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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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## Smoker

### Inactive Lit

[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) <sup>[A]</sup>	
Default	17.5
 <b>Wooden</b>	2.65
 <b>Stone</b>	1.35
 <b>Copper</b>	1.05
 <b>Iron</b>	0.9
 <b>Diamond</b>	0.7
 <b>Netherite</b>	0.6
 <b>Golden</b>	0.45

#### Legend

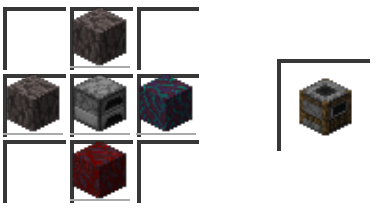
-  incorrect tool, drops nothing
-  correct tool, drops nothing or something other than the block itself
-  correct tool, drops the block itself
-  **Golden*** can be instant mined

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

### Natural generation

Smokers can generate in butcher houses in villages.

### Crafting

Ingredients	Crafting recipe <span>[hide]</span>
Any <u>Log</u> or <u>Stem</u> or Any <u>Stripped Log</u> or <u>Stem</u> or Any <u>Wood</u> or <u>Hyphae</u> or Any <u>Stripped Wood</u> or <u>Hyphae</u> + <u>Furnace</u>	

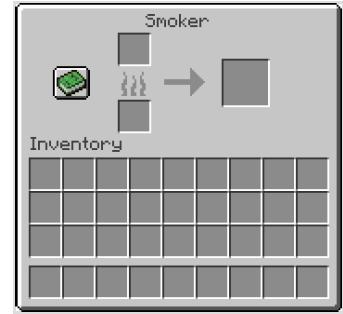
## Usage

Smokers cannot be pushed by pistons.<sup>[*Java Edition only*]</sup>

### 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
 <b>Baked Potato</b>	 <b>Potato</b>	0.35	Fills 5 (🍖), while raw fills 1 (🍖).
 <b>Dried Kelp</b>	 <b>Kelp</b>	0.1	Fills 1 (🍖) and can be eaten faster than other foods; while uncooked kelp is inedible. Can also be used to craft <u>dried kelp block</u> .
 <b>Steak</b>	 <b>Raw Beef</b>	0.35	Fills 8 (🍖), while raw fills 3 (🍖).
 <b>Cooked Porkchop</b>	 <b>Raw Porkchop</b>	0.35	Fills 8 (🍖), while raw fills 3 (🍖).
 <b>Cooked Mutton</b>	 <b>Raw Mutton</b>	0.35	Fills 6 (🍖), while raw fills 2 (🍖).
 <b>Cooked Chicken</b>	 <b>Raw Chicken</b>	0.35	Fills 6 (🍖), while raw fills 2 (🍖) and has a 30% chance to give the <u>Hunger</u> status effect.
 <b>Cooked Rabbit</b>	 <b>Raw Rabbit</b>	0.35	Fills 5 (🍖), while raw fills 3 (🍖).
 <b>Cooked Cod</b>	 <b>Raw Cod</b>	0.35	Fills 5 (🍖), while raw fills 2 (🍖).
 <b>Cooked Salmon</b>	 <b>Raw Salmon</b>	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<sup>[*Java Edition only*]</sup>.

## 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

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## Generic

*Java Edition:*

<div><div></div>stone sound type</div> <div>[hide]</div>								
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.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	<i>Entity-Dependent</i>	Falling on the block with fall damage	block.stone.fall	subtitles.block.generic.fall	0.5	0.75	16
	Footsteps	<i>Entity-Dependent</i>	Walking on the block	block.stone.step	subtitles.block.generic.footsteps	0.15	1.0	16

### Bedrock Edition:

<div><div></div>stone sound type</div> <div>[hide]</div>							
Sound	<u>Closed captions</u> <i>[upcoming: BE 26.0]</i>	<u>Source</u>	<u>Description</u>	<u>Identifier</u>	<u>Translation key</u> <i>[upcoming: BE 26.0]</i>	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 <span>[hide]</span>								
Sound	<u>Closed captions</u>	<u>Source</u>	<u>Description</u>	<u>Identifier</u>	<u>Translation key</u>	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 <span>[sound 1]</span>	Blocks	When a player attempts to open a smoker locked using the <b>lock</b> tag	block.chest.locked <span>[sound 1]</span>	subtitles.block.chest.locked <span>[sound 1]</span>	1.0	1.0	16

- MC-98316 — Wrong subtitles caused by missing distinction

### Bedrock Edition:


Sounds <span>[hide]</span>							
Sound	<u>Closed captions</u> <span>[upcoming: BE 26.0]</span>	<u>Source</u>	<u>Description</u>	<u>Identifier</u>	<u>Translation key</u> <span>[upcoming: BE 26.0]</span>	Volume	Pitch
	?	Blocks	Randomly while lit	block.smoker.smoke	?	3.0	1.0 <span>[sound 1]</span>
	?	Blocks	Randomly while a butcher is working	block.smoker.smoke	?	3.0	1.0 <span>[sound 1]</span>


- Except fire\_crackle4 (the last sound), which is 0.8

## Data values



### ID

#### Java Edition:


Name	<u>Identifier</u>	Form	<u>Translation key</u> <span>[hide]</span>
 Smoker	smoker	Block & Item	block.minecraft.smoker

Name	<u>Identifier</u> <span>[hide]</span>
 Block entity	smoker

#### Bedrock Edition:

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

## Block states

See also: *Block states*

*Java Edition:*

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

*Bedrock Edition:*

Name	Metadata Bits	Default value	Allowed values	Values for Metadata Bits	Description <sup>[hide]</sup>
<b>minecraft:cardinal_direction</b>	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



**Java Edition**[\[hide\]](#)

<b>1.14</b>	<b>18w44a</b>	 Added smokers.
		Smokers are currently obtainable only from the <a href="#">Creative inventory</a> .
		The GUI of smokers can currently be accessed only through <a href="#">Spectator mode</a> .
	<b>18w48a</b>	Smokers can now generate in some <a href="#">plains village</a> houses.
	<b>18w49a</b>	Smokers can now generate in some <a href="#">savanna</a> and <a href="#">snowy tundra</a> village houses.
	<b>18w50a</b>	Smokers can now be found in some <a href="#">desert</a> and <a href="#">taiga</a> village houses.
		 Smokers are now functional.
		Smokers can cook <a href="#">food</a> items twice as fast as a regular <a href="#">furnace</a> .
		Smokers can now be crafted using 4 <a href="#">logs</a> and 1 furnace.
	<b>19w03a</b>	<a href="#">Sounds</a> have been added for smokers.
	<b>19w11a</b>	Smokers now serve as butcher <a href="#">villagers'</a> job site block.
<b>1.16</b>	<b>20w13a</b>	Smokers can now be crafted with stems and hyphae.
<b>1.17</b>	<b>21w11a</b>	  Changed the top texture of smoker.
		 The bottom texture is still unchanged.
<b>1.19</b>	<b>22w11a</b>	 Changed the bottom texture of smoker.

**Bedrock Edition****Bedrock Edition**[\[hide\]](#)

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

**PlayStation 4 Edition**

<b>PlayStation 4 Edition</b> <span>[hide]</span>	
<b>1.91</b>	<div><div><div><div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div></div></div>Added smokers.</div>

Data history

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

Issues

Issues relating to "Smoker" are maintained on the [bug tracker](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%22Smoker%22%29%20ORDER%20BY%20resolution%20DESC). 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%22Smoker%22%29%20ORDER%20BY%20resolution%20DESC>).

Gallery

Renders

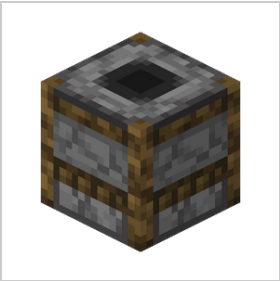
Java Edition



Facing south



Facing south, lit



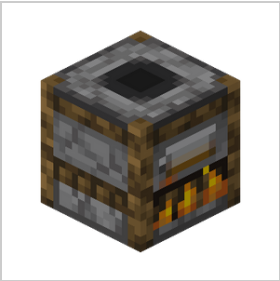
Facing west



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

	<b>Blocks</b> <span>[hide]</span>
	<b>Structural</b> <span>[show]</span>
	<b>Ornamental</b> <span>[show]</span>
	<b>Natural</b> <span>[show]</span>
	<b>Utility</b> <span>[hide]</span>
<b>Interactable</b>	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
<b>Utilizable</b>	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  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)
<b>Redstone/Mechanical</b>	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

<b><u>BE &amp; edu only</u></b>	<div><div><div><div><div><div></div></div></div><div>Comparator</div></div><div><div><div></div></div></div><div>Repeater</div></div><div><div><div></div></div></div><div>Torch</div></div>
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Slime Block

Target

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