

Smoker

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This article is about the [furnace](#) variant. For the block that emits smoke, see [Campfire](#).

A **smoker** is a block that cooks food twice as quickly as a furnace, but cannot smelt anything else. It also serves as a butcher's job site block.

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Navigation

Smoker	
<u>Inactive</u>	<u>Lit</u>
	
View all renders	
<u>Renewable</u>	Yes
<u>Stackable</u>	Yes (64)
<u>Tool</u>	
<u>Blast resistance</u>	3.5
<u>Hardness</u>	3.5
<u>Luminous</u>	Yes (13) (when active)
<u>Transparent</u>	Partial (when active)
<u>Flammable</u>	No
<u>Catches fire from lava</u>	No
<u>Map color (JE)</u>	 11 STONE

Obtaining

Breaking

A smoker can be mined and obtained 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 (sec)^[A]	
Default	17.5
 Wooden	2.65
 Stone	1.35
 Copper	1.05
 Iron	0.9
 Diamond	0.7
 Netherite	0.6
 Golden	0.45

Legend

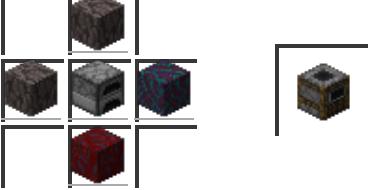
- incorrect tool, drops nothing
- correct tool, drops nothing or something other than the block itself
- correct tool, drops the block itself
- *italicized* can be instant mined

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

Natural generation

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

Crafting

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

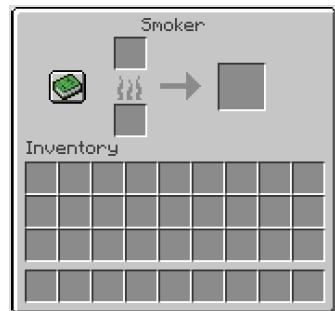
Usage

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

Cooking

Main article: [Cooking](#)

Smokers are used to cook food items twice as fast as a regular furnace, taking only 5 seconds per item instead of 10. It is the counterpart to the [blast furnace](#), which is used to quickly smelt ores, metal tools and armor. When an uncooked 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 taken out of the output slot in the smoker's interface, or be collected using a [hopper](#).



The GUI for the smoker.

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

Product	Ingredient	Exp	Usage
Baked Potato	Potato	0.35	Fills 5 () while raw fills 1 ()
Dried Kelp	Kelp	0.1	Fills 1 () and can be eaten faster than other foods; while uncooked kelp is inedible. Can also be used to craft dried kelp block .
Steak	Raw Beef	0.35	Fills 8 () while raw fills 3 ()
Cooked Porkchop	Raw Porkchop	0.35	Fills 8 () while raw fills 3 ()
Cooked Mutton	Raw Mutton	0.35	Fills 6 () while raw fills 2 ()
Cooked Chicken	Raw Chicken	0.35	Fills 6 () while raw fills 2 () and has a 30% chance to give the Hunger status effect.
Cooked Rabbit	Raw Rabbit	0.35	Fills 5 () while raw fills 3 ()
Cooked Cod	Raw Cod	0.35	Fills 5 () while raw fills 2 ()
Cooked Salmon	Raw Salmon	0.35	Fills 6 () while raw fills 2 ()

Profession

Main article: [Job site block](#)

If a smoker has not been claimed by a [villager](#), any nearby unemployed villager has a chance to change

their profession to butcher and claim the smoker as their job site block.

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:{components:[{"custom_name":"Smoker Key"}]}}`.

Note blocks

Smoker can be placed under note blocks to produce "bass drum" sounds.

Sounds

Generic

Java Edition:

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

Bedrock Edition:

 stone sound type [hide]							
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.stone	subtitles.block.generic.break	1.0	0.8-1.0
	Block broken	Blocks	When the block is placed	dig.stone	subtitles.block.generic.break	1.0	0.8-1.0
	Block breaking	Blocks	While the block is in the process of being broken	hit.stone	subtitles.block.generic.hit	0.37	0.5
	Footsteps	Players	Falling on the block with fall damage	fall.stone	subtitles.block.generic.footsteps	0.4	1.0
	Footsteps	Players	Walking on the block	step.stone	subtitles.block.generic.footsteps	0.3	1.0
	Footsteps	Blocks	Jumping from the block	jump.stone	subtitles.block.generic.footsteps	0.12	1.0
	Footsteps	Blocks	Falling on the block without fall damage	land.stone	subtitles.block.generic.footsteps	0.22	1.0

Unique

Java Edition

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Smoker smokes	Blocks	Randomly while lit	block.smoker.smoke	subtitles.block.smoker.smoke	1.0	1.0	16	
	Butcher works	Friendly Mobs	Randomly while a butcher is working	entity.villager.work_butcher	subtitles.entity.villager.work_butcher	1.0	0.8-1.2	16	
	Chest locked [sound 1]	Blocks	When a player attempts to open a smoker locked using the lock tag	block.chest.locked [sound 1]	subtitles.block.chest.locked [sound 1]	1.0	1.0	16	

1. MC-98316 — Wrong subtitles caused by missing distinction

Bedrock Edition:

Sounds								[hide]
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch	
?	?	Blocks	Randomly while lit	block.smoker.smoke	?	3.0	1.0 [sound 1]	
	?	Blocks	Randomly while a butcher is working	block.smoker.smoke	?	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 [hide]
 Smoker	smoker	Block & Item	block.minecraft.smoker

Name	Identifier [hide]
 Block entity	smoker

Bedrock Edition:

Name	Identifier	Numeric ID	Form	Item ID ^[i 1]	Translation key [hide]
 Smoker	smoker	453	Block & Giveable Item ^[i 2]	Identical ^[i 3] (Numeric: -198)	tile.smoker.name
 Lit Smoker	lit_smoker	454	Block & Ungiveable Item ^[i 4]	Identical ^[i 3] (Numeric: -199)	—

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.
4. Unavailable with `/give` command

Name	Savegame ID [hide]
 Block entity	Smoker

Block states

See also: [Block states](#)

Java Edition:

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

Bedrock Edition:

Name	Metadata Bits	Default value	Allowed values	Values for Metadata Bits	Description [hide]
minecraft:cardinal_direction	Not Supported	south	east north south west	Unsupported	The direction the smoker's opening faces. The opposite from the direction the player faces while placing the smoker.

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

Tags common to all block entities

- `lit_time_remaining`: Number of ticks left before the current fuel runs out.

- **cooking_time_spent**: 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 lit_time_remaining reaches 0.
- **cooking_total_time**: Number of ticks it takes for the item to be smelted.
- **lit_total_time**: Represent the total time the furnace should be lit.

Tags common to all objects that can be renamed

Items: List of items in this container.

- : An item in the furnace, including the slot tag:
 - Slot 0: The item(s) being smelted.
 - Slot 1: The item(s) to use as the next fuel source.
 - Slot 2: The item(s) in the result slot.

An item

Tags common to all containers that can be locked

- **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. Is not preserved when removed.
 - **recipe ID**: How many times this specific recipe has been used. The *recipe ID* is the identifier of the smelting [recipe](#), as a [resource location](#), as used in the [/recipe](#) command.

Bedrock Edition:

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

Videos

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](#)

There is an associated [technical blocks](#) page for the internal item form of this block; see [Technical blocks/Lit Smoker](#).

Java Edition

<i>Java Edition</i>		
[hide]		
1.14	18w44a	 Added smokers. Smokers are currently obtainable only from the Creative inventory . The GUI of smokers can currently be accessed only through Spectator mode .
	18w48a	Smokers can now generate in some plains village houses .
	18w49a	Smokers can now generate in some savanna and snowy tundra village houses .
		Smokers can now be found in some desert and taiga village houses .
	18w50a	 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

<i>Bedrock Edition</i>		
[hide]		
1.9.0 Experiment Experimental Gameplay	beta 1.9.0.2	 Added smokers, currently behind Experimental Gameplay .  The texture for the lit smoker exists, but it is unused.
		Smokers are now craftable . Smokers can now generate in the butcher houses in villages .
1.10.0 Experiment Experimental Gameplay	beta 1.10.0.3	 Added lit smokers. Smokers are now functional. They are now available outside of Experimental Gameplay.
		 Changed the top texture of smokers.
1.11.0	beta 1.11.0.1	
1.17.0	beta 1.17.0.50	Smokers drop themselves only if mined using a pickaxe, matching Java Edition .
1.21.50	Preview 1.21.50.24	

PlayStation 4 Edition

PlayStation 4 Edition		[hide]
1.91	 	Added smokers.

Data history

Bedrock Edition			[hide]
1.20.30	Preview 1.20.30.20	Smokers now use the <code>minecraft:cardinal_direction</code> block state instead of <code>facing_direction</code> .	

Issues

Issues relating to "Smoker" are maintained on the [bug tracker](#). Issues should be reported and viewed there (

Gallery

Renders

Java Edition



Facing south



Facing south, lit



Facing west



Facing north



Facing east



Facing east, lit

Screenshots



A blast furnace,
smoker and barrel.

An auto-smelter
containing a smoker.

An auto-smelter for
cooking kelp.

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

Navigation

	Blocks	[hide]
	Structural	[show]
	Ornamental	[show]
	Natural	[show]
	Utility	[hide]
Interactable	Anvil (Chipped) Damaged) Barrel Beacon Brewing Stand	
	Cartography Table Chest (Ender Copper) Crafting Table	
	Enchanting Table Furnace (Blast Smoker) Grindstone Lectern	
	Loom Shulker Box (Dyed) Sign (Hanging) Smithing Table	
	Stonecutter	
	Banners (Ominous) Beehive Beds Bell Bookshelf Cake (with Candle) Campfire (Soul) Cauldron Chiseled Bookshelf	
	Composter Conduit Copper Golem Statue Decorated Pot	
Utilizable	End Gateway End Portal End Portal Frame Farmland	
	Fletching Table Flower Pot Frosted Ice Heads (Skeleton)	
	Wither Skeleton Zombie Creeper Piglin Dragon) Heavy Core	
	Jukebox Ladder Lodestone Monster Spawner Nether Portal	
	Respawn Anchor Scaffolding Shelf Sponge (Wet)	
	Suspicious Gravel Suspicious Sand TNT Trial Spawner (Ominous)	
	Vault (Ominous)	
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		
<hr/>				
Creative or commands only				
 Removed				
 Unused				
 Unimplemented				
 Joke				
 Extreme metadata variants				

[\[show\]](#)[\[show\]](#)[\[show\]](#)[\[show\]](#)[\[show\]](#)[\[show\]](#)**BE & edu only**Retrieved from "<https://minecraft.wiki/w/Smoker?oldid=3346770>"

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