

Composter

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

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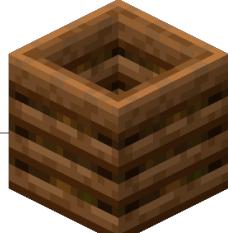
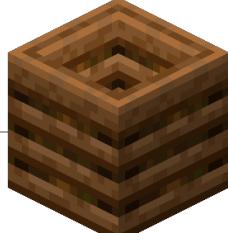
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Navigation

Obtaining

Breaking

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.

Composter	
<u>Empty</u>	<u>Full</u>
	
<u>Java Edition</u>	<u>Bedrock Edition</u>
	
View all renders	
<u>Renewable</u>	Yes
<u>Stackable</u>	Yes (64)
<u>Tool</u>	
<u>Blast resistance</u>	0.6
<u>Hardness</u>	0.6
<u>Luminous</u>	No
<u>Transparent</u>	Yes
<u>Waterloggable</u>	<u>JE:</u> No <u>BE:</u> Yes
<u>Flammable</u>	Yes (5)
<u>Catches fire from lava</u>	Yes
<u>Map color (JE)</u>	<input type="checkbox"/> 13 WOOD

Block	 Composter
Hardness	0.6
Tool	
Breaking time (sec)^[A]	
Default	0.9
 Wooden	0.45
 Stone	0.25
 Copper	0.2
 Iron	0.15
 Diamond	0.15
 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
- *italicized* can be instant mined

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

Natural generation

Composters generate in [village farms](#). They can also generate in [trail ruins](#).

Crafting

Ingredients	Crafting recipe	[hide]
Any Wooden Slab		

Usage

Composters can be used to recycle a selection of [food](#) and [plant items](#) 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. In [Bedrock Edition](#), when the composter's fullness increases, any [entities](#) inside are pushed up accordingly.

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 composting chances. The higher the percentage of an item, the more likely it is for it to add another layer of compost. However, when the composter is empty, any compostable item added always creates the first layer of compost, regardless of its usual composting chance.^[1] Each layer of compost has a [podzol-like](#) appearance. When the composter reaches the 7th layer of compost and once 20 game ticks (1 second) have passed, the compost changes appearance indicating that [bone meal](#) can be collected by [using](#) the composter a final time or by breaking the composter.

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.

Despite being plants, it is not possible to compost bamboo,^[2] dead bushes,^[3] poisonous potatoes^[4] and chorus plant products.^[5] Meat items, fish, and bones are also not compostable.^[6]

Using with a composter while holding a debug stick will raise the level by 1, and the debug stick is not consumed.

Composting chance (per item)				
30%	50%	65%	85%	100%
Items				
<ul style="list-style-type: none"> ▪ Beetroot Seeds ▪ Bush ▪ Cactus Flower ▪ Dried Kelp ▪ Firefly Bush ▪ Glow Berries ▪ Grass Block [BE only] ▪ Hanging Roots ▪ Kelp ▪ Leaves ▪ Leaf Litter ▪ Mangrove Propagule ▪ Mangrove Roots ▪ Melon Seeds ▪ Moss Carpet ▪ Pale Hanging Moss ▪ Pale Moss Carpet ▪ Pink Petals ▪ Pitcher Pod ▪ Pumpkin Seeds ▪ Saplings ▪ Seagrass ▪ Short Grass ▪ Short Dry Grass ▪ Small Dripleaf ▪ Sweet Berries ▪ Tall Dry Grass ▪ Torchflower Seeds ▪ Wheat Seeds ▪ Wildflowers 	<ul style="list-style-type: none"> ▪ Cactus ▪ Dried Kelp Block ▪ Flowering Azalea Leaves ▪ Glow Lichen ▪ Melon Slice ▪ Nether Sprouts ▪ Sugar Cane ▪ Tall Grass ▪ Twisting Vines ▪ Vines ▪ Weeping Vines 	<ul style="list-style-type: none"> ▪ Apple ▪ Azalea ▪ Beetroot ▪ Big Dripleaf ▪ Carrot ▪ Cocoa Beans ▪ Fern ▪ Flowers ▪ Large Fern ▪ Lily Pad ▪ Melon ▪ Moss Block ▪ Mushrooms ▪ Mushroom Stem ▪ Nether Fungi ▪ Nether Wart ▪ Pale Moss Block ▪ Potato ▪ Pumpkins ▪ Crimson Roots ▪ Warped Roots ▪ Sea Pickle ▪ Shroomlight ▪ Spore Blossom ▪ Wheat ▪ Wither Rose 	<ul style="list-style-type: none"> ▪ Baked Potato ▪ Bread ▪ Cookie ▪ Flowering Azalea ▪ Hay Bale ▪ Mushroom Blocks ▪ Nether Wart Block ▪ Pitcher Plant ▪ Torchflower ▪ Warped Wart Block 	<ul style="list-style-type: none"> ▪ Cake ▪ Pumpkin Pie
Average number of items to complete compost				
21.00	13.00	10.23	8.06	7.00
Average compost yield (per stack of 64)				
3.05	4.92	6.26	7.94	9.14

Profession

Main article: [Job site block](#)

If a composter has not been claimed by a villager, any nearby unemployed villager has a chance to change their

profession to farmer and claim the composter as their job site block. Also, farmers can use composter to compost, and use the derived bone meal to grow crops.

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 $\frac{1}{7}$ full, 2 for $\frac{2}{7}$ 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](#):

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

[Bedrock Edition](#):

Wood sound type							
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch
	Block broken	Blocks	Once the block has broken	dig.wood	subtitles.block.generic.break	1.0	0.8-1.0
	Block broken	Blocks	When the block is placed	dig.wood	subtitles.block.generic.break	1.0	0.8
	Block breaking	Blocks	While the block is in the process of being broken	hit.wood	subtitles.block.generic.hit	0.23	0.5
	Footsteps	Players	Falling on the block with fall damage	fall.wood	subtitles.block.generic.footsteps	0.4	1.0
	Footsteps	Players	Walking on the block	step.wood	subtitles.block.generic.footsteps	0.3	1.0
	Footsteps	Blocks	Jumping from the block	jump.wood	subtitles.block.generic.footsteps	0.12	1.0
	Footsteps	Blocks	Falling on the block without fall damage	land.wood	subtitles.block.generic.footsteps	0.18	1.0

Unique

Java Edition:

Sounds								
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Composter empties	Blocks	When a composter is emptied	block.composter.empty	subtitles.block.composter.empty	1.0	1.0	16
	Composter filled	Blocks	When adding to a composter	block.composter.fill	subtitles.block.composter.fill	0.3	0.8	16
	Composter filled	Blocks	When successfully adding to a composter	block.composter.fill_success	subtitles.block.composter.fill	1.0	1.0	16
	Composter composts	Blocks	When composting completes	block.composter.ready	subtitles.block.composter.ready	1.0	1.0	16
	Farmer works	Friendly Mobs	Randomly while a farmer is working	entity.villager.work_farmer	subtitles.entity.villager.work_farmer	1.0	0.8-1.2	16

Bedrock Edition:

Sounds								[hide]
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch	
?	Blocks	When a composter is emptied	block.composter.empty	?	1.0	1.0		
?	Blocks	When adding to a composter	block.composter.fill	?	1.3	0.8		
?	Blocks	When adding to a composter [sound 1]	item.bone_meal.use	?	1.0	0.9-1.1		
?	Blocks	When successfully adding to a composter	block.composter.fill_success	?	1.3	1.0		
?	Blocks	When composting completes	block.composter.ready	?	1.0	1.0		
?	Blocks	Randomly while a farmer is working	block.composter.fill	?	1.3	0.8		

1. MCPE-143005

Data values

ID

Java Edition:

Name	Identifier	Form	Translation key	[hide]
Composter	composter	Block & Item	block.minecraft.composter	

Bedrock Edition:

Name	Identifier	Numeric ID	Form	Item ID ^[i 1]	Translation key	[hide]
Composter	composter	468	Block & Giveable Item ^[i 2]	Identical ^[i 3]	tile.composter.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

Composter with different compost levels





Java Edition:

Name	Default value	Allowed values	Description	[hide]
level	0	0 1 2 3 4 5 6 7 8	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	[hide]
composter_fill_level	0x1 0x2 0x4 0x8	0	0 1 2 3 4 5 6 7 8	0 1 2 3 4 5 6 7 8	When at level 8, bone meal is able to be collected from the composter.	

History



This section needs to be updated.

Please update this section to reflect recent updates or newly available information.

Java Edition

Java Edition			[hide]
1.14	19w03a	 Added composters.	
		Composter blocks are found in the "Miscellaneous" tab in the Creative inventory. ^[8]	
	19w03b	The crafting recipe of composters is 4 fences and 3 planks. Recipe [show]	
	19w04a	All mushroom blocks can now be used in composters.	
	19w05a	Composters now spawn in village farms.	
	19w11a	The chances of composters have been changed from 10/20/50/80/100% to 30/50/65/85/100%.	
1.15	19w45a	The crafting recipe of composters has been changed to match <i>Bedrock Edition</i> . Recipe [show]	
1.16	20w06a	Moved composter blocks to the "Decoration Blocks" tab from the "Miscellaneous" tab in the Creative inventory. ^[8]	
	20w15a	Weeping vines, twisting vines, crimson roots, warped roots, nether sprouts, Nether fungi, nether wart, nether wart blocks, and warped wart blocks can now be composted.	
	pre3	Shroomlights can now be composted. ^[9]	
1.17	21w05a	Azalea, dipleaves, hanging roots, glow berries, moss blocks, moss carpets and spore blossoms can now be composted.	
	21w11a	Glow lichen can now be composted.	
1.19	22w11a	Mangrove propagule can now be composted.	
	22w12a	Mangrove leaves can now be composted. ^[10]	
	22w15a	Mangrove roots can now be composted. ^[11]	
1.19.4 — Experiment — Update 1.20	23w07a	Torchflowers, torchflower seeds, and pink petals can now be composted.	
1.21.2 — Experiment — Winter Drop	24w40a	Pale moss blocks, pale moss carpets and pale hanging moss can now be composted.	
1.21.5	25w03a	Leaf litter can now be composted.	

Bedrock Edition

<i>Bedrock Edition</i>		[hide]
<u>1.10.0</u> Experiment Experimental Gameplay	beta 1.10.0.3	 Added composters. Composters are currently available only through Experimental Gameplay. The crafting recipe of composters is 7 wooden slabs. Recipe [show]
<u>1.11.0</u>	beta 1.11.0.1	Added functionality like in Java Edition.  Added level 8 "content ready" state.  Changed models of level 0-7.
<u>1.16.0</u>	beta 1.16.0.57	Composters are available outside of Experimental Gameplay. Composters now support hopper placement.
<u>1.16.100</u>	beta 1.16.100.55	Weeping vines, twisting vines, crimson roots, warped roots, nether sprouts, Nether fungi, nether wart, nether wart blocks, and warped wart blocks can now be composted.
<u>1.16.220</u>	beta 1.16.220.52	Shroomlight can now be composted.
<u>1.17.0</u>	beta 1.16.230.50	Azalea, dipleaves, glow berries, moss blocks, moss carpet and spore blossoms can now be composted.
<u>1.20.30</u>	Preview 1.20.20.21	Hanging roots and glow lichen can now be composted. Small dipleaf can now be composted.
<u>1.21.50</u> Experiment Upcoming Creator Features	Preview 1.21.50.26	Decreased the hardness and blast resistance of composters from 2 to 0.6.
<u>1.21.60</u>	Preview 1.21.60.27	Added the <code>minecraft:compostable</code> item component that allows custom items to be composted. Moved the <code>minecraft:compostable</code> item component out of experimental.

PlayStation 4 Edition

<i>PlayStation 4 Edition</i>		[hide]
<u>1.91</u>	 Added composters.	

Issues

Issues relating to "Composter" 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%20EMPTYPE%20OR%20resolution%20in%20%281%2C%202%2C%206%29%20AND%20%28summary%20~%20%22Composter%22%29%20ORDER%20BY%20resolution%20DESC>).

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

Renders

Java Edition



Bedrock Edition



Screenshots



A composter generated in a village

A full and partially filled composter in a farm

An official screenshot of a composter used on Minecraft.net.^[12]

References

1. [MC-196452](#)
2. [MC-142452](#) — resolved as "Works As Intended".
3. [MC-219904](#)
4. [MC-142373](#) — resolved as "Works As Intended".
5. [MC-182287](#) — resolved as "Works As Intended".
6. "Block of the Month: Composter" (<https://www.minecraft.net/en-us/article/block-month--composter>) by Duncan Geere – Minecraft.net, 23 March 2023. "Most food and plant-based items can be composted, with the notable exception of bamboo (too fibrous), poisonous potatoes (too poisonous), dead bushes (too dead), and meat and fish (too stinky as it rots)."
7. [MCPE-140266](#)
8. [MC-150020](#)
9. [MC-177863](#)
10. [MC-249303](#)
11. [MC-249315](#)
12. "Block of the Month: Composter" (<https://www.minecraft.net/en-us/article/block-month--composter>) by Duncan Geere – Minecraft.net, March 23, 2023.

External links

- Block of the Week: Composter (<https://www.minecraft.net/en-us/article/block-month--composter>) – Minecraft.net on March 23, 2023

Navigation

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	Ornamental	[show]
	Natural	[show]
	Utility	[hide]
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Utilizable		

Redstone/ Mechanical	■ Buttons (■ Wooden ■ Stone ■ Polished Blackstone) ■ Copper Bulb ■ Crafter ■ Daylight Detector ■ Dispenser ■ Dropper ■ Doors (■ Copper ■ Iron ■ Wooden) ■ Honey Block ■ Hopper ■ Lever ■ Lightning Rod ■ Note Block ■ Observer ■ Piston (■ Sticky) ■ Pressure Plates (■ Wooden ■ Stone ■ Polished Blackstone) ■ Heavy Weighted ■ Light Weighted) ■ Rail (■ Activator ■ Detector ■ Powered) ■ Redstone Lamp ■ Redstone Wire (■ Comparator ■ Repeater ■ Torch) ■ Slime Block ■ Target ■ Trapped Chest ■ Trapdoors (■ Copper ■ Iron ■ Wooden) ■ Fence Gates ■ Tripwire Hook (■ Tripwire) ■ Allow ■ Border ■ Chalkboard ■ Compound Creator ■ Deny ■ Element Constructor ■ Heat Block ■ Item Frame (■ Glow) ■ Lab Table ■ Material Reducer ■ Underwater TNT ■ Underwater Torch
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BE & edu only

 **Creative or commands only**

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 **Extreme metadata variants**

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