>	<b>[Collapse]</b>
	Anvil ( Chipped Damaged) Barrel	
	Beacon Brewing Stand	
	Cartography Table Chest ( Ender)	
	Chiseled Bookshelf Crafting Table	
<b>Interactable</b>	Enchanting Table Fletchering Table	
	Furnace ( Blast Smoker)	
	Grindstone Lectern Loom	
	Shulker Box Sign ( Hanging)	
	Smithing Table Stonecutter	
	Banners Beehive Beds Bell	
	Cake ( with Candle) Campfire ( Soul)	
	Cauldron ( Lava Powder Snow	
	Water) <b>Composter</b> Conduit	
	End Gateway End Portal	
<b>Utilizable</b>	End Portal Frame Farmland	
	Flower Pot Frosted Ice Heads	
	Item Frame ( Glow) Jukebox	
	Ladder Lodestone Monster Spawner	
	Nether Portal Respawn Anchor	
	Scaffolding Sponge ( Wet) TNT	
	Button Daylight Detector Dispenser	
	( Dropper) Doors ( Trapdoors)	
	Fence Gates Honey Block Hopper	
	Lever Lightning Rod Note Block	
<b>Redstone/Mechanical</b>	Observer Piston ( Sticky Head	
	Moving) Pressure Plates Rail	
	( Activator Detector Powered)	
	Redstone Wire ( Comparator Repeater	
	Lamp Torch) Slime Block	
	Target Trapped Chest Tripwire Hook	
	( Tripwire)	
	<b>Education Edition only</b>	
	Border Chalkboard	
	Allow Compound Creator	
<b>BE &amp; edu only</b>	Colored Torches Deny	
	Element Constructor Heat Block	
	Lab Table Material Reducer	
	Underwater TNT Underwater Torch	
	<b>Creative only</b>	<b>[Expand]</b>
	<b>Commands only</b>	<b>[Expand]</b>
	<b>Unimplemented</b>	<b>[Expand]</b>
	<b>Unused</b>	<b>[Expand]</b>
	<b>Joke features</b>	<b>[Expand]</b>
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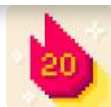
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