





Es gibt folgende Voraussetzungen:
Die Tür muss komplett aus dem **selben** Material bestehen.

Material Liste

- minecraft:acacia_planks
- minecraft:acacia_slab
- minecraft:andesite_slab
- minecraft:bamboo_mosaic_slab
- minecraft:bamboo_planks
- minecraft:bamboo_slab
- minecraft:birch_planks
- minecraft:birch_slab
- minecraft:blackstone_slab
- minecraft:brick_slab
- minecraft:cherry_planks
- minecraft:cherry_slab
- minecraft:cobbled_deepslate_slab
- minecraft:cobblestone
- minecraft:cobblestone_slab
- minecraft:crimson_planks
- minecraft:crimson_slab
- minecraft:cut_copper_slab
- minecraft:cut_red_sandstone_slab
- minecraft:cut_sandstone_slab
- minecraft:dark_oak_planks
- minecraft:dark_oak_slab
- minecraft:dark_prismarine_slab
- minecraft:deepslate_brick_slab
- minecraft:deepslate_tile_slab
- minecraft:diorite_slab
- minecraft:end_stone_brick_slab
- minecraft:exposed_cut_copper_slab
- minecraft:glass
- minecraft:granite_slab
- minecraft:jungle_planks
- minecraft:jungle_slab
- minecraft:mangrove_planks
- minecraft:mangrove_slab
- minecraft:mossy_cobblestone_slab
- minecraft:mossy_stone_brick_slab
- minecraft:mud_brick_slab
- minecraft:nether_brick_slab
- minecraft:oak_planks
- minecraft:oak_slab
- minecraft:oxidized_cut_copper_slab
- minecraft:petrified_oak_slab
- minecraft:polished_andesite_slab
- minecraft:polished_blackstone_brick_slab
- minecraft:polished_blackstone_slab
- minecraft:polished_deepslate_slab
- minecraft:polished_diorite_slab
- minecraft:polished_granite_slab
- minecraft:prismarine_brick_slab
- minecraft:prismarine_slab
- minecraft:purpur_slab

- minecraft:quartz_slab
- minecraft:red_nether_brick_slab
- minecraft:red_sandstone_slab
- minecraft:sandstone_slab
- minecraft:smooth_quartz_slab
- minecraft:smooth_red_sandstone_slab
- minecraft:smooth_sandstone_slab
- minecraft:smooth_stone_slab
- minecraft:spruce_planks
- minecraft:spruce_slab
- minecraft:stone_brick_slab
- minecraft:stone_slab
- minecraft:warped_planks
- minecraft:warped_slab
- minecraft:waxed_cut_copper_slab
- minecraft:waxed_exposed_cut_copper_slab
- minecraft:waxed_oxidized_cut_copper_slab
- minecraft:waxed_weathered_cut_copper_slab
- minecraft:weathered_cut_copper_slab
- minecraft:stone
- minecraft:cobblestone
- minecraft:sandstone
- minecraft:red_sandstone
- minecraft:stone_bricks
- minecraft:nether_bricks
- minecraft:polished_blackstone_bricks
- minecraft:deepslate_bricks
- minecraft:bricks
- minecraft:mud_bricks
- minecraft:prismarine_bricks
- minecraft:red_nether_bricks
- minecraft:quartz_bricks
- minecraft:andesite
- minecraft:granite
- minecraft:diorite
- minecraft:polished_andesite
- minecraft:polished_granite
- minecraft:polished_diorite
- minecraft:bookshelf

Mit 2 Schildern lässt sich die Tür dann definieren. 1 Schild mittig oberhalb der Tür und eines mittig unterhalb. Auf dem oberen muss in der zweiten Zeile **[Door Down]** stehen (mit den **[]**) und auf dem unteren Schild muss in der zweiten Zeile **[Door Up]** stehen. Sollte ein Schild nicht benutzbar sein, dann brauch man dort nur **[Door]** in die zweite Zeile schreiben.



Wenn ihr erst die Schilder setzt müsst ihr den Rest der Blöcke auffüllen, indem ihr sie entweder manuell selbst setzt oder ihr könnt die Blöcke per Rechtsklick auch dem Schild geben.

Die Schilder lassen sich auch mit Redstone triggern, so das ihr diese bequem per Hebel oder Knopf betätigen könnt

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