






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

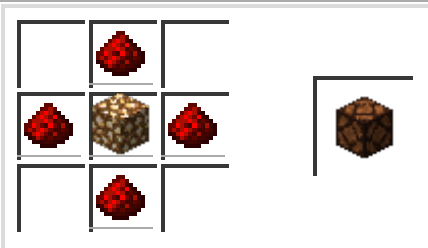
Legend

-  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 [hide]								
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:


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

Sound	<div>Closed captions</div> <div>[<i>upcoming: BE 26.0</i>]</div>	Source	Description	Identifier	<div>Translation key</div> <div>[<i>upcoming: BE 26.0</i>]</div>	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	<div>Item ID</div> <div>[<i>i 1</i>]</div>	<div>Translation key</div> <div>[<i>hide</i>]</div>
 Redstone Lamp	redstone_lamp	123	Block & Giveable Item [<i>i 2</i>]	Identical [<i>i 3</i>]	tile.redstone_lamp.name
 Lit Redstone Lamp	lit_redstone_lamp	124	Block & Ungiveable Item [<i>i 4</i>]	Identical [<i>i 3</i>]	—

- ID of block's direct item form, which is used in savegame files and addons.
- Available with /give command.

- The block's direct item form has the same ID as the block.
- 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

<i>Java Edition</i> [hide]		
<u>1.2.1</u>	<u>12w07a</u>	  Added redstone lamps.
	<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, <u>redstone lamp</u> is now <u>renewable</u> .
<u>?</u>		Levers can be placed on redstone lamps.
January 11, 2018 (https://twitter.com/JasperBoerstra/status/951440267038593024)		  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 <u>ancient cities</u> .
<u>1.21.2</u>	<u>24w35a</u>	Redstone lamps are now visible on <u>maps</u> . ^[2]

Bedrock Edition

<i>Pocket Edition Alpha</i> [hide]		
<u>v0.13.0</u>	<u>build 1</u>	  Added redstone lamps.
<i>Bedrock Edition</i> [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

<i>Legacy Console Edition</i> [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>
			<u>1.90</u>			
		  Added redstone lamps.				
		  The texture of redstone lamps has now been changed.				

New Nintendo 3DS Edition

<i>New Nintendo 3DS Edition</i>	[hide]
0.1.0	  Added redstone lamps.

Data history

		<i>Java Edition</i>	[hide]
		The different block IDs for the redstone lamp has now been merged into one ID.	
1.13	17w47a	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%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%20Lamp%22%29%20ORDER%20BY%20resolution%20DESC).

Trivia

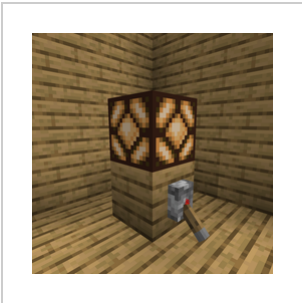
- Multiple tiled redstone lamps produce a pattern that resembles the truncated square tiling t{4,4}.
- In *Bedrock Edition*, redstone lamps are transparent on maps.^[3]

Gallery

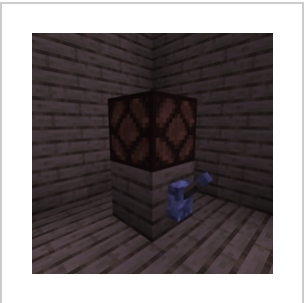
Screenshots



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



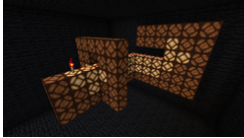
A redstone lamp shown during the day that is switched on.



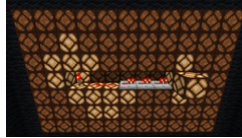
A redstone lamp shown during the evening that is switched off.



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



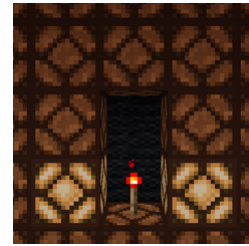
Demonstrating how wire powers redstone lamps.



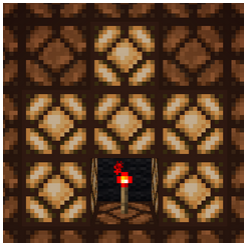
Demonstrating how repeaters power redstone lamps.



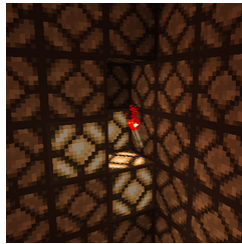
Demonstrating how a solid block powers redstone lamps.



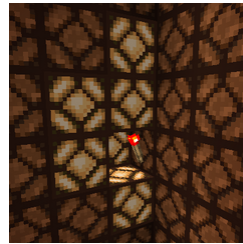
Floor torch with no lamp above it.



Floor torch with a lamp above it.



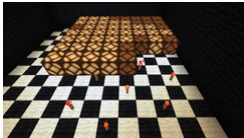
Wall torch with no lamp above it.



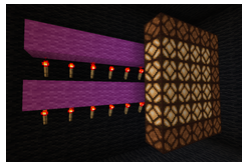
Wall torch with a lamp above it.



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



A redstone lamp floor.



A redstone lamp wall.

References

- MC-192719 — Sea Lantern, Glowstone, Redstone Lamp don't have an assigned tool
- MC-124331
- 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

Redstone

[\[hide\]](#)

Redstone circuits & tutorials

[\[show\]](#)





















Redstone components

[\[hide\]](#)




















Power emission

 [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](#))







Signal transmission

 [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](#))






Item and entity transportation

 [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](#)

Comparator-readable






















 [Redstone Ore](#) ( [Deepslate](#))  [Scaffolding](#)
 [Sculk Catalyst](#)  [Sculk Shrieker](#)  [Wall](#)

Observer-related






 [Piston](#) ( [Sticky](#))  [Honey Block](#)  [Slime Block](#)
 [Movable and immovable blocks](#)

Pistons/related

Sculk sensor-related

 [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](#))

Mechanisms/misc.

 [Command Block](#) ( [Minecart](#))
 [Minecart with Monster Spawner](#)  [Structure Block](#)
 [Test Block](#)

Creative or commands only

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

Utilizable

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 Flitching 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

BE & edu only **Creative or commands only**[\[show\]](#) **Removed**[\[show\]](#) **Unused**[\[show\]](#) **Unimplemented**[\[show\]](#) **Joke**[\[show\]](#) **Extreme metadata variants**[\[show\]](#)

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