

# Furnace

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For other uses, see [Furnace \(disambiguation\)](#).

A **furnace** is a [block](#) with two functions: it can be used for either [smelting](#) or [cooking](#), by placing [fuel](#) and an appropriate item inside together.

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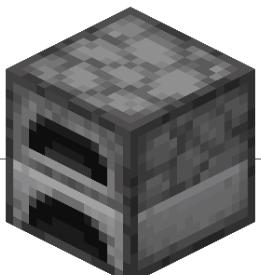
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### Issues

Furnace	
<u>Inactive</u>	<u>Lit</u>
	
<a href="#">View all renders</a>	
<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

**Trivia****Gallery****Renders**[Java Edition](#)[Bedrock Edition](#)**Screenshots****In other media****See also****References****External links****Navigation**

# Obtaining

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## Breaking

A furnace can be picked up using any [pickaxe](#). If mined without a pickaxe, it does not drop itself.

Furnaces drop their contents when broken, including XP from processed items that were extracted by hoppers.

Block	 Furnace
Hardness	3.5
Tool	
<b>Breaking time (sec)<sup>[A]</sup></b>	
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

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

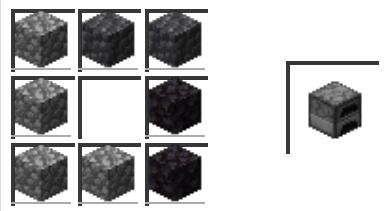
## Natural generation

Furnaces can be found in [plains](#), [desert](#), and some [savanna](#) [village](#) [weaponsmiths](#). Furnaces also generate in some houses in [snowy village](#), and in one of the [taiga](#) and [snowy taiga](#)<sup>[BE only]</sup> [village](#) houses. They can also generate in [ancient cities](#) and [trail ruins](#), and one furnace generates in every [igloo](#).

## Generated loot

Item	Structure	Container	Quantity	Chance	[hide]
<b>Java Edition and Bedrock Edition</b>					
 Furnace	 Village	Snowy house chest	1	9.9%	

## Crafting

Ingredients	Crafting recipe	Description	[hide]
Any <a href="#">stone-tier block</a>		Can use cobblestone and its other variants interchangeably.	

The lit furnace can be obtained in [Java Edition](#) only with commands such as `/give @s minecraft:furnace[minecraft:block_state={lit:"true"}]`, although it does not appear lit in the inventory. In [Bedrock Edition](#), the lit furnace block can be obtained only by inventory editing. It always stays lit, despite containing no items.

## Usage

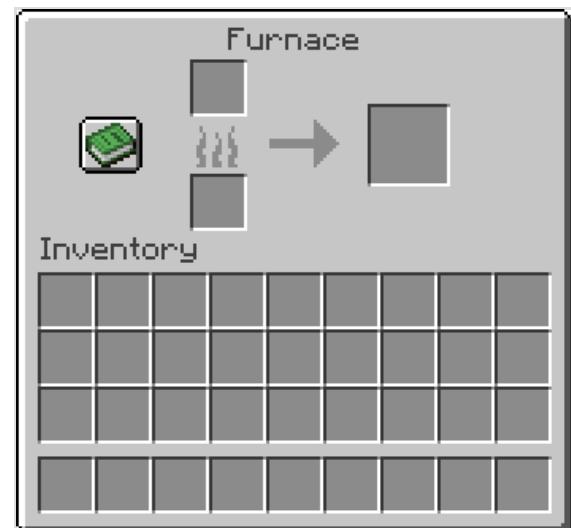
Furnaces cannot be pushed by [pistons](#) in [Java Edition](#).

### Processing items

*Main articles: [Smelting](#) and [Cooked food](#)*

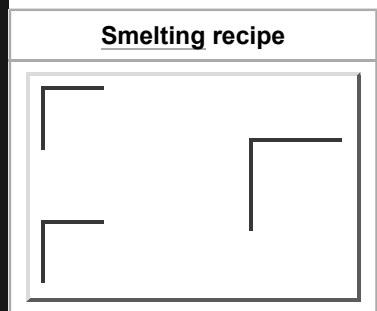
The purpose of a furnace is to process items by heating them up in order to change them into other items. Its interface can be opened by pressing the [use item](#) button on it. A fuel source (up to one stack of fuel items) is placed in the bottom slot, and the items to be processed (up to one stack) goes in the upper slot. A furnace runs at a speed of one item every 200 game ticks (10 seconds) or six items per minute.

The number of items that a fuel source can process depends on the type of fuel. As soon as the process begins, the fuel slot is decremented immediately, and that unit of fuel starts burning. The fuel continues burning until fully consumed, regardless of whether the upper slot has any items remaining to process. For example, a piece of coal burns for 80 seconds and can process eight items, but if only one item is processed (or if the item is pulled out before the process is complete), the coal still continues burning for the full 80 seconds, wasting seven items' worth of processing. After it burns out, no additional fuel is decremented from the fuel slot if



Interface for the furnace in [Java Edition](#).

the upper slot is empty. If the fuel slot is empty and the burning fuel is consumed before an item completes processing, the process stops, the item is unchanged, and the process must be restarted with new fuel.

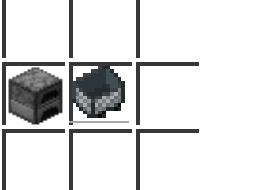


## Light source

Furnaces emit a light level of 13 when active, as well as smoke and flame particles.



## Crafting ingredient

Name	Ingredients	Crafting recipe	Description
Blast Furnace	Iron Ingot + Furnace + Smooth Stone	 	Lit furnace
Minecart with Furnace	Furnace + Minecart	 	[Java Edition only]
Smoker	Any Log or Stem or Any Stripped Log or Stem or Any Wood or Hyphae or Any Stripped Wood or Hyphae + Furnace	 	

## Custom name

By default, the GUI of a furnace is labeled "Furnace", 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 furnace can be "locked" by setting its lock tag using the `/data` command. If a furnace's lock tag is not blank, the furnace cannot be opened unless the player is holding an item that matches the item predicate in the lock tag. For example, to lock a furnace at (0,64,0) so that the furnace cannot be opened unless the player is holding an item named "Furnace Key", use `/data merge block 0 64 0 {lock:{components:[{"custom_name":"Furnace Key"}]}}`.

## Note blocks

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

## Sounds

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### Generic

*Java Edition:*

stone sound type [hide]								
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
Block broken	Block broken	Blocks	Once the block has broken	block .stone .break	subtitles .block .generic .break	1.0	0.8	16
	Block placed			block .stone .place	subtitles .block .generic .place			
Block breaking	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							
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							
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch
	Furnace crackles	Blocks	Randomly while lit	block.furnace.fire_crackle	subtitles.block.furnace.fire_crackle	1.0	1.0
	Chest locked [sound 1]	Blocks	When a player attempts to open a furnace locked using the <b>lock</b> tag	block.chest.locked [sound 1]	subtitles.block.chest.locked [sound 1]	1.0	0.8-1.2

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.furnace.lit	?	3.0	1.0	

## Data values

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### ID

Java Edition:

Name	Identifier	Form	Translation key [hide]
 Furnace	furnace	Block & Item	block.minecraft.furnace
Name	Identifier [hide]		
 Block entity	furnace		

Bedrock Edition:

Name	Identifier	Numeric ID	Form	Item ID <sup>[i 1]</sup>	Translation key [hide]
 Furnace	furnace	61	Block & Giveable Item <sup>[i 2]</sup>	Identical <sup>[i 3]</sup>	tile.furnace.name
 Lit Furnace	lit_furnace	62	Block & Ungiveable Item <sup>[i 4]</sup>	Identical <sup>[i 3]</sup>	—

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	Furnace

### Block states

See also: [Block states](#)

Java Edition:

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

## Block data

A furnace 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

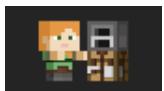
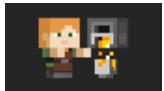
- **RecipesUsed**: Which recipes have been used since the last time a recipe result item was manually removed from the GUI. Used to calculate experience given to the player when taking out the resulting item. Is not preserved when removed.
  - └ **recipe ID**: How many times this specific recipe has 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](#).

## Achievements

[\[hide\]](#)

Icon	Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)	
PS4	Other					
		Hot Topic	Construct a furnace out of eight cobblestone blocks.	Pick up a furnace from a <u>crafting table</u> output.	15	Bronze
		Super Fuel	Power a Furnace with Lava	Smelt an item using a lava bucket on a <u>furnace</u> , <u>blast furnace</u> or <u>smoker</u> and pick up the resulting item from the output slot.	20	Bronze
		Smelt Everything!	Connect 3 Chests to a single Furnace using 3 Hoppers. Note: The demonstration shown in the image would not give the achievement.	Be within the range of three chests connected to a Furnace with 3 Hoppers. Note: The demonstration shown in the image would not give the achievement.	15	Bronze

## Advancements

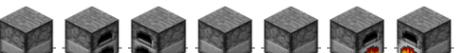
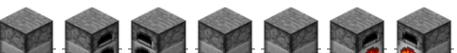
Icon	Advancement	In-game description	Actual requirements (if different)	<a href="#">[hide]</a>
	Acquire Hardware	Smelt an Iron Ingot	Have an <u>iron ingot</u> in the inventory.	

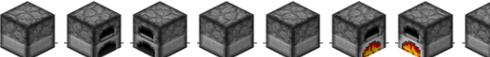
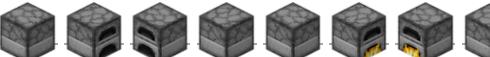
## Videos

## History

There is an associated technical blocks page for the internal item form of this block; see Technical blocks/Lit Furnace.

## ***Java Edition***

<b>Java Edition Indev</b>		
<b>0.31</b>	<a href="#">20100129-1447</a>	Prior to the addition of furnaces, items could be smelted by dropping them on the ground and then burning them with flint and steel. This was the only way to smelt ores.
	<a href="#">20100219</a>	 Added furnaces.
	<a href="#">20100223</a>	Cobblestone can now be smelted into stone.
<b>Java Edition Infdev</b>		
	<a href="#">20100227-1414</a>	 Furnaces no longer have front faces.
	<a href="#">20100313</a>	 Furnaces now have front faces again.
	<a href="#">20100325-1545</a>	Furnaces are now fully functional.
	<a href="#">20100327</a>	The smelting time of furnaces has been reduced from 8 seconds to 4 seconds.
	<a href="#">20100330-1203</a>	The smelting time of furnaces has been increased from 4 seconds to 8 seconds per item.
<b>Java Edition Alpha</b>		
	<a href="#">v1.0.14</a>	Furnaces are now used to craft minecarts with furnaces.
	<a href="#">v1.2.0_01</a>	Furnaces now face toward the player when placed, <sup>[1]</sup> rather than away.
<b>Java Edition Beta</b>		
<b>1.2</b>		 Furnaces now have a unique top texture instead of reusing the one for Stone.
<b>1.6</b>	<a href="#">Test Build 3</a>	It is no longer possible to put items into the output slot.
<b>1.8</b>	<a href="#">Pre-release</a>	Furnaces now generate in village blacksmiths.
<b>Java Edition</b>		
<b>1.0.0</b>	<a href="#">Beta 1.9 Prerelease 6</a>	Furnaces take much shorter time to destroy, and the breaking time depends on the pickaxe's material.
<b>1.2.4</b>	<a href="#">release</a>	Cats now try to sit on active furnaces.
<b>1.2.5</b>	<a href="#">pre</a>	↑ Shift + clicking can now be used to put items into furnaces more easily.
<b>1.3.1</b>	<a href="#">12w18a</a>	Wooden tools now work in furnaces as one full furnace use.
	<a href="#">12w22a</a>	Smelting ore blocks in furnaces now rewards players with experience points.
		When using lava as fuel inside a furnace, the player now recovers the bucket.
<b>1.4.2</b>	<a href="#">12w39a</a>	Previously, furnaces lit up blocks all around them, this snapshot has made furnaces light up blocks only in front of them. <sup>[2]</sup> (images showing difference ( <a href="https://web.archive.org/web/20190710084139/https://imgur.com/a/cFaAn">https://web.archive.org/web/20190710084139/https://imgur.com/a/cFaAn</a> )) Its light value has remained as 13, but the light is emitted only from the block's front surface.
	<a href="#">12w40a</a>	The previous change to furnaces has been reverted until the new lighting system can be optimized.
<b>1.4.6</b>	<a href="#">12w49a</a>	When holding sneak, the player can now place blocks and items (like redstone, repeaters, and levers) directly onto furnaces.
<b>1.5</b>	<a href="#">13w02a</a>	Hoppers can now be used in conjunction with furnaces, allowing for automatic smelting.
<b>1.8</b>	<a href="#">14w02a</a>	Furnaces renamed using an anvil now display the new name in their GUI where the normal name used to appear.
		When a furnace runs out of fuel, the smelting progress now pauses instead of resetting.

	<u>14w04a</u>	When a furnace runs out of fuel, the <u>smelting</u> progress now reverses at twice the speed of smelting.
	<u>14w25a</u>	 The top texture of the furnace now rotates according to the direction it faces.
	<u>14w26a</u>	Furnaces now allow only fuel or a single empty <u>bucket</u> in the fuel slot.
1.9	<u>15w43a</u>	A furnace now generates inside of <u>igloos</u> .
	<u>15w50a</u>	Added a <u>sound</u> to furnaces: <code>block.furnace.fire_crackle</code>
1.13	<u>18w06a</u>	A recipe book has been added for <u>smelting</u> using furnaces. It can be used only for the input slot.
	<u>18w09a</u>	When the output of a furnace is extracted with a hopper, the experience now accumulates inside the furnace, and is released the next time a player takes the output. <sup>[3]</sup>
1.14	<u>18w43a</u>	 The texture of furnaces has been changed.
	<u>18w49a</u>	Added <u>snowy tundra villages</u> , where many of the houses contain furnaces indoors.
		Furnace items can now be found in <u>chests</u> in snowy tundra village houses.
		Furnaces can now be found in one type of <u>taiga</u> village houses.
	<u>18w50a</u>	The updated taiga village weaponsmiths no longer contain furnaces.
		Furnaces can now be used to craft <u>blast furnaces</u> and <u>smokers</u> .
1.16	<u>20w15a</u>	Blackstone can now be used to create furnaces instead of <u>cobblestone</u> .
	<u>20w17a</u>	Breaking a furnace now drops the <u>experience</u> accumulated from smelting. <sup>[4]</sup>
1.17	<u>21w07a</u>	Furnaces can now be <u>crafted</u> with <u>grimstone</u> .
	<u>21w08a</u>	Furnaces are now <u>crafted</u> with <u>cobbled deepslate</u> instead of grimstone.
1.19	<u>22w13a</u>	Furnaces now generate as part of <u>ancient cities</u> .
		Furnaces no longer drop when breaking a <u>minecart</u> with furnace.
1.20	<u>23w12a</u>	Furnaces now generate in <u>trail ruins</u> .

## Bedrock Edition

<b>Pocket Edition Alpha</b>			[hide]
<b>v0.3.2</b>		 Added furnaces.	
With the addition of furnaces, every available <u>block</u> and <u>item</u> can now be gathered, <u>crafted</u> or <u>smelted</u> into (no more unlimited items).			
<b>v0.3.3</b>		Furnaces now requiring 8 cobblestones instead of 5.	
<b>v0.9.0</b>	<u>build 1</u>	Furnaces now naturally spawn in <u>villages</u> .	
<b>v0.11.0</b>	<u>build 1</u>	Crafting descriptions are no longer displayed in furnaces.	
	<u>build 3</u>	Furnaces now <u>drop</u> one stack for each <u>item</u> instead of splitting them up.	
<b>v0.15.0</b>	<u>build 1</u>	Furnaces can now be moved by <u>pistons</u> .	
<b>v0.16.0</b>	<u>build 1</u>	A better description (Input, Fuel, Result) has been added to furnaces for devices that do not use a controller.	
<b>Pocket Edition</b>			[hide]
<b>1.0.0</b>	<u>alpha 0.17.0.1</u>	A furnace now generates inside of <u>igloos</u> .	
<b>Bedrock Edition</b>			[hide]
<b>1.10.0</b>	<u>beta 1.10.0.3</u>	 The texture of furnaces has been changed. Furnaces can now be used to craft <u>smokers</u> and <u>blast furnaces</u> . Furnaces now generate in the new <u>villages</u> .	
<b>1.11.0</b>	<u>beta 1.11.0.1</u>	Furnaces can now be found in <u>snowy tundra village house chests</u> .	
<b>1.16.20</b>	<u>beta 1.16.20.50</u>	Furnaces now drop <u>experience</u> from within from processed <u>items</u> . <sup>[5]</sup>	
<b>1.17.0</b>	<u>beta 1.16.230.52</u>	Cobbled <u>deepslate</u> can now be used to craft furnaces.	
<b>1.21.50</b>	<u>Preview 1.21.50.24</u>	Furnaces drop themselves only if mined using a pickaxe, matching <u>Java Edition</u> .	

## Legacy Console Edition

Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
TU1							        Added furnaces.
TU5			<u>1.00</u>				Added quick move to the furnace.
TU12		CU1		<u>1.00</u>	<u>1.00</u>	<u>Patch 1</u>	Cats now try to sit on active furnaces, making them unusable. This is intended to annoy the player.
TU14			<u>1.04</u>				Wooden tools now work in furnaces as one full furnace use.
TU31	CU19	<u>1.22</u>	<u>1.22</u>	<u>1.22</u>		<u>Patch 3</u>	When using lava as fuel inside furnaces, the player now recovers the bucket.
TU43	CU33	<u>1.36</u>	<u>1.36</u>	<u>1.36</u>		<u>Patch 13</u>	When a furnace runs out of fuel, the smelting progress now reverses at twice the speed of smelting.
TU46	CU36	<u>1.38</u>	<u>1.38</u>	<u>1.38</u>		<u>Patch 15</u>	Furnaces now allow only fuel or a single empty bucket in the fuel slot.
TU53	CU43	<u>1.49</u>	<u>1.50</u>	<u>1.49</u>		<u>Patch 23</u>	<u>1.0.1</u> A furnace generates inside igloos.
			<u>1.90</u>				Added crackling sounds for lit furnaces. <i>[is this the correct version?]</i>
			<u>1.91</u>				<u>1.0.3</u> More items can now be used as fuel in a furnace.
							        The texture of furnaces has been changed.
							Furnaces can now be moved by pistons. <i>[is this the correct version?]</i>
							Furnaces now generate in the new villages.
							Furnaces can now be used to craft blast furnaces and smokers.

## New Nintendo 3DS Edition

New Nintendo 3DS Edition								[hide]
<u>0.1.0</u>	        Added furnaces.							

## Data history

### Java Edition

<b><i>Java Edition</i></b>		
<a href="#">1.8</a>	<a href="#">14w06a</a>	Furnaces now use the newly-implemented model json file <code>models/block/cube.json</code> ; previously the geometry was defined in the game code itself.
<a href="#">1.13</a>	<a href="#">17w47a</a>	The different block IDs for the furnace has been merged into one ID.
		A lit block state for furnaces has been added.
		Prior to <i>The Flattening</i> , these blocks' numeral IDs were 61 and 62.
<a href="#">1.21.4</a>	<a href="#">Pre-Release 2</a>	<p>Renamed CookTime to <code>cooking_time_spent</code>.</p> <p>Renamed CookTimeTotal to <code>cooking_total_time</code>. Renamed BurnTime to <code>lit_time_remaining</code>.</p> <p>Added the field <code>lit_total_time</code> representing the total time the furnace should be lit.</p>

## ***Bedrock Edition***

<b><i>Bedrock Edition</i></b>		
<a href="#">1.20.30</a>	<a href="#">Preview 1.20.30.20</a>	Furnaces now use the <code>minecraft:cardinal_direction</code> block state instead of <code>facing_direction</code> .

## **Issues**

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

## **Trivia**

- Furnaces function as multiple real-world devices combined into one block: bloomeries and blast furnaces (for smelting ores), ovens (for baking and cooking), charcoal pits (for the charring of wood) and kilns (for baking of clay).

## **Gallery**

### **Renders**

#### ***Java Edition***



Facing south



Facing south, lit



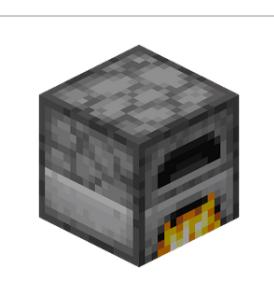
Facing west



Facing north



Facing east



Facing east, lit

### ***Bedrock Edition***



Facing south



Facing south, lit



Facing west or north



Facing west or north, lit



Facing east



Facing east, lit

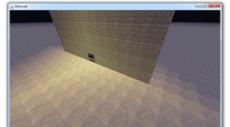
### **Screenshots**



Naturally occurring furnaces in a [village](#).



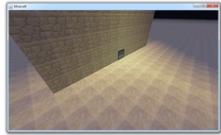
A furnace in a leatherworker house.



A furnace emitting light from its front.



A furnace not emitting light from its back.



A furnace emitting light from its back, before 1.4.



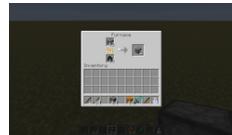
An auto-smelter under construction.



Another auto-smelter.



Efe standing in the middle of a large grid of furnaces.<sup>[6]</sup>



A player using a furnace to smelt Stone Bricks.



In game encyclopedia entry on Furnace



In game encyclopedia entry on Food

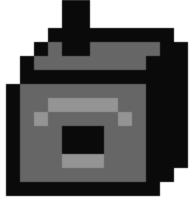
## In other media



Ari putting a [salmon](#) into a furnace; note the perspective of the block compared to the characters.



A furnace as it appeared in [Minecraft Earth](#).



A furnace as it appears in [Minicraft](#).



The Survival Pack, an action figure pack containing [Alex](#) and a furnace.



Two furnaces as seen in [A Minecraft Movie](#).

## See also

- [Blast Furnace](#)
- [Smoker](#)
- [Minecart with Furnace](#)

## References

1. "Guess what.. Furnaces should now face the opposite direction the player is facing when you plant them." (<https://twitter.com/notch/status/29202275279>) – [@notch](#) (<https://twitter.com/notch>) (Markus Persson) on X (formerly Twitter), October 30, 2010
2. "The furnace only gives out light from the front now, unlike before where it'd be all directions!" (<https://twitter.com/Dinnerbone/status/250905223713914880>) – [@Dinnerbone](#) (<https://twitter.com/Dinnerbone>) (Nathan Adams) on X (formerly Twitter), September 26, 2012
3. [MC-7046](#) — Furnace with hopper not giving XP — resolved as "Fixed".
4. [MC-1601](#) — Breaking a Furnace does not give you the experience for the smelted things inside — resolved as "Fixed".
5. [MCPE-71651](#)
6. <https://x.com/Minecraft/status/1769743521936769385?s=20>

## External links

- [Block of the Week: Furnace](#) (<https://www.minecraft.net/en-us/article/block-week-furnace>) – Minecraft.net on September 15, 2017

## Navigation

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	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)  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	<a href="#">[show]</a>
	Removed	<a href="#">[show]</a>
	Unused	<a href="#">[show]</a>
	Unimplemented	<a href="#">[show]</a>
	Joke	<a href="#">[show]</a>
	Extreme metadata variants	<a href="#">[show]</a>

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