



Es gibt folgende Vorraussetzungen: Die <u>Tür</u> muss komplett aus dem <u>selben</u> 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
- <u>minecraft</u>: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
- <u>minecraft</u>: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 <u>Tür</u> dann definieren. 1 Schild mittig oberhalb der <u>Tür</u> und eines mittig unterhalb. Auf dem oberen muss in der zweiten Zeile [<u>Door</u> **Down**] stehen (mit den []) und auf dem unteren Schild muss in der zweiten Zeile [<u>Door</u> **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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