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## Armor stand crafting recipe

This tutorial explains how to make an armor stand in Minecraft, which is a useful item for decorating your inventory. You can use an armor stand to display your armor when you're not wearing it. Let's go through the steps to craft one. Supported Platforms An armor stand is available in various versions of Minecraft, including: Java Edition (PC/Mac) - Yes (1.8) Pocket Edition (PE) - Yes (1.2) Xbox 360 - Yes (TU31) Xbox One - Yes (CU19) PS3 - Yes (1.22) PS4 - Yes (1.22) Wii U - Yes (Patch 3) Nintendo Switch - Yes Windows 10 Edition - Yes (1.2) Education Edition - Yes (1.0.21) To make an armor stand in Creative Mode, you'll need the following materials: - Smooth stone slab - Sticks Crafting an Armor Stand in Survival Mode 1. Open the Crafting Menu: First, open your crafting table to access the 3x3 grid. 2. Add Items: In the crafting menu, place a smooth stone slab and 6 sticks in the 3x3 grid. The pattern should match the image below: - First row: 3 sticks - Second row: 1 stick in the middle box - Third row: 1 stick in the first box, 1 smooth stone slab in the second box, and 1 stick in the third box 3. Move the Armor Stand to Inventory: Once you've crafted the armor stand, move it to your inventory. Item ID and Name You can use the following command to give yourself an armor stand: /give @p armor\_stand Things to Do with Armor Stands Here are some activities you can do with armor stands in Minecraft: - Displaying armor when not wearing it - Using them as decorations Command Examples Here are some game commands for an armor stand in Minecraft: NBT Tags for Armor Stand You can use the following NBT tags in game commands for an armor stand: This tutorial explains how to make a smooth stone slab in Minecraft, which is one of the many building blocks you can create. The crafting process will produce 6 smooth stone slabs at once. Let's explore how to make a smooth stone slab. Supported Platforms A smooth stone slab is available in various versions of Minecraft, including: Java Edition (PC/Mac) - Yes (1.14) Pocket Edition (PE) - Yes (1.9.0) Xbox 360 - No Xbox One - Yes (1.9.0) PS3 - No PS4 - Yes (1.86) Wii U - No Nintendo Switch - Yes (1.9.0) Windows 10 Edition - Yes (1.9.0) Education Edition - Yes (1.9.0) To make a smooth stone slab in Creative Mode, you'll need the following materials: - Smooth stone Crafting a Smooth Stone Slab in Survival Mode 1. Open the Crafting Menu: First, open your crafting table to access the 3x3 grid. 2. Add Items: In the crafting menu, place 4 smooth stones in the 3x3 grid. The pattern should match the image below: - First row: 2 smooth stones - Second row: 1 smooth stone - Third row: 1 smooth stone 3. Move the Smooth Stone Slab to Inventory: Once you've crafted the smooth stone slab, move it to your inventory. Item ID and Name You can use the following command to give yourself a smooth stone slab: /give @p smooth\_stone\_slab To craft a smooth stone slab in Minecraft, players need to follow these steps: - Open the crafting table to access the 3x3 grid. - Place three smooth stones in the exact pattern shown, with three in the second row. - Move the newly crafted smooth stone slabs to the inventory. Smooth stone slabs can be used in various projects, such as displaying armor proudly. They also serve as a base for crafting an Armor Stand. To showcase your Minecraft gear, place the Armor Stand in a prominent spot where you can admire its contents. To use it, simply right-click on the stand while holding an item of armor, which will be placed at the corresponding location on the Armor Stand. You'll need a helmet, chestplate, legs, and boots to fill it out - feel free to mix and match materials or keep everything matching. The stand can also display other items like carved pumpkins or defeated mob heads. In Minecraft's taiga villages, you can find two armor stands in each outdoor armory - one with an iron helmet and the other with a chestplate made of iron. When it comes to using these stands, players can place various items such as armor, mob heads, carved pumpkins, and elytra on them. Commands can be used to give more items to the stand, but since it doesn't have a graphical user interface (GUI), players interact with it directly. The nice thing about armor stands is that they're entities, allowing them to be placed in different orientations, just like banners or signs. Players can equip armor on the stand by placing it on a bare spot, while clicking on armor with an empty hand removes the armor and puts it in the highlighted hotbar slot. However, taking items from the stand's hands is only possible when playing on Bedrock Edition. To further customize these stands, players can use commands like /summon along with NBT tags to add features such as arms, pose, disobeying gravity, dual wielding, and more. In maps that heavily rely on command blocks, armor stands can be used for various purposes including keeping scoreboard objectives global to the map and running commands. For Bedrock Edition players, changing the stand's pose is possible by sneaking while interacting with it or using a redstone signal - there are 13 possible poses available. Additionally, these stands can hold items when interacted with while holding an item that cannot be worn. Some key behavior of armor stands includes obeying gravity, which means they fall and rest on non-full blocks such as enchanting tables or snow layers. Any armor on the stand drops if the stand is broken. These stands also display enchanted and dyed armor, but most enchanted effects have no impact when on an armor stand - there are only three exceptions: damage from cacti, breaking by arrows, and being affected by certain status effects in Bedrock Edition. Armor stands can hold items or armor, which are considered "naturally-spawned equipment" and have an 8.5% chance of dropping when the stand is damaged by Instant Damage or Wither. If the dropped item is a weapon, tool, or armor, it will be in a badly damaged state due to being treated as naturally-spawned equipment. When hit by the player, the stand wobbles slightly. In Java Edition, players can use the /summon command to create an armor stand with arms and change the arms of an existing stand using the /data command. The commands for changing or summoning an armor stand are as follows: /data merge entity @e[type=armor\_stand,sort=nearest,limit=1] {ShowArms:1}, which changes the nearest armor stand into a stand with arms, and /summon minecraft:armor\_stand ~ ~ ~ {ShowArms:1} or /summon armor\_stand ~ ~ ~ {Rotation:[0.0f]} to summon a new armor stand. Given text's info about armor stand rotations and features, followed by historical release notes starting from Java Edition 1.8 in August 2014. Key points include changes to item texture, addition of breaking particles, Marker tag for armor stands, dual wielding capability, removal of the Equipment tag, wobbling animation when hit, and various model and texture updates up until The Flattening update. Armor Stands Update History In Minecraft, players can utilize armor stands to display their gear and other wearable items, such as mob heads and carved pumpkins. Crafting an armor stand involves combining certain materials in a specific way. Firstly, gather four wood blocks from any tree type by punching the trunk or using an axe to mine at least three logs. Then, use these logs to craft wooden planks, which will then be used to create sticks and a crafting table if one doesn't already exist. Next, mine at least eleven cobblestone blocks, as this material is required for crafting the smooth stone slab needed for the armor stand. With the necessary materials gathered, assemble the armor stand by placing three sticks across the top row of the crafting table, one stick in the center of the middle row, and one stick in either corner of the bottom row, accompanied by the smooth stone slab at the bottom center. Once completed, this structure can be used to display armor and other wearable items. To craft a furnace, open the crafting table menu and arrange cobblestone blocks around a 3x3 grid, leaving the center empty. Place three stone blocks inside the furnace by smelting cobblestone using wood as fuel. Once done, drag the stone blocks to your inventory. Repeat this process to turn the stone into smooth stone. Next, use these smooth stones to craft smooth slabs in the crafting table. To create an armor stand, place six sticks and a smooth stone slab on a 3x3 grid pattern. Equip the completed stand and click on it to display your armor. Smelt cobblestone blocks into stone blocks using wood as fuel in the furnace. Repeat the process from step 1 with stone blocks, turning them into smooth stones. Craft smooth stone slabs using three smooth stone blocks. Assemble an armor stand by placing six sticks and a smooth stone slab on a specific grid pattern in the crafting table. Use your new armor stand to display your gear, such as mob heads or elytra wings. To remove the displayed items, simply click the stand again. In Bedrock Edition, you can give armor stands or pose them with arms using Shift and right-clicking. There are 13 poses to cycle through. For Java players, command blocks are needed to pose armor stands. To display shields on an armor stand, place a dispenser behind it, power it up, and put the shield in the dispenser. Power the dispenser with a button or redstone block, and the shield will be pushed onto the armor stand. You can make a smooth stone slab for an armor stand by smelting cobblestone blocks twice to get smooth stone, then crafting three of these into a slab. To summon an armor stand, you'll need command blocks in most cases. The exact command depends on your Minecraft edition. For a dispenser that places armor stands, place the dispenser and put an armor stand inside it. This is useful for placing them in solid blocks. You can animate armor stands using chains of command blocks or animation software. To make a moving armor stand, you'll need to set up a scripted path using command blocks. This requires patience, time, and complicated commands. Getting arms on an armor stand involves using the entitydata command. This is not possible without commands in survival mode.

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