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
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Blocks, and 6 more

# Redst one Dust

TALK

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SOURCE



*"Redstone" redirects here. For the ore, see [Redstone Ore](#). For the powered mineral block, see [Block of Redstone](#). For other uses, see [Redstone \(disambiguation\)](#).*

## Redstone Dust

[Inactive \(connected\)](#)

Inactive (unconnected)

Active (connected)

Active (unconnected)



[View all renders](#)

<b>Renewable</b>	Yes
<b>Stackable</b>	Yes (64)
<b>Tool</b>	Any tool
<b>Blast resis- tance</b>	0
<b>Hardness</b>	0
<b>Luminous</b>	No
<b>Transparent</b>	Yes
<b>Flammable</b>	No
<b>Catches fire from lava</b>	No

**Redstone dust** is a mineral that can transmit [redstone power](#) as a wire when placed as a [block](#). It is also used in [crafting](#) and [brewing](#).





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# Obtaining

## Mining

See also: [Redstone Ore § Natural generation](#)

[Redstone ore](#) mined using an iron [pickaxe](#) or higher drops 4 or 5 redstone dust (or more with [Fortune](#), averaging at 6 redstone dust with Fortune III). If mined with [Silk Touch](#), the block drops itself instead of redstone dust.

## Natural generation

15 lengths of redstone dust are naturally generated as part of the trap in each [jungle pyramid](#). 5 lengths of redstone dust can be found in one type of jail cell room in a [woodland mansion](#). In [ancient cities](#), multiple pieces of redstone dust can be found integrated into circuitry.

## Breaking

Redstone dust can be broken instantly using any tool, or without a tool, and drops itself as an item.

Redstone dust is removed and drops as an item if:

- its attachment block is moved, removed, or destroyed
- [water](#) or [lava](#) flows into its space
- a [piston](#) tries to push it or moves a block into its space

## Mob loot

[Witches](#) have a chance of dropping 0–2 redstone dust upon death. This is increased by 1 per level of [Looting](#), for a maximum of 0–5 redstone dust.

## Chest loot

Item	Structure	Container	Quantity	Chance
<i>Java Edition</i>				
Redstone Dust	<a href="#">Dungeon</a>	Chest	1–4	26.6%
	<a href="#">Mineshaft</a>	Chest	4–9	14.5%
	<a href="#">Stronghold</a>	Storeroom chest	4–9	18.6%



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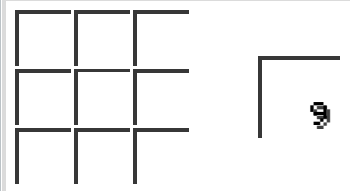
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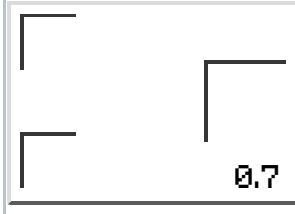
	<a href="#">Village</a>	Temple chest	1-4	44.8%
	<a href="#">Woodland mansion</a>	Chest	1-4	26.6%
<i>Bedrock Edition</i>				
Redstone Dust	<a href="#">Dungeon</a>	Chest	1-4	26.6%
	<a href="#">Mineshaft</a>	Chest	4-9	14.5%
	<a href="#">Stronghold</a>	Storeroom chest	4-9	15.2%
		Altar chest	4-9	11.6%
	<a href="#">Village</a>	Temple chest	1-4	44.8%
	<a href="#">Woodland mansion</a>	Chest	1-4	26.6%

## Crafting

Redstone dust can be crafted from [blocks of redstone](#).

Ingredients	Crafting recipe
<a href="#">Block of Redstone</a>	

## Smelting

Name	Ingredients	Smelting recipe
<b>Redstone Dust</b>	<a href="#">Redstone Ore</a> or <a href="#">Deepslate Redstone Ore</a> + Any <a href="#">fuel</a>	

## Trading

In *[Java Edition](#)*, novice-level cleric [villagers](#) sell two redstone dust for one [emerald](#).

In *[Bedrock Edition](#)*, novice-level cleric villagers sell four redstone dust for one emerald.

## Villager gifts

See also: *[Tutorials/Raid farming](#)*

In *[Java Edition](#)*, when the player has the [Hero of the Village](#) status effect, clerics might throw that player a redstone dust as a gift.

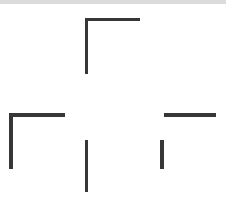
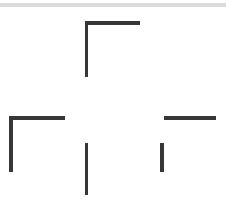





## Usage

Redstone dust is used for [brewing](#), [crafting](#), and in redstone circuits by placing it on the ground to create [redstone wire](#). It can also be used to power redstone components.

### Brewing ingredient

Name	Ingredients	<a href="#">Brewing</a> <small>[hide]</small> recipe
<a href="#">Mundane Potion</a>	<b>Redstone Dust</b> + <a href="#">Water Bottle</a>	
<b>Increased Duration</b>	<b>Redstone Dust</b> + <a href="#">Potion of Fire Resistance</a> or <a href="#">Potion of Invisibility</a> or <a href="#">Potion of Night Vision</a> or <a href="#">Potion of Poison</a> or <a href="#">Potion of Regeneration</a> or <a href="#">Potion of Slowness</a> or <a href="#">Potion of Strength</a> or <a href="#">Potion of Swifttness</a> or <a href="#">Potion of Water Breathing</a> or <a href="#">Potion of Weakness</a> or <a href="#">Potion of Leaping</a> or <a href="#">Potion of Slow Falling</a>	

### Crafting ingredient

Name	Ingredients	<a href="#">Crafting</a> recipe	<small>[hide]</small> Description
<a href="#">Block of Redstone</a>	<b>Redstone</b>		



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<b>Clock</b>	Gold Ingot + Redstone Dust		
<b>Compass</b>	Iron Ingot + Redstone Dust		
<b>Copper Bulb or Exposed Copper Bulb or Weathered Copper Bulb or Oxidized Copper Bulb</b>	Copper Block or Exposed Copper Block or Weathered Copper Block or Oxidized Copper Block + Blaze Rod + Redstone Dust		
<b>Detector Rail</b>	Iron Ingot + Stone Pressure Plate + Redstone Dust		
<b>Dispenser</b>	Cobblestone + Bow + Redstone Dust		The bow can be of any durability. Enchantments on the bow do not affect the resulting dispenser.
<b>Dropper</b>	Cobblestone + Redstone Dust		
<b>Note Block</b>	Any Planks + Redstone Dust		



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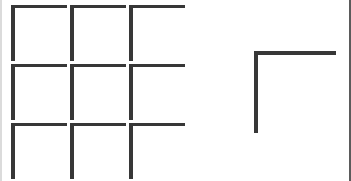
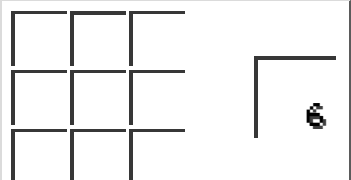
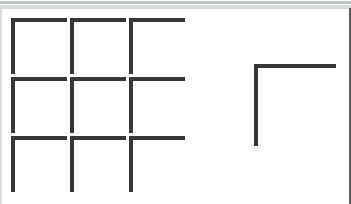
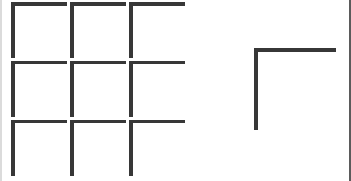
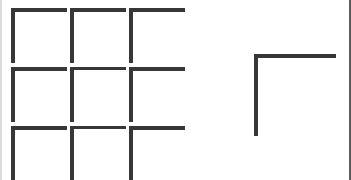
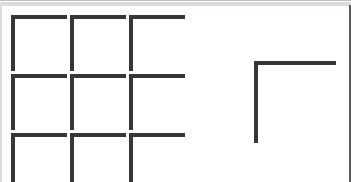
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<b>Observer</b>	Redstone Dust + Nether Quartz		
<b>Piston</b>	Any Planks + Cobblestone + Iron Ingot + Redstone Dust		
<b>Powered Rail</b>	Gold Ingot + Stick + Redstone Dust		
<b>Redstone Lamp</b>	Redstone Dust + Glowstone		
<b>Redstone Repeater</b>	Redstone Torch + Redstone Dust + Stone		
<b>Redstone Torch</b>	Redstone Dust + Stick		
<b>Target</b>	Redstone Dust + Hay Bale		

Redstone component

When placed in the world, redstone dust becomes a block of "redstone wire"<sup>[*more information needed*]</sup>, which can transmit [redstone power](#).

Smithing ingredient

Ingredients	Smithing recipe	Description
Any Armor Trim + Any Armor Piece + Redstone Dust	<div>Upgrade Gear</div> 	All armor types can be used in this recipe, a netherite chestplate





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## Trim color palette

The following color palette is shown on the designs on trimmed armor:

- 

## Placement

Redstone dust can be placed on [opaque](#) blocks as well as [glowstone](#), upside-down [slabs](#), [glass](#), upside-down [stairs](#), and [hoppers](#). It can also be placed on some transparent blocks; see [Opacity/Placement](#) for more information. It cannot be placed suspended in midair, even with commands, which is not unintentional.<sup>[1]</sup>

Examples of redstone wire configuration. *Top Left:* Redstone wire connects diagonally vertically through non-opaque blocks. *Top Right:* Redstone wire does *not* connect diagonally vertically through opaque blocks. *Center:* Redstone wire gets darker as its power level drops, to a maximum of 15 blocks from a power source.

Redstone wire configures itself to point toward adjacent redstone [power components](#) and [transmission component](#) connection points. Redstone wire also configures itself to point toward adjacent redstone wire one block higher or lower – unless there is a solid opaque block above the lower redstone wire.

Examples of redstone wire placements.

If there is only one such adjacent redstone component, redstone wire configures itself into a line pointing both at the neighbor and away from it. If there are two or more such adjacent components, redstone wire connects them in the form of , , , or  as needed.

When there are no adjacent components, a single redstone wire configures itself into a  plus sign, which can provide power in all four directions. By right-clicking it can be changed into a  dot, which does not provide power to any of the four directions.





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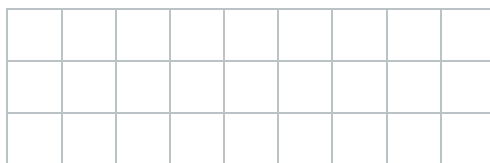
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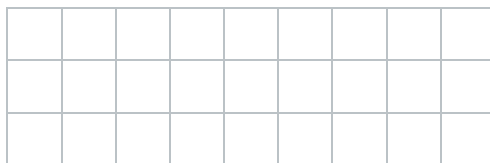
[mechanism components](#). In *Java Edition*, it does not. If such a configuration is desired, the other neighbors of the redstone wire must be arranged to create it, i.e the redstone dust must be placed in a way that it would be pointed at the block's location even if it were not there.

When redstone wire is reconfigured after placement, it does not update other redstone components around it of the change unless that reconfiguration also includes a change in power level or another component provides an update. This can create situations where a mechanism component remains activated when it shouldn't, or vice versa, until it receives an update from something else – a "feature" of redstone wire that can be used to make a [block update detector](#).

## Behavior



In *Bedrock Edition*, the signal can go down from glass blocks.



However, the signal can never go down from slabs.

Redstone wire can transmit power, which can be used to operate [mechanism components](#) (doors, pistons, redstone lamps, etc.). Redstone wire can be "powered" by a number of methods:

- from an adjacent [power component](#) or a strongly-powered block
- from the output of a redstone repeater or redstone comparator
- from adjacent redstone wire. The powering dust can be a level higher or lower, but with restrictions:
  - Redstone dust can be powered by redstone dust that is one level lower, or on an [opaque](#) block one level higher. A transparent block cannot<sup>[*Java Edition only*]</sup>



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must be air or transparent. A solid block there "cuts" the connection between the higher and lower dust.

The "power level" of redstone dust can vary from 0 to 15. Most power components power-up adjacent redstone dust to power level 15, but a few ([daylight sensors](#), [trapped chests](#), and [weighted pressure plates](#)) may create a lower power level. Redstone repeaters output power level 15 (when turned on), but [redstone comparators](#) may output a lower power level.

--	--	--	--	--	--	--	--	--	--	--	--	--

power up to 15 blocks.

Power level drops by 1 for every block of redstone wire it crosses. Thus, redstone wire can transmit power for no more than 15 blocks. To go further, the power level must be re-strengthened – typically with a redstone repeater.

Powered redstone wire on top of, or pointing at, an opaque block provides *weak* power to the block. A weakly-powered block cannot power other adjacent redstone wire, but can still power redstone repeaters and comparators, and activate adjacent mechanism components. Transparent blocks cannot be powered.

When redstone wire is unpowered, it appears dark red. When powered, it becomes bright red at power level 15, fading to darker shades with decreasing power. Powered redstone wire also produces "dust" [particles](#) of the same color.

While redstone wire always provides power to the directions it points into, it can still point into directions in which it cannot give power. If redstone wire comes in the form of a cross, the player can right-click to toggle it between a cross and dot. A redstone dot does not power anything adjacent to it, but powers the block under it.

## Sounds

*Java Edition:*

Sound	Subtitles	Source	Description	Resource location	Translation key	Volume	Pitch	<div><a href="#">[Collapse]</a></div> Attenuation
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	Block broken	Blocks	Once the block has broken	<div>block</div> <div>.stone</div> <div>.break</div>	<div>.block</div> <div>.generic</div> <div>.break</div>	1.0	0.8	16
	Block placed	Blocks	When the block is placed	<div>block</div> <div>.stone</div> <div>.place</div>	<div>subtitles</div> <div>.block</div> <div>.generic</div> <div>.place</div>	1.0	0.8	16
	Block breaking	Blocks	While the block is in the process of being broken	<div>block</div> <div>.stone</div> <div>.hit</div>	<div>subtitles</div> <div>.block</div> <div>.generic</div> <div>.hit</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>block</div> <div>.stone</div> <div>.fall</div>	<i>None</i> <sup>[sound 1]</sup>	0.5	0.75	16
	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>	0.27 <sup>[sound 1]</sup>	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	<div>land</div>	0.22	1.0

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1. [MCPE-169612](#) – Many blocks make very slightly different sounds to stone

## Data values

### ID

*Java Edition:*

Redstone Dust	Identifier	Form	Translation key
Block	<div>redstone_wire</div>	Block	<div>block.minecraft.redstone_wire</div>
Item	<div>redstone</div>	Item	<div>item.minecraft.redstone</div>

*Bedrock Edition:*

Redstone Dust	Identifier	Numeric ID	Form	Item ID <sup>[i 1]</sup>	Translation key
Block	<div>redstone_wire</div>	<div>55</div>	Block & Ungiveable Item <sup>[i 2]</sup>	Identical <sup>[i 3]</sup>	<div>tile.redstone_wire.name</div>
Item	<div>redstone</div>	<div>373</div>	Item	–	<div>item.redstone.name</div>

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

/give

 command
3. The block's direct item form has the same id as the block.

### Block states

See also: *Block states*

*Java Edition:*

Name	Default value	Allowed values	Description
east	<div>none</div>	<div>none</div> <div>side</div> <div>up</div>	The way redstone dust connects to the east, side can also mean down.
north	<div>none</div>	<div>none</div> <div>side</div> <div>up</div>	The way redstone dust connects to the north, side can also mean down.
		<div>0</div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> <div>5</div>	

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power	<div>0</div>	<div>8</div>	current power level.
		<div>9</div>	
		<div>10</div>	
		<div>11</div>	
		<div>12</div>	
		<div>13</div>	
		<div>14</div>	
	<div>none</div>	<div>15</div>	
		<div>none</div>	The way redstone dust connects to the south, side can also mean down.
		<div>side</div>	
		<div>up</div>	
south	<div>none</div>	<div>none</div>	
		<div>side</div>	
		<div>up</div>	
		<div>up</div>	
west	<div>none</div>	<div>none</div>	The way redstone dust connects to the west, side can also mean down.
		<div>side</div>	
		<div>up</div>	
		<div>up</div>	

Bedrock Edition:

Name	Metadata Bits	Default value	Allowed values	Values for Metadata Bits	Description
redstone_signal	<div>0x1</div> <div>0x2</div> <div>0x4</div> <div>0x8</div>	<div>0</div>	<div>0</div>	<div>0</div>	The redstone dust's current power level.
			<div>1</div>	<div>1</div>	
			<div>2</div>	<div>2</div>	
			<div>3</div>	<div>3</div>	
			<div>4</div>	<div>4</div>	
			<div>5</div>	<div>5</div>	
			<div>6</div>	<div>6</div>	
			<div>7</div>	<div>7</div>	
			<div>8</div>	<div>8</div>	
			<div>9</div>	<div>9</div>	
			<div>10</div>	<div>10</div>	
			<div>11</div>	<div>11</div>	
			<div>12</div>	<div>12</div>	
			<div>13</div>	<div>13</div>	
			<div>14</div>	<div>14</div>	
			<div>15</div>	<div>15</div>	

List of block state combinations

## Achievements

Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS4)
PS4	Other					
		Dispense with This	Construct a <a href="#">Dispenser</a> .	—	20G	Bronze



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*Note: These videos do not show all uses for redstone in crafting and all methods of obtaining. This video is also outdated, as of 1.13 Java Edition, redstone is now called Redstone Dust.*

## History

May 21, 2009 ( <a href="https://web.archive.org/web/0/http://notch.tumblr.com/post/110762705/my-list-on-tile-types-so-far">https://web.archive.org/web/0/http://notch.tumblr.com/post/110762705/my-list-on-tile-types-so-far</a> )	Notch shows interest in adding wire-type <a href="#">blocks</a> .
Java Edition Alpha	
v1.0.1	Added redstone dust as an <a href="#">item</a> .
	Added redstone dust as a placed <a href="#">block</a> .
	Redstone dust as a placed block has



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1.3	Redstone wire gets darker the farther away it is from a source of power, using a dedicated <a href="#">tint</a> system. Previously, it was fully on until it reached its limit.
	Its particles now appear gray due to not being tinted.
	Redstone is now used to craft <a href="#">redstone repeaters</a> .
1.5	Fully off redstone wire is no longer black.
	Redstone dust can now be placed on <a href="#">snow</a> .
	Redstone is now used to craft <a href="#">powered rails</a> and <a href="#">detector rails</a> .
1.6.6	Redstone dust now checks if the block below has a solid top face or <a href="#">glowstone</a> , allowing it to be placed on it.
1.7	Redstone dust now connects to a <a href="#">repeater</a> without the dust being explicitly pointed at it.
	Redstone can now be used to craft <a href="#">pistons</a> .
	Redstone can now...



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<b>1.8</b>	<b>Pre-release</b>	<a href="#">stronghold</a> storeroom <a href="#">chests</a> , and in the new <a href="#">mineshaft</a> chests.
<i>Java Edition</i>		
<b>1.0.0</b>	<b>Beta 1.9 Prerelease 3</b>	Redstone can now be <a href="#">brewed</a> in a <a href="#">water bottle</a> to create a <a href="#">mundane potion</a> .
		Redstone can now be found in the new <a href="#">stronghold</a> altar <a href="#">chests</a> .
		Redstone now extends the <a href="#">potions</a> of <a href="#">Fire Resistance</a> , <a href="#">Slowness</a> , <a href="#">Swifttness</a> , <a href="#">Poison</a> , <a href="#">Weakness</a> and <a href="#">Strength</a> .
	<b>Beta 1.9 Prerelease 4</b>	Redstone now extends the new potion of <a href="#">Regeneration</a> .
	<b>RC1</b>	Redstone dust placement on one <a href="#">block</a> has been changed from a "+" to a "•" shape.
<b>?</b>		Redstone wire block particles are now correctly colored.
<b>1.1</b>	<b>11w49a</b>	Fixed redstone update bug. <i>[more information needed]</i>
<b>1.2.1</b>	<b>12w06a</b>	Redstone can now be placed on <a href="#">glowstone</a> .
	<b>12w07a</b>	Redstone is now used to craft <a href="#">redstone lamps</a> .
	<b>12w21a</b>	Redstone can now be <a href="#">bought</a> from priest <a href="#">villagers</a> , at 2–4 redstone for 1 <a href="#">emerald</a> , making



	<b>12w22a</b>	generates in <a href="#">jungle temples</a> .
	<b>12w25a</b>	Redstone dust can now be placed on top of upside-down <a href="#">slabs</a> and <a href="#">stairs</a> .
<b>1.4.2</b>	<b>12w34a</b>	Redstone now extends the new <a href="#">potions</a> of <a href="#">Night Vision</a> and <a href="#">Invisibility</a> .
	<b>12w38a</b>	<a href="#">Witches</a> have been added, which sometimes <a href="#">drop</a> redstone when killed.
<b>1.5</b>	<b>13w01a</b>	Redstone can now be used to craft <a href="#">blocks of redstone</a> and <a href="#">droppers</a> .
<b>1.7.2</b>	<b>13w36a</b>	Redstone now extends the new <a href="#">potion</a> of <a href="#">Water Breathing</a> .
<b>1.8</b>	<b>14w02a</b>	<a href="#">Trading</a> has been changed: cleric <a href="#">villagers</a> now <a href="#">sell</a> 1–4 redstone for 1 <a href="#">emerald</a> .
	<b>14w25a</b>	Redstone dust no longer changes to <a href="#">obsidian</a> next to water when <a href="#">lava</a> flows into it.
	<b>14w27a</b>	Redstone now extends the new <a href="#">potion</a> of <a href="#">Leaping</a> .
		Some slight changes have been made to redstone wire's appearance -



9/4/24, 14:38



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<b>1.14</b>	<b>18w07a</b>	extends the new <a href="#">potion of the Turtle Master</a> .					
	<b>18w43a</b>	The texture of redstone dust has been changed.					
	<b>18w50a</b>	Redstone dust can now be found in chests in <a href="#">village</a> temples.					
	<b>19w12b</b>	Redstone dust can now be placed on <a href="#">glass</a> , <a href="#">ice</a> and <a href="#">sea lanterns</a> .					
	<b>19w13a</b>	Cleric villagers now give redstone dust to players under the <a href="#">Hero of the Village</a> effect.					
	<b>20w06a</b>	Redstone dust now has a bottom texture.					
	<b>20w09a</b>	Redstone can now be used to craft <a href="#">targets</a> .					
	<b>20w18a</b>	Redstone dust placement on one <a href="#">block</a> has been changed from a "." back to a "+" shape.					
		Redstone dust's hitbox is now no longer strictly a cuboid, and more closely matches the shape of the wiring. <sup>[2]</sup>					
		Upward going redstone dust now has a hitbox on the side of the <a href="#">block</a> too, rather than only on the floor. <sup>[3]</sup>					
		Unconnected redstone dust now has all direction block states set to "side".					



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	1.16		dust are now properly set to "side" at the end of a redstone wire on both ends, rather than only the one with other redstone besides it.				
			While not accessible in normal gameplay, redstone dust that points into one side, but not the opposite, now visually reaches halfway across the <a href="#">block</a> .				
		20w19a	Redstone dust now visually connects when going up <a href="#">soul sand</a> , 8-layer <a href="#">snow</a> stacks and the back side of upside-down <a href="#">stairs</a> .				
			<a href="#">Particles</a> are now generated across the length of the redstone wire rather than the center of the <a href="#">block</a> .				
	20w21a	Redstone dust placement on one <a href="#">block</a> is now toggleable between a "+" and a "•" shape, by interacting with it.					
1.17	21w08a	Redstone dust can now drop and be smelted from <a href="#">deepslate redstone ore</a> .					
1.19	22w13a	Redstone wire now generates in <a href="#">ancient cities</a> .					
		Redstone dust can					





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## Pocket Edition Alpha

v0.8.0

build 1

Added  
redstone as an  
[item](#).

Redstone is now  
[dropped](#) when  
[mined](#) from  
[redstone ore](#).

Redstone can be  
used to craft  
[compasses](#) and  
[clocks](#).

build 2

Redstone can now  
be used to craft  
[powered rails](#).

v0.11.0

build 1

Redstone is now  
used to craft  
[redstone blocks](#).

v0.12.1

build 1

Redstone has been  
added to the  
[Creative inventory](#),  
but it still cannot be  
placed.

v0.13.0

build 1

Redstone can now  
be placed.

Redstone is now  
used to craft  
[redstone lamps](#),  
[note blocks](#),  
[detector rails](#) and  
[redstone torches](#).

v0.14.0

build 1

Redstone is now  
used to craft  
[dispensers](#) and  
[droppers](#).

v0.15.0

build 1

Redstone is now  
used to craft  
[pistons](#) and  
[observers](#).

## Pocket Edition

1.0.4

alpha 1.0.4.0

Cleric [villagers](#) now  
[sell](#) 1–4 redstone  
for an [emerald](#).

1.1.0

alpha 1.1.0.0

Redstone can now  
be found in  
[woodland  
mansions](#).



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					?	Placed redstone now assumes its current appearance with a more solid center. Its linear state appearances are unknown.
1.10.0		beta 1.10.0.3				The texture of redstone has been changed.
1.11.0		beta 1.11.0.1				Redstone can now be found in <a href="#">desert village</a> temple <a href="#">chests</a> .
		beta 1.11.0.4				Cleric <a href="#">villagers</a> now <a href="#">sell</a> 4 redstone as part of their first tier <a href="#">trade</a> .
1.16.210		beta 1.16.210.57				"Redstone" has been renamed to "Redstone Dust".
1.17.0		beta 1.16.230.52				Redstone dust can now drop and be smelted from <a href="#">deepslate redstone ore</a> .
1.19.0		beta 1.19.0.26				Redstone wire now generates in <a href="#">ancient cities</a> .
1.19.80		beta 1.19.80.21				Redstone dust can now be used as an armor trim material.
Legacy Console Edition						
TU1	CU1	1.0	Patch 1	1.0.1	Added redstone.	
TU3					Redstone now connects to a <a href="#">repeater</a> without the dust being explicitly pointed at it.	
					The texture of	





		1.95			Redstone can now be placed on <a href="#">glass</a> .
New Nintendo 3DS Edition					
		0.1.0			Added redstone dust.

## Redstone wire "item"

The following content is transcluded from *Technical blocks/Redstone Wire*.

Java Edition Alpha		
v1.0.1		Redstone wire has an extra, unobtainable item form corresponding to its block ID. It can be obtained via inventory editors with numeric item ID 55.
		Unlike the obtainable redstone dust item, this unobtainable form can replace blocks such as water.
Java Edition Beta		
1.6	Test Build 3	Redstone wire items can be obtained from the newly added debug chests, mainly from the 24th slot of the 2nd chest from the left, and the 8th slot of the 6th chest from the left.
	release	Debug chests no longer spawn, preventing redstone wire items from being obtained this way.
1.8	Pre-release 2 ;)	Added pick block functionality. This changes the currently selected slot to any containing this otherwise-unobtainable redstone dust item, but does not allow it to be obtained if not already in the hotbar.
Java Edition		
1.2.5	pre	Pick Block now returns the actually obtainable redstone dust item.
1.3.1	12w15a	Redstone wire items can now be obtained via Pick Block in creative.
		Pick Block once again returns the actually obtainable redstone dust item.
	12w16a	Redstone wire items can now be obtained in singleplayer worlds via



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1.7.2	13w37a	The direct item form of redstone wire has been removed from the game. It no longer exists as an item in any way, only as a placed block.
Pocket Edition Alpha		
?		Redstone wire can exist as an item.
Legacy Console Edition		
?		Redstone wire exists as an item. <sup>[4]</sup>

Appearances

**This section is missing information about MC-8149.**

Please expand the section to include this information. Further details may exist on the [talk page](#).

Java Edition Alpha		
v1.0.1		The redstone wire item uses this texture in inventories, when held in first person view or as a dropped item.
?		The redstone wire item uses the aforementioned texture when held in third person.
Java Edition Beta		
1.3		The redstone wire item now uses this texture in inventories, when held in first or third person view or as a dropped item.
		This is due to the redstone wire texture changing in this version to use <a href="#">tints</a> .
Java Edition		
1.4.2	12w34a	The redstone wire item now uses the aforementioned texture when in an item frame.
Bedrock Edition		
?		Redstone wire looks like this in the inventory.
Legacy Console Edition		
?		Redstone wire looks like this as an item. <sup>[4]</sup>



## Java Edition

*Item names did not exist prior to Beta 1.0.*

- Beta 1.0 - 13w36b: Redstone Dust
- (As block name, *item does not exist*) 13w37a - 17w47a: Redstone Dust
- (As block name, *item does not exist*) 17w47a and onward: Redstone Wire

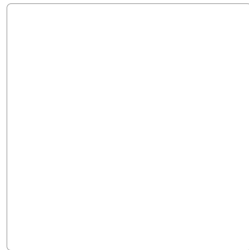
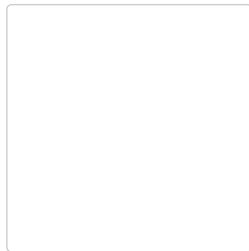
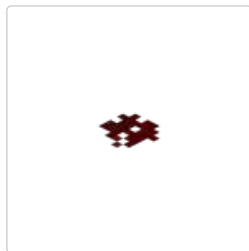
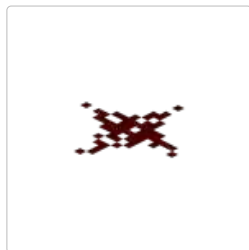
## Bedrock Edition

- ? - ? : Redstone Dust

## Gallery

### Renders

#### Java Edition





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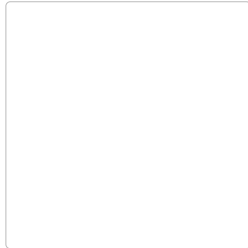
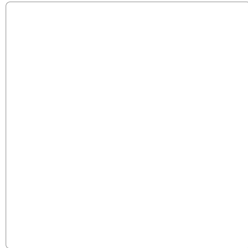
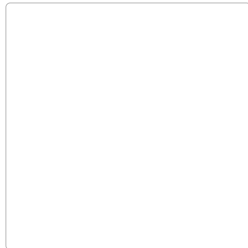
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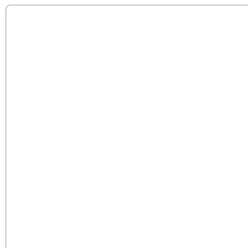
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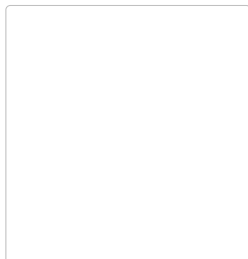
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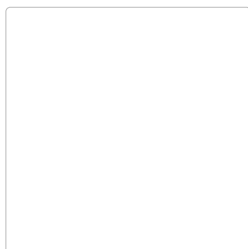
## Screenshots



First image of redstone dust on top of slabs and stairs.



[Olivia](#) using a scarce amount of redstone dust.



[Sunny](#) using a very long strip of redstone dust.



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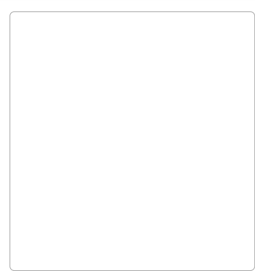
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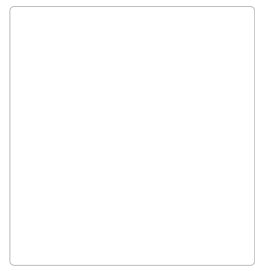
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Official T-shirt artwork  
"Powered By Redstone"  
made by [JINX](https://www.jinx.com) (<https://www.jinx.com>).



Pixel art of redstone dust.

## Issues

Issues relating to "Redstone", "Redstone dust", or "Redstone wire" 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%22redstone%22%20or%20summary%20~%20%22redstone%20dust%22%20or%20summary%20~%20%22redstone%20wire%22%29%20order%20by%20resolution%20desc) (<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%22redstone%22%20or%20summary%20~%20%22redstone%20dust%22%20or%20summary%20~%20%22redstone%20wire%22%29%20order%20by%20resolution%20desc>).

## Trivia

- Five updates for [Windows 10](#) released from 2016 to 2018 were codenamed "Redstone", referencing *Minecraft*.<sup>[5]</sup>
- The block has 1,296 possible block state combinations, the highest of all blocks as of 1.15.2, beating [fire](#)'s 512 and [note block](#)'s 800.
- According to *Minecraft Education*, redstone dust contains radioactive [elements](#).

## References

1. [MC-182709](#)
2. [MC-137336](#)
3. [MC-153508](#)
4. <https://youtu.be/atn9Nx3YpeU>





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<https://www.theverge.com/2015/4/7/8364355/microsoft-redstone-windows-updates>) by Tom Warren – The Verge, April 7, 2015.

Redstone	
Blocks	<a href="#">[Collapse]</a>
Natural	<a href="#">[Expand]</a>
Biota	<a href="#">[Expand]</a>
Building	<a href="#">[Expand]</a>
Utility	<a href="#">[Collapse]</a>
Interactable	Anvil ( <a href="#">Chipped</a>
	<a href="#">Damaged</a> )
	Barrel <a href="#">Beacon</a>
	Brewing Stand
	Cartography Table
	Chest ( <a href="#">Ender</a> )
	Chiseled Bookshelf
	Crafting Table
	Enchanting Table
	Fletching Table
	Furnace ( <a href="#">Blast</a>
	<a href="#">Smoker</a> )
	Grindstone
	Lectern <a href="#">Loom</a>
	Shulker Box
	Sign ( <a href="#">Hanging</a> )
	Smithing Table
	Stonecutter
	Banners
	Beehive <a href="#">Beds</a>
	Bell <a href="#">Cake</a>
	( <a href="#">with Candle</a> )
	Campfire ( <a href="#">Soul</a> )
	Cauldron ( <a href="#">Lava</a>
	<a href="#">Powder Snow</a>
	<a href="#">Water</a> )
	Composter
	Conduit
	End Gateway
	End Portal
	End Portal Frame
	Farmland
	Flower Pot
	Frosted Ice
	Heads
	Item Frame
	( <a href="#">Glow</a> ) <a href="#">Jukebox</a>
Utilizable	


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- TNT
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- Daylight Detector
- Dispenser
- ( Dropper) Doors
- ( Trapdoors)
- Fence Gates
- Honey Block
- Hopper Lever
- Lightning Rod
- Note Block
- 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)
- Education Edition only**
- Border Chalkboard
- Allow
- Compound Creator
- Colored Torches
- Deny
- Element Constructor
- Heat Block
- Lab Table
- Material Reducer
- Underwater TNT
- Underwater TNT



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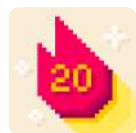
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