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v t *This article is about the block. For the text used to confirm entities affected by commands, see target selector.*

A **target** is a block that produces a temporary redstone signal when hit by a projectile. Unlike most other conductive blocks, it also redirects adjacent redstone dust toward it.

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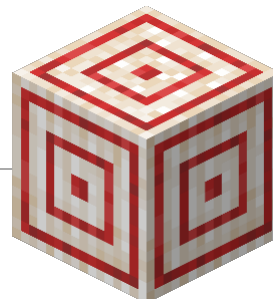
Gallery


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References

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Navigation



<u>Renewable</u>	Yes
<u>Stackable</u>	Yes (64)
<u>Tool</u>	
<u>Blast resistance</u>	0.5
<u>Hardness</u>	0.5
<u>Luminous</u>	None
<u>Transparent</u>	No
<u>Flammable</u>	JE: Yes (15) BE: No
Catches fire from <u>lava</u>	JE: Yes BE: No
Map color (<i>JE</i>)	 14 QUARTZ





Obtaining

Breaking

Targets can be mined using any tool or by hand, but using a hoe is the fastest way to break it.

Block	 Target
Hardness	0.5
Tool	
Breaking time (sec) ^[A]	
Default	0.75
 Wooden	0.4
 Stone	0.2
 Copper	0.15
 Iron	0.15
 Diamond	0.1
 Netherite	0.1
 Golden	0.1

Legend

-  incorrect tool, drops nothing
-  correct tool, drops nothing or something other than the block itself
-  correct tool, drops the block itself
- * can be instant mined

- These durations ignore other influential factors (e.g., Mining Fatigue) and are measured in seconds. For more information, see Breaking § Speed.

Natural generation

In ancient cities, the target can be found integrated into circuitry within a secret room at the city center.


















Crafting

Ingredients	Crafting recipe [hide]
<div>Redstone Dust + Hay Bale</div>	

Usage

Targets emit a redstone signal when hit by projectiles. The closer a projectile is to the center of the block, the stronger the redstone signal that is produced.

The following projectiles can activate a target block:

-  Arrow
-  Bottle o' Enchanting
-  Dragon Fireball
-  Egg
-  Ender Pearl
-  Fireball
-  Firework Rocket (including when boosting a gliding player)^[1]
-  Fishing Bobber
-  Lingering Potion
-  Llama Spit
-  Shulker Bullet
-  Snowball
-  Small Fireball
-  Splash Potion
-  Trident
-  Wind Charge
-  Wither Skull

Redstone component

When struck by most projectiles, the target emits redstone power for 8 game ticks (0.4 seconds). Arrows and tridents instead cause the target to emit power for 20 game ticks (1 second), similar to stone buttons. A target can be hit with any of the projectiles mentioned above.

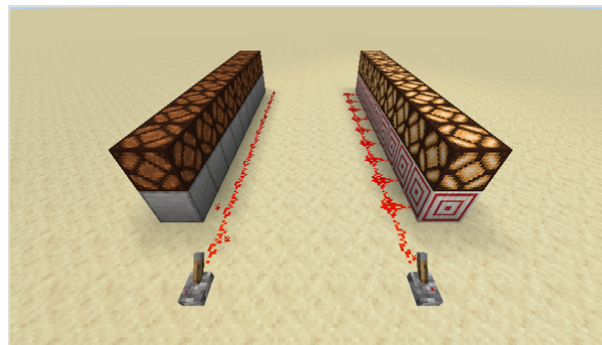
The strength of the signal depends on how close the projectile is to the center of the block, from 1 to 15.

In *Java Edition*, the target changes its power state when hit, meaning that an observer can detect if the target has been hit and has produced a redstone signal.^[2]


Being a power source, a target redirects adjacent redstone wires to point to itself. As targets are also conductive, this property can be used to compact redstone circuits.

Sounds

Java Edition:



Targets redirecting redstone toward themselves

 grass sound type [hide]								
Sound	<u>Closed captions</u>	<u>Source</u>	<u>Description</u>	<u>Identifier</u>	<u>Translation key</u>	Volume	Pitch	<u>Attenuation distance</u>
	Block broken	Blocks	Once the block has broken	block .grass .break	subtitles .block .generic .break	1.0	0.8	16
	Block placed	Blocks	When the block is placed	block .grass .place	subtitles .block .generic .place	1.0	0.8	16
	Block breaking	Blocks	While the block is in the process of being broken	block .grass .hit	subtitles .block .generic .hit	0.25	0.5	16
	Something falls on a block	<i><u>Entity-Dependent</u></i>	Falling on the block with fall damage	block .grass .fall	subtitles .block .generic .fall	0.5	0.75	16
	Footsteps	<i><u>Entity-Dependent</u></i>	Walking on the block	block .grass .step	subtitles .block .generic .footsteps	0.15	1.0	16

Bedrock Edition:


 **grass sound type**[\[hide\]](#)

Sound	Closed captions <i>[upcoming: BE 26.0]</i>	Source	Description	Identifier	Translation key <i>[upcoming: BE 26.0]</i>	Volume	Pitch
	Block broken	Blocks	Once the block has broken	dig .grass	subtitles .block.generic .break	0.7	0.8–1.0
	Block placed	Blocks	When the block is placed	use .grass	subtitles .block.generic .place	0.8	0.8–1.0
	Block breaking	Blocks	While the block is in the process of being broken	hit .grass	subtitles .block.generic .hit	0.3	0.5
	Footsteps	Players	Falling on the block with fall damage	fall .grass	subtitles .block.generic .footsteps	0.4	1.0
	Footsteps	Players	Walking on the block	step .grass	subtitles .block.generic .footsteps	0.3	1.0
	Footsteps	Blocks	Jumping from the block	jump .grass	subtitles .block.generic .footsteps	0.11	1.0
	Footsteps	Blocks	Falling on the block without fall damage	land .grass	subtitles .block.generic .footsteps	0.21	1.0


Data values

ID

Java Edition:

Name	Identifier	Form	Translation key [hide]
 Target	target	Block & Item	block.minecraft.target

Bedrock Edition:

Name	Identifier	Numeric ID	Form	Item ID ^{[i 1]}	Translation key [hide]
 Target	target	494	Block & Giveable Item ^{[i 2]}	Identical ^{[i 3]}	tile.target.name



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


Java Edition:

Name	Default value	Allowed values	Description [hide]
power	0	<div> <div>0</div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> <div>5</div> <div>6</div> <div>7</div> <div>8</div> <div>9</div> <div>10</div> <div>11</div> <div>12</div> <div>13</div> <div>14</div> <div>15</div> </div>	Redstone power output of the target.

Achievements

[hide]						
Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		<u>Bullseye</u>	Hit the bullseye of a <u>Target</u> block	—	15	Bronze


Advancements

Icon	Advancement	In-game description	Actual requirements (if different) [hide]
	<u>Bullseye</u>	Hit the bullseye of a <u>Target</u> block from at least 30 meters away	Be at least 30 blocks away horizontally when the center of a <u>target</u> is shot with a projectile by the player.


Videos

History


Reveal

September 28, 2019 (https://youtube.com/watch?v=OZqNaEX8208)	 The target block is showcased at Minecon Live 2019 .
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Java Edition

<i>Java Edition</i>		[hide]
1.16	<u>20w09a</u>	 Added targets.
	<u>20w10a</u>	Targets are now flammable.
		Targets can now be activated by ender pearls and bottles o' enchanting .
	<u>20w11a</u>	Targets can now be broken faster using hoes .
	<u>20w18a</u>	Targets now conduct redstone power.
1.19	<u>22w13a</u>	Targets now generate in ancient cities .

Bedrock Edition

<i>Bedrock Edition</i> [hide]		
<div>1.16.0</div> <div>Experiment</div> <div>Experimental Gameplay</div>	beta 1.16.0.51	<div><div></div>Added targets.</div>
		Targets are currently available only through <u>Experimental Gameplay</u> .
<div>1.16.0</div>	beta 1.16.0.57	Targets are no longer behind <u>Experimental Gameplay</u> .
		Targets can now be <u>broken</u> faster using <u>hoes</u> .
<div>1.17.30</div>	beta 1.17.20.20	Targets are no longer transparent.
<div>1.19.0</div>	beta 1.19.0.26	Targets now generate in <u>ancient cities</u> .

Issues

Issues relating to "Target" are maintained on the bug tracker. Issues should be reported and viewed 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%22Target%22%29%20ORDER%20BY%20resolution%20DESC>).

Gallery

Screenshots



The target block shown at MINECON Live 2019.



An arrow at the center of a target block

In other media



Official target block artwork.

























































References

1. "Hermitcraft 9 Ep 44: Scarland's MEGA Entrance Build!! @ 4:42" (<https://youtube.com/watch?v=jvtgn1jg3hc&t=282>) – GoodTimesWithScar on YouTube, August 15, 2023
2. MCPE-84391 — Observers don't detect target block updates

External links

- Block of the Week: Target (<https://www.minecraft.net/en-us/article/block-week--target>) – Minecraft.net on June 18, 2020














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	 Lightning Rod  Observer  Pressure Plates	
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	 Copper Golem  Crafter  Dispenser  Dropper	
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	 Water ( Bubble Column)	
Comparator-readable	 Barrel  Bee Nest ( Hive)  Brewing Stand	
	 Cake  Cauldron  Chest ( Copper)	
	 Chiseled Bookshelf  Composter	

	Copper Golem Statue Decorated Pot
	End Portal Frame Furnace (Blast Smoker)
	Item Frame (Glow) Respawn Anchor
	Shulker Box
Observer-related	Redstone Ore (Deepslate) Scaffolding
	Sculk Catalyst Sculk Shrieker Wall
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