

Redstone Lamp

"[Redstone Lamp](#)" redirects here. For the other light source, see [Lantern](#).
For other uses, see [Redstone](#).

A **redstone lamp** is a solid [block](#) that produces light while it is receiving [redstone power](#).

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Obtaining

Redstone Lamp	
<u>Unlit</u>	<u>Lit</u>
	
	
Renewable	Yes
Stackable	Yes (64)
Tool	Any tool
Blast resistance	0.3
Hardness	0.3
Luminous	Yes (15) (when lit)
Transparent	No
Flammable	No
Catches fire from lava	No
Map color (JE)	<input type="checkbox"/> 37 TERRACOTTA_ORANGE

Breaking

A redstone lamp can be mined with any [tool](#)^[1] or by hand, dropping itself as an [item](#).

Block	 Redstone Lamp
Hardness	0.3
Breaking time (secs)	
Default	0.45

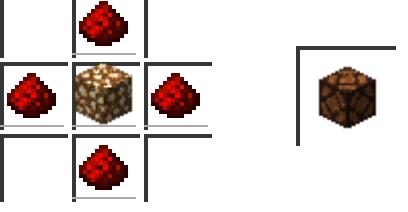
Legend

- 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](#)

Natural generation

Redstone lamps generate naturally in [ancient cities](#).

Crafting

Ingredients	Crafting recipe	[hide]
Redstone Dust + Glowstone		

Usage

A redstone lamp can be used to produce switchable [light](#).

Redstone lamps are [redstone mechanisms](#) and can be activated by:

- An adjacent active [power component](#), including above or below: for example, a [redstone torch](#) (except that a redstone torch does not activate a redstone lamp it is attached to), a [block of redstone](#), a [daylight sensor](#), etc.
- An adjacent [powered block](#) (for example, an opaque block with an active redstone torch under it), including above or below
- A powered [redstone comparator](#) or [redstone repeater](#) facing the redstone lamp
- Adjacent powered [redstone dust](#) configured to point at the redstone lamp (or on top of it) or directionless; a redstone lamp is *not* activated by adjacent powered redstone dust that is configured to point away from it.

A redstone lamp activates instantly, but takes 4 ticks (0.2 seconds) to turn off in *Java Edition* or 6 ticks (0.3 seconds) to turn off in *Bedrock Edition*.

An active redstone lamp produces block light level 15. An inactive redstone lamp produces no light.

A redstone lamp acts like an opaque block; it blocks sky light, mobs suffocate in it, and it conducts redstone power. It also allows mobs to spawn on them, even when the lamp is lit, provided the mob ignores light level for spawning.

Sounds

Java Edition:

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

Bedrock Edition:

<input checked="" type="checkbox"/> glass sound type [hide]							
Sound	Closed captions [upcoming: <i>BE 26.0</i>]	Source	Description	Identifier	Translation key [upcoming: BE <i>26.0</i>]	Volume	Pitch
	?	Blocks	Once the block has broken	random.glass	?	1.0	0.8-1.0
	?	Blocks	When the block is placed	dig.stone	?	1.0	0.8-1.0
	?	Blocks	While the block is in the process of being broken	hit.stone	?	0.4	0.6
	?	Players	Falling on the block with fall damage	fall.stone	?	0.4	1.0
	?	Players	Walking on the block	step.stone	?	0.3	1.0
	?	Blocks	Jumping from the block	jump.stone	?	0.12	1.0
	?	Blocks	Falling on the block without fall damage	land.stone	?	0.22	1.0

Data values

ID

Java Edition:

Name	Identifier	Form	Translation key [hide]
 Redstone Lamp	redstone_lamp	Block & Item	block.minecraft.redstone_lamp

Bedrock Edition:

Name	Identifier	Numeric ID	Form	Item ID [1]	Translation key [hide]
 Redstone Lamp	redstone_lamp	123	Block & Giveable Item [2]	Identical [3]	tile.redstone_lamp.name
 Lit Redstone Lamp	lit_redstone_lamp	124	Block & Ungiveable Item [4]	Identical [3]	—

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

Block states

See also: [Block states](#)

Java Edition:

Name	Default value	Allowed values	Description	[hide]
lit	false	false true	If the redstone lamp is lit.	

Videos

History

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

Java Edition

Java Edition			[hide]
	<u>12w07a</u>	  Added redstone lamps.	
<u>1.2.1</u>	<u>1.2</u>	  The texture of redstone lamps has now been darkened, and the texture of lit redstone lamps has been slightly changed.	
<u>1.2.4</u>	<u>release</u>	A 2-tick delay to deactivation has been added to redstone lamps.	
<u>1.3.1</u>	<u>12w21a</u>	As both <u>redstone dust</u> and <u>glowstone</u> are now renewable via trading, redstone lamp is now renewable.	
	<u>?</u>	Levers can be placed on redstone lamps.	
<u>January 11, 2018 (https://twitter.com/JasperBoerstra/status/951440267038593024)</u>		  Jasper Boerstra tweets an image of updated redstone lamp textures.	
<u>1.14</u>	<u>18w43a</u>	  The texture of redstone lamps has now been changed.	
<u>1.19</u>	<u>Deep Dark Experimental Snapshot 1</u>	Redstone lamps now generate as part of ancient cities.	
<u>1.21.2</u>	<u>24w35a</u>	Redstone lamps are now visible on <u>maps</u> . ^[2]	

Bedrock Edition

Pocket Edition Alpha			[hide]
<u>v0.13.0</u>	<u>build 1</u>	  Added redstone lamps.	
Bedrock Edition			[hide]
	<u>?</u>	Levers can be placed on redstone lamps.	
<u>1.10.0</u>	<u>beta 1.10.0.3</u>	  The texture of redstone lamps has now been changed.	

Legacy Console Edition

Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
<u>TU12</u>	<u>CU1</u>	<u>1.00</u>	<u>1.00</u>	<u>1.00</u>	<u>Patch 1</u>	<u>1.0.1</u>	  Added redstone lamps.
			<u>1.90</u>				  The texture of redstone lamps has now been changed.

New Nintendo 3DS Edition

New Nintendo 3DS Edition		[hide]
0.1.0		Added redstone lamps.

Data history

Java Edition		[hide]
1.13	17w47a	The different block IDs for the redstone lamp has now been merged into one ID.
		A lit block state has been added to redstone lamps.
		Prior to <i>The Flattening</i> , these blocks' numeral IDs were 123 and 124.

Issues

Issues relating to "Redstone Lamp" are maintained on the [bug tracker](#). Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jql=project%20in%20MC%20MCPE%29%20AND%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%22Redstone%20Lamp%22%29%20ORDER%20BY%20resolution%20DESC>).

Trivia

- Multiple tiled redstone lamps produce a pattern that resembles the [truncated square tiling](#) $t\{4,4\}$.
- In [Bedrock Edition](#), redstone lamps are transparent on [maps](#).^[3]

Gallery

Screenshots

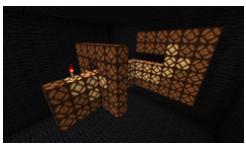


A redstone lamp shown during the day that is switched off.

A redstone lamp shown during the day that is switched on.

A redstone lamp shown during the evening that is switched off.

A redstone lamp shown during the evening that is switched on.



Demonstrating how wire powers redstone lamps.



Demonstrating how repeaters power redstone lamps.



Demonstrating how a solid block powers redstone lamps.



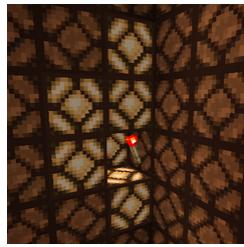
Floor torch with no lamp above it.



Floor torch with a lamp above it.



Wall torch with no lamp above it.



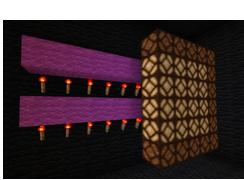
Wall torch with a lamp above it.



A demonstration of how redstone lamps can be used in building.



A redstone lamp floor.



A redstone lamp wall.

References

1. [MC-192719](#) — Sea Lantern, Glowstone, Redstone Lamp don't have an assigned tool
2. [MC-124331](#)
3. [MCPE-112543](#)

External links

- Block of the Week: Redstone Lamp (<https://www.minecraft.net/en-us/article/block-week-redstone-lamp>) – Minecraft.net on March 30, 2018

Navigation

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	Block of Redstone Buttons (Wooden Stone Polished Blackstone) Daylight Detector Detector Rail Jukebox Lectern Lever Lightning Rod Observer Pressure Plates (Wooden Stone Polished Blackstone Light Weighted Heavy Weighted) Redstone Comparator Redstone Torch Sculk Sensor (Calibrated) Target Trapped Chest Tripwire Hook (Tripwire) Redstone Wire Redstone Repeater Conductive and non-conductive blocks Allay Boat with Chest (Bamboo Raft) Copper Golem Crafter Dispenser Dropper Hopper Minecart (with Chest with Furnace with Hopper) Rail (Activator Powered) Water (Bubble Column) 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	
	Redstone Ore (Deepslate) Scaffolding Sculk Catalyst Sculk Shrieker Wall	
	Piston (Sticky) Honey Block Slime Block Movable and immovable blocks	
	Block of Amethyst Wool (Carpet) Armor Stand Bell Big Dripleaf Copper Bulb Creaking Heart Doors (Copper Iron Wooden) Fence Gate Head Note Block Redstone Lamp Shelf TNT (Minecart) Trapdoors (Copper Iron Wooden) Command Block (Minecart) Minecart with Monster Spawner Structure Block Test Block	
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	Ornamental	[show]
	Natural	[show]

	 Utility												[hide]												
Interactable	 Anvil ( Chipped  Damaged)  Barrel  Beacon	 Brewing Stand  Cartography Table  Chest ( Ender Chest  Copper Chest)	 Crafting Table  Enchanting Table  Furnace ( Blast Furnace  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  End Gateway	 End Portal  End Portal Frame  Farmland  Fletching Table	 Flower Pot  Frosted Ice  Heads ( Skeleton  Wither Skeleton Head)	 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)	 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
	 Creative or commands only												[show]												
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