I'm not a bot



Banners in Minecraft are highly customizable blocks that allow players to apply various patterns using dyes, blocks, or items. The initial color of the banner depends on the wool used during crafting. Banners can be crafted with identical-colored wool and come in 16 blank banners, each available in 16 different colors. A maximum of six patterns can be added to a banner, which can be placed on various surfaces, including the ground, walls, and item frames. In Java Edition, patterns can also be applied to shields using banners. Banners can be used as fuel in furnaces, blast furnaces, and smokers, producing 1.5 items per use. Players can overlap multiple patterns, and since 1.14, a loom can be used to add certain patterns to banners using a dye and an optional item. Banners are decorative blocks that can be customized with various patterns and dyes, offering a unique way to label important locations or create visually appealing designs in Minecraft. They come in different colors, including magenta, black, gray, and brown, each with distinct appearances. Banners can be found naturally generated in End cities, woodland mansions, or by exploring specific altars and bedrooms. They also appear on Illager patrol captains' heads as of the 1.14 update. The texture of a banner's backside is mirrored to its front side, while an enchanted apple and colored dye allow players to create a "Mojang" banner. As of update 1.13, banners can be seen on maps, making them useful for labeling places. However, there are limitations to banner creation. In Java Edition, only 400 banners can fit in a world, while consoles have fewer restrictions. Banners can be broken using tools or without one, with an axe being the fastest method. Their design consists of a customizable field that can be colored with dyes and adorned with patterns. Villagers in Minecraft offer trades that include blank banners, which can be used as a crafting ingredient for shields. There are 16 colored blank banners available, each with numerous patterns. Players can wash off the top layer of a banner by using it on a cauldron filled with water. Banners can be placed on the ground or on walls and gently sway in the breeze. They have no collision mask, allowing entities to pass through them, and can be overlapped with other blocks. Water and lava flow around banners, but they don't burn when exposed to lava. Banners also retain their name when a pattern is added, but not when it's removed. In Java Edition, players can equip banners on their helmets using commands, while in Bedrock Edition, they can be equipped as chestplates using NBT editors. Shields can have patterns applied to them using banners, but the resolution will be lower than that of the banner. existing enchantments on the shield can be copied over to the new one. if you want to make copies of banners with different patterns, simply use a blank banner and it will duplicate all the design elements. however, this won't work for banners that have more than six unique patterns applied using commands. when crafting new banners, players need to match both the base color and pattern to create an identical copy. in java edition, map markers can be placed on banners by selecting a map while standing next to the banner. this will place a marker on the selected map showing the banner's location. wall banners cannot serve as map markers, though. when the banner is destroyed, the marker is also removed unless the map is locked using a cartography table. renaming a banner will display its new name below the marker. banners can have up to six layers of patterns, but with commands in java edition, this limit increases to 16 layers. this results in an astonishing number of possible unique banner combinations - approximately 23 quadrillion. any color banner can be used as long as it has the correct pattern overlayed on top. in java edition, looms are used for crafting patterns, while bedrock edition allows both looms and crafting tables to create patterns. through commands like /give or /fill, players can add more than six layers of patterns to banners in java edition. however, bedrock edition does not support these commands. the example below shows a mining banner with seven different patterns, which was created using specific codes for colors and patterns. Colorful banners for Minecraft including: - Light Blue Banner - Yellow Banner - Lime Banner - Pink Banner - Gray Banner - Light Gray Banner - Cyan Banner - Purple Banner - Blue Banner - Brown Banner - Green Banner - Red Banner - Black Banner And wall banners in various colors such as: - White Wall Banner - Orange Wall Banner - Magenta Wall Banner - And others, including light blue, yellow, lime, pink, gray, light gray, cyan, purple, blue, brown, green, red, and black. A special block called "Name Identifier" has a numeric ID and is used for banners in the Bedrock Edition of Minecraft. tile.standing_banner.green.name tile.standing_banner.brown.name tile.standing_banner.blue.name tile.standing_banner.purple.name tile.standing_banner.cyan.name tile.standing_banner.silver.name tile.standing_banner.gray.name tile.standing_banner.pink.name tile.standing_banner.lime.name tile.standing_banner.yellow.name tile.standing_banner.lightBlue.name tile.standing_banner.magenta.name tile.standing_banner.orange.name tile.standing_banner.white.name Wallwall.banner177Block & Ungiveable Item[i 2]Identical[i 3]— Itembanner567Item—item.banner.black.name item.banner.red.name item.banner.green.name item.banner.brown.name item.banner.blue.name item.banner.purple.name item.banner.cyan.name item.banner.silver.name item.banner.gray.name item.banner.pink.name item/banner.lime.name item_banner.lightBlue.name item_banner.magenta.name item_banner.orange.name item_banner.white.name ↑ ID of block's direct item form, which is used in savegame files and addons. ↑ a b Unavailable with /give command ↑ a b The block's direct item form has the same id as the block. NameSavegame ID Block entityBanner [] Item[] In Bedrock Edition, banner items use the following data values: DV Banner color 0 black 1 red 2 green 3 brown 4 blue 5 purple 6 cyan 7 light gray 8 gray 9 pink 10 lime 11 yellow 12 light blue 13 magenta 14 orange 15 white Item[] In Java Edition, banner items use the following data values: DV Banner color 15 black 14 red 13 green 12 brown 11 blue 10 purple 9 cyan 8 light gray 7 gray 6 pink 5 lime 4 yellow 3 light blue 2 magenta 1 orange 0 white Block states[] Java Edition: Floor Name Default value Allowed values Description rotation0 The block is facing south.1The block is facing south-southwest.2The block is facing southwest.3The block is facing west-southwest.4The block is facing west.5The block is facing west-northwest.6The block is facing northwest.7The block is facing north-northwest.8The block is facing north.9The block is facing north-northeast.10The block is facing northeast.11The block is facing east-northeast.12The block is facing east.13The block is facing east-southeast.14The block is facing southeast.15The block is facing south-southeast. Wall Name Default value Allowed values Description facingnortheastnorthsouthwestThe direction the block is facing. For example, a block facing east is attached to a block to its west.Opposite from the direction a player faces when placing the block. Bedrock Edition: Standing NameMetadata Bits Default value Allowed valuesValues forMetadata Bits Description ground_sign_direction0x10x20x40x80 00The block is facing south.11The block is facing south-southwest.22The block is facing southwest.33The block is facing west-southwest.44The block is facing west.55The block is facing west-northwest.66The block is facing northwest.77The block is facing north-northwest.88The block is facing north.99The block is facing north-northeast.1010The block is facing northeast.1111The block is facing east-northeast.1212The block is facing east.1313The block is facing Block orientation metadata includes the direction it faces, which is represented by a numerical value. The facing_direction field, with a default value of 0x10 and allowed values from 2 to 5, specifies the block's orientation in terms of cardinal directions (north, south, west, east). Block entity data for banners contains additional information such as custom names and patterns applied to the banner. Banners can be crafted using an enchanted apple stencil and require dye for certain patterns. They were added to the game in Java Edition 1.8 and have undergone changes over time, including modifications to their pattern terminology and generation. #### Block Orientation Metadata * The facing_direction field represents the block's orientation. * It has a default value of 0x10 and allowed values from 2 to 5. * These values correspond to north (2), south (3), west (4), and east (5). #### Block Entity Data for Banners * The BlockEntityTag contains patterns and details applied to the banner. * CustomName is an optional JSON text component displaying the banner's name when locked. * Patterns are a list of individual patterns, with each pattern applying a color to a specific section. #### Item Data for Banners * When placed, banners use an NBT tag called BlockEntityTag to indicate patterns and details. * The item tag contains additional information about the banner, which is optional for most items. * In Bedrock Edition, the item format includes the details of the shulker box. #### Achievements and Advancements * The Fruit on the Loom achievement requires making a banner using an enchanted apple stencil. * Voluntary Exile advancement involves killing a raid captain or considering staying away from villages temporarily. * AdventureKill an entity in the #raiders entity tag wearing an ominous banner to unlock this hidden advancement. Enchanted Golden Apple Introduced as Head or Enchantment Option Previously, the lack of a dye would apply the black variant of the pattern. Recently, changes were made to banner generation in Woodland Mansions. Now, Black and gray banners, along with light gray banners featuring a white flower charge, are naturally generated in rooms of these mansions. Jeb tweeted a screenshot of the updated banner color palette on January 24, 2017. Since then, there have been various updates to banners across different game versions. Some notable changes include: - The colors for banner, wall_banner, and standing_banner IDs were split into their own IDs prior to The Flattening. - Using a map with a banner allows players to mark the location of the banner on the map. - Looms have been added to make editing banners easier, removing all recipes for banner patterns in the process. - Illager patrols are now available, with the leader carrying an illager banner featuring a black border. - The "base" pattern has been renamed to "field" and given proper translation strings. Other updates include: - Cartographer and shepherd villagers now sell banners. - Banners can be used to customize shields in Bedrock Edition 1.2.0beta 1.2.0.2. - Magenta banners with a black chevron and inverted chevron are naturally generated on the outside walls of end cities in Bedrock Edition 1.4.0beta 1.2.20.1. - Brown banners generate in new savanna villages, while Black banners now generate in pillager outpost watchtowers. Illager captains drop illager banners upon death in Legacy Console Edition TU43CU33. Banners can also be bought from cartographer and shepherd villagers in the same edition. Banner, the number of uniquely crafted banners is 16 × (6080 + 6081 + 6082 + 6083 + 6084 + 6085 + 6086) ≈ 809 quadrillion - 809 with 15 zeros (809,573,616,779,945,488). The number of visually distinct banners is smaller, because one or more patterns may completely cover other patterns, or the entire banner, or be duplicated due to the symmetric set of patterns. Not 38 patterns are available on BE, but 40 patterns of 16 colors each (640 uniquely-colored patterns), so the number is even greater. 16 × (6400 + 6401 + 6402 + 6403 + 6404 + 6405 + 6406) ≈ 1 quintillion - 1 with 18 zeros (1,101,232,303,249,827,856). This increases the number by almost 1.4 times, or almost 292 quadrillion, despite the addition of only 2 patterns. If a banner has over 6 patterns, only the six bottom-most patterns are displayed when hovered over in the inventory. The Mojang logo is called "Thing" in-game, which could be considered an alternate translation for mojäng. In the Swedish version, this pattern is actually called mojäng. Banner textures are located in \assets\minecraft\textures\entity\banner. There are 40 monochrome textures, each containing all 6 sides of the banner. The texture of the back side is the mirrored texture of the front side. Comparing to texture files, colors are inverted due to them acting as masks for re-colored base texture, base.png. White becomes visible while black is transparent. Banners that have purple NBT+ line in the bottom (obtained by holding Ctrl and middle-clicking the banner) show no difference with the base banner obtained by middle click. Illager Banner in Bedrock Edition is a separate item but just another variant of white banner. The standard variant of white banner is set to type 0, while the Illager variant is set to type 1. Lego banners are customizable items in Minecraft that can be used to add unique designs to banners. There are a total of 10 different banner patterns, which can be obtained through various means such as crafting, trading with villagers, or looting from certain structures. These banner patterns include: * Flower Charge * Field Masoned * Bordure Indented * Globe: CommonCreeper Charge * Snout: UncommonThing * Skull Charge * Flow * Guster: Epic * Thing, Flow, Guster: No * All others: Yes Banner patterns can be used in looms to combine with a banner and dye, adding customization to the banners. The pattern is not consumed when used in the loom. item.banner_pattern.guster Achievements Icon: Actual requirements (if different) Gamerscore earned Trophy type (PS4) * PS4 Other Fruit on the Loom: Make a banner using an Enchanted Apple Stencil + 20GB, Bronze * History: + Java Edition 1.14, 18w43a: Added banner patterns for flower charge, creeper charge, skull charge, and thing patterns. + Java Edition 1.19, 19w11a: Added banner pattern for globe. + Java Edition 1.16, 20w15a: Added the piglin banner pattern. + Java Edition 1.17, 20w16a: The piglin banner pattern can now be found in chests in bastion remnants. Renamed to "Snout". + Java Edition 1.21, ??: Added the "Flow" and the "Guster" banner pattern. + Java Edition 1.22, 224w33a: Changed texture of banner patterns. Added the "Field Masoned" and the "Bordure Indented" banner patterns. * Bedrock Edition: + 1.10.0beta, 1.10.0.3: Added banner patterns for creeper charge, skull charge, flower charge, thing, field masoned, and bordure indented patterns. + 1.11.0beta, 1.11.0.4: The banner patterns flower charge, field masoned, and bordure indented can now be bought from cartographer villagers. + 1.16.0beta, 1.16.0.57: Added the piglin banner pattern. + 1.16.0beta, 1.16.0.59: Renamed piglin pattern to "Snout". + 1.16.100beta, 1.16.100.55: The "Thing" banner pattern can now be crafted at the loom. Changed ID of banner patterns from "banner_pattern" to "_banner_pattern". + 1.18.10beta, 1.18.10.24: Added banner pattern for globe. * PlayStation 4 Edition: + 1.90: Added banner patterns for creeper charge, skull charge, flower charge, thing, field masoned, and bordure indented patterns. * Flower Charge Banner Pattern * Creeper Charge Banner Pattern * Skull Charge Banner Pattern * Field Masoned Banner Pattern * Bordure Indented Banner Pattern

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