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A **smoker** is a block that [smelts food](#) twice as quickly as a [furnace](#) but cannot smelt anything else. It also serves as a [butcher's job site block](#).

Smoker

[Inactive](#) Lit



Renewable	Yes
Stackable	Yes (64)
Tool	
Blast resistance	3.5
Hardness	3.5
Luminous	Yes (13) (when active)
Transparent	Partial (when active)
Flammable	No
Catches fire from lava	No

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Obtaining

Breaking

A smoker can be picked up using any [pickaxe](#). If mined without a pickaxe, it does not drop itself.

Smokers drop their contents when broken.

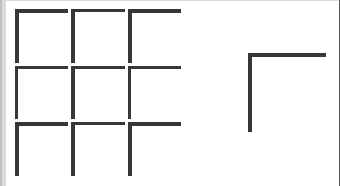
Block	Smoker
Hardness	3.5
Tool	
Breaking time ^[A]	
Default	17.5
Wooden	2.65
Stone	1.35
Iron	0.9

players with no status effects, measured in seconds. For more information, see [Breaking § Speed](#).

Natural generation

Smokers can generate in [butcher](#) houses in [villages](#).

Crafting

Ingredients	Crafting recipe
Any Log or Stem or Any Stripped Log or Stem or Any Wood or Hyphae or Any Stripped Wood or Hyphae + Furnace	

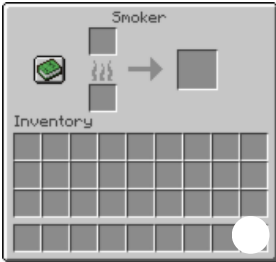
Usage

Smokers cannot be pushed by [pistons](#).^[*Java Edition only*]

Smelting

Main article: [Smelting](#)

Smokers are used to cook food [items](#) twice as fast as a regular [furnace](#). It is the counterpart to the [blast furnace](#), which is used to quickly smelt ores, metal tools and armor. When a food item and a [fuel](#) item are placed into the smoker, the block state changes to `lit` and the item cooks. Fuel is used at double the rate of regular furnaces, so the number of items cooked per fuel stays the same. The product can then be collected by pressing use on the smoker or by collecting the output using a [hopper](#).



The GUI for the smoker.

Smokers cannot cook [chorus fruit](#), as [popped chorus fruit](#) is not edible.



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butcher.

Light source

Smokers emit a light level of 13 when active, just like normal furnaces.

Custom name

By default, the interface of a smoker is labeled "Smoker", but this name can be customized by naming it in an [anvil](#) before placing it, or by changing the `CustomName` tag using the `/data` command^[*Java Edition only*].

Lock

In *Java Edition*, a smoker can be "locked" by setting its `Lock` tag using the `/data` command. If a smoker's `Lock` tag is not blank, the smoker cannot be opened unless the player is holding an item with the same name as the `Lock` tag's text. For example, to lock a smoker at (0,64,0) so that the smoker cannot be opened unless the player is holding an item named "Smoker Key", use `/data merge block 0 64 0 {Lock:"Smoker Key"}`.

Note Blocks

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

Sounds

Generic

Java Edition:

Sound	Subtitles	Source	Description	Resource location	Translation key	Volume	Pitch	<div>[Collapse]</div> Attenuation distance
	Block broken	Blocks	Once the block has broken	<code>block.stone.break</code>	<code>subtitles.block.generic.break</code>	1.0	0.8	16
	Block placed	Blocks	When the block is placed	<code>block.stone.place</code>	<code>subtitles.block.generic.place</code>	1.0	0.8	16
	Block breaking	Blocks	While the block is in the process of being	<code>block.stone.hit</code>	<code>subtitles.block.generic</code>	0.25	0.5	16



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	Footsteps	<i>Entity-Dependent</i>	Walking on the block	<div>block</div> <div>.stone</div> <div>.step</div>	<div>subtitles</div> <div>.block</div> <div>.generic</div> <div>.footsteps</div>	0.15	1.0	16
--	-----------	-------------------------	----------------------	---	--	------	-----	----

1. [MC-177082](#)

Bedrock Edition:

Sound	Source	Description	Resource location	Volume	[Collapse] Pitch
	Blocks	Once the block has broken	<div>dig</div> <div>.stone</div>	1.0	0.8-1.0
	Blocks	When the block is placed	<div>dig</div> <div>.stone</div>	1.0	0.8-1.0
	Blocks	While the block is in the process of being broken	<div>hit</div> <div>.stone</div>	0.37	0.5
	Players	Falling on the block with fall damage	<div>fall</div> <div>.stone</div>	0.4	1.0
	Players	Walking on the block	<div>step</div> <div>.stone</div>	0.3	1.0
	Players	Jumping from the block	<div>jump</div> <div>.stone</div>	0.12	1.0
	Players	Falling on the block without fall damage	<div>land</div> <div>.stone</div>	0.22	1.0

Unique

Java Edition:

Sound	Subtitles	Source	Description	Resource location	Translation key	Volume	Pitch	[Collapse] Attenuation distance
	Smoker smokes	Blocks	Randomly while lit	<div>block.smoker</div> <div>.smoke</div>	<div>subtitles</div> <div>.block.smoker</div> <div>.smoke</div>	1.0	1.0	16
	Butcher works	Friendly Creatures	Randomly while a butcher is	<div>entity</div> <div>.villager</div>	<div>subtitles</div> <div>.entity</div> <div>.villager</div>	1.0	0.8-1.2	16





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	locked ^[sound 1]	BLOCKS	smoker locked using the Lock tag	.locked ^[sound 1]	.BLOCK.CHEST .locked ^[sound 1]	1.0	1.0	1.0
--	-----------------------------	--------	--	------------------------------	--	-----	-----	-----

1. [MC-98316](#) – Wrong subtitles caused by missing distinction

Bedrock Edition:

Sound	Source	Description	Resource location	Volume	[Collapse] Pitch
	Blocks	Randomly while lit	<div>block</div> <div>.smoker</div> <div>.smoke</div>	3.0	1.0 ^[sound 1]
	Blocks	Randomly while a butcher is working	<div>block</div> <div>.smoker</div> <div>.smoke</div>	3.0	1.0 ^[sound 1]

1. Except `fire_crackle4` (the last sound), which is 0.8

Data values

ID

Java Edition:

Name	Identifier	Form	Translation key
Smoker	<code>smoker</code>	Block & Item	<code>block.minecraft.smoker</code>

Name	Identifier
Block entity	<code>smoker</code>

Bedrock Edition:

Name	Identifier	Numeric ID	Form	Item ID ^[i 1]	Translation key
Smoker	<code>smoker</code>	<div>453</div>	Block & Giveable Item ^[i 2]	Identical ^[i 3]	<code>tile.smoker.name</code>
Lit Smoker	<code>lit_smoker</code>	<div>454</div>	Block & Ungiveable Item ^[i 4]	Identical ^[i 3]	–

1. ID of block's direct item form, which is used in savegame files and addons.





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Block entity	Smoker
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Block states

See also: [Block states](#)

Java Edition:

Name	Default value	Allowed values	Description
facing	north	<div>east</div> <div>north</div> <div>south</div> <div>west</div>	The direction the smoker's opening faces. The opposite from the direction the player faces while placing the smoker.
lit	false	<div>false</div> <div>true</div>	If the smoker is lit.

Bedrock Edition:

Name	Metadata Bits	Default value	Allowed values	Values for Metadata Bits	Description
facing_direction (Deprecated)	<div>0x1</div> <div>0x2</div> <div>0x4</div>	<div>3</div>	<div>0</div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> <div>5</div>	<div>0</div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> <div>5</div>	The direction the smoker's opening faces. <ul style="list-style-type: none">2: facing north3: facing south4: facing west5: facing east
minecraft:cardinal_direction	Not Supported	<div>south</div>	<div>east</div> <div>north</div> <div>south</div> <div>west</div>	<div>Unsupported</div>	The direction the smoker's opening faces. The opposite from the ...



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Block data

A smoker has a block entity associated with it that holds additional data about the block.

Java Edition:

See also: *Block entity format*

Block entity data
<div><div>Tags common to all block entities</div><div><div>BurnTime: Number of ticks left before the current fuel runs out.</div><div>CookTime: Number of ticks the item has been smelting for. The item finishes smelting when this value reaches 200 (10 seconds). Is reset to 0 if BurnTime reaches 0.</div><div>CookTimeTotal: Number of ticks It takes for the item to be smelted.</div><div>CustomName: Optional. The name of this container in JSON text component, which appears in its GUI where the default name ordinarily appears.</div><div>Items: List of items in this container.<div><div>: An item in the smoker, including the slot tag:<div>Slot 0: The item(s) being smelted.</div><div>Slot 1: The item(s) to use as the next fuel source.</div><div>Slot 2: The item(s) in the result slot.</div></div></div></div><div><div>Tags common to all items</div><div><div>Lock: Optional. When not blank, prevents the container from being opened unless the opener is holding an item whose name matches this string.</div><div>RecipesUsed: Which recipes have been used since the last time a recipe result item was manually removed from the GUI. Used to calculate experience given to the player when taking out the resulting item.<div><div>recipe ID: How many times this specific recipe has been used. The <i>recipe ID</i> is the identifier of the smelting recipe, as a resource location, as used in the <code>/recipe</code> command.</div></div></div></div></div></div></div>

Bedrock Edition:

See [Bedrock Edition level format/Block entity format](#).

History

For a more in-depth breakdown of changes to textures and models, including a set of renders for each state combination, see [/Asset history](#)

<div>Java Edition</div>



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1.14		mode.
	18w48a	Smokers can now generate in some plains village houses.
	18w49a	Smokers can now generate in some savanna and snowy village houses.
	18w50a	Smokers can now be found in some desert and taiga village houses.
		Smokers are now functional.
		Smokers can cook food items twice as fast as a regular furnace .
		Smokers can now be crafted using 4 logs and 1 furnace.
	19w03a	Sounds have been added for smokers.
	19w11a	Smokers now serve as butcher villagers' job site block.
1.16	20w13a	Smokers can now be crafted with stems and hyphae.
1.17	21w11a	Changed the top texture of smoker.
		The bottom texture is still unchanged.
1.19	22w11a	Changed the bottom texture of smoker.
Bedrock Edition		
1.9.0	beta 1.9.0.2	Added smokers.
		The texture for the lit smoker exists, but it is unused.
1.10.0	beta 1.10.0.3	Smokers are now craftable .
		Smokers can now generate in the butcher houses in villages .
1.11.0	beta 1.11.0.1	Added lit smokers.
		Smokers are now functional.
1.17.0	beta 1.17.0.50	Changed the top texture of smoker.
1.20.30	beta 1.20.30.20	Smokers now use the <code>minecraft:cardinal_direction</code> block state instead of <code>facing_direction</code> .
PlayStation 4 Edition		
1.91		Added smokers.

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Bedrock Edition	
?	Lit smokers exist as an item.

Appearances

Bedrock Edition	
?	Lit smokers use this model.

Names

Bedrock Edition

- ? - ?: `tile.lit_smoker.name`

Issues

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

Trivia

- Before smokers were added to *Minecraft*, special furnaces for cooking food were already present in *Minicraft*.

Gallery



A blast furnace, smoker and barrel.

See also

- [Furnace](#)
- [Blast Furnace](#)

External Links

- [Block of the Week: Smoker](#) (<https://www.minecraft.net/en-us/article/block-week--smoker>) – Minecraft.net on July 22, 2022



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Building

Utility

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Interactable

Utilizable

- Anvil (Chipped
Damaged) Barrel
Beacon
Brewing Stand
Cartography Table
Chest (Ender)
Chiseled Bookshelf
Crafting Table
Enchanting Table
Fletching 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)
Composter
Conduit
End Gateway
End Portal
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



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	Powered)
	Redstone Wire
(Comparator
	Repeater Lamp
	Torch) Slime Block
	Target
	Trapped Chest
	Tripwire Hook
(Tripwire)
<i>Education Edition</i> only	Border
	Chalkboard
	Allow
	Compound Creator
	Colored Torches
	Deny
<i>BE & edu</i> only	Element Constructor
	Heat Block
	Lab Table
	Material Reducer
	Underwater TNT
	Underwater Torch
Creative only	[Expand]
Commands only	[Expand]
Unimplemented	[Expand]
Unused	[Expand]
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