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## Breathe underwater minecraft door

Type of Details: Bug Status: Resolved Resolution: Works as expected affects version/s: 1.6.0.6 Fix Version/s: No Confirmation Status: Phone - Android - LG Other (Specify in Description) Description By placing a door in a ruin or anywhere underwater, you should still be able to breathe on the bedrock version. Pls vote that. The view from inside a basic underwater house. An underwater home has certain advantages and disadvantages that set it apart from any other type of base. An underwater house is safe from explosions, most crowds have trouble attacking it, and it will provide a high level of protection and concealment. In addition, the base can have access to the power of the duct. The difficulties with underwater construction in survival mode is that it presents challenges of reducing the movement and speed of mining, breathing while working, clearing water from structures, and special measures for entry and exit on deep bases. Also beware of drowned, as they are quite common in the oceans and sometimes have tridents, which can be very dangerous. Moving underwater [edit] The movement and extraction speed under water can be improved by the player who equips a helmet enchanted by the Aqua Affinity, which increases the underwater extraction speed, with a maximum level of 1, and Stride Depthr, which increases the speed of underwater movement, the maximum level being 3. Breathing underwater [edit] Building underwater is safer and simpler while wearing a helmet enchanted by breathing and having about 8 minutes potion of water breaths ready to drink. Note that breathing only prolongs those breath holding time, it does not give a real underwater breath. Although they don't give enough time for work, even 3 minute potions will be of use to get down to a deep base where you will have other ways to keep breathing. A duct can completely solve the problem of breathing. During long periods of work, a player will have to have nearby air bubbles in which the breath counter can be filled. The bubble column of a magma block will recharge your air supply, but be careful that the downdraft does not suck you down into the magma block. Blocks that move water source blocks [Java Edition only] to form air pockets to replenish the air supply. Examples of waterlogged blocks that do not move water source blocks. Java Edition[edit] Before the aquatic update (version 1.13) in Java Edition, it was possible to make air bubbles with fence posts, signs, windows, iron fences, ladders and stairs that these blocks did not fill their volume completely, and would flush out the water once placed. With the aquatic update only the doors, the fence doors, and banners still have these properties, and only in Java Edition. In other versions, everything else will be waterlogged when placed in a water source block. Doors and banners are the best options for making a breathing space as they can be placed over any even without walls on either side, and provide the necessary head high airspace. A door must be placed against a high vertical block of the head, or be stacked from the bottom at work. Note that only the top half of a banner makes an air bubble, so when placed on a wall, it must be placed with its head held high. Bedrock Edition[edit] In Bedrock Edition, all blocks are subject to waterlogging, which means there are no blocks you can use to move the water source blocks to create an air space. Doors, ladders and doors can only be used to move running water. Tip: Place a solid block that can break quickly, such as the mud block or tnt. After breaking the block, quickly place a block that can create breathable air such as signs or traps, so that a water source block doesn't have time to form. The block where you place the panel is counted as a flowing block of water, so a sign can create an air pocket there. Getting to the bottom of the sea[edit] In relatively shallow waters, you can simply swim down and place bubble blocks to create a place to stand. From there, you can place blocks in the water to make walls, then a ceiling, then use a method of clearing water to finish the room. The lily pad method creates a 3x3 column at the bottom by dropping sand from the four edges of a lily pad from a boat to the surface. Alternatively, you can place a block on the water lily to make it easier to place sand. Once you have a 1 block closed water column that you are working, you fill the central block with more sand, then work your way down from the top by digging the central column of sand and replacing at least one side with a non-fall block, such as dirt or wool, and placing ladder blocks on the non-falling block. When you reach the bottom, you can dig through the solid wall (it won't collapse) and place a door to keep the water outside. Or you can dig deeper into the seabed and make your base entirely underwater. A relatively safe method to go down to the bottom of the sea is to dig from a nearby land mass and then dig horizontally until you are at the desired coordinates, based in the prior rowing of a boat at your intended base location to record coordinates. Build the base[edit] If your base is large, you need to take out the water with a control block, but if your base is small, you can soak the water with a sponge to do it quickly. Once you have a safe place on the bottom, you can start construction by placing a door just before a vertical wall, then dig into the rock through the door. It is common for the seabed to be gravel for 2-3 blocks so you should place a layer of solid blocks on top of the gravel to retain the water as you remove the gravel. Once you have an entrance pass, you can place ladders, signs, (pre-aquatic versions) or another door, banner, or door (all versions) inside the first door, then remove it to make a flush entry. You're even turn around to work backwards in the water to continue your base this way. For a discreet entry, you can dig a 1x1 tree down your safe air bubble until you hit the solid rock and then build further than you like. Avoid the risk of falling into a cave by standing on the edge of two blocks that you dig first left and then right on your way down. To avoid flooding in the event of a disaster dig a block from the floor level before digging horizontally. If your block holds the water is somehow broken, the water that flows will fall into the hole and stop there. Another measure to prevent flood damage is to use light sources that water cannot wash, such as jack o'lanterns, glowstones, or sea lanterns. The torches would of course be carried away if water were ever flooded. Another useful step to take is to build an als at each door, and make the windows double thick. Clearing the water [edit] To make your base a bubble under the sea, you will need to release a fairly large volume of water. The traditional method is to fill the space with a fall block (sand or gravel) and then dig everything back. This method is well suited when you have built all the walls and then crown them with solid blocks once the space is filled. If you have mud blocks, honey blocks or TNT available in quantity, they make a good filling as they can be insta-extracted using just one fist and therefore can be broken even when you are tired by an elder tutor. You can also fill with a flammable block such as planks of wood, wool or blocks of leaves. The fire does not burn evenly so there will probably be a manual cleaning required after the burn is done. The use of sponges is a great way to dry a large volume of water. Sponges can be found inside ocean monuments. You can dry out the ocean monuments using the above methods until you find some sponges; it's longer than swimming, but eliminates the risk of drowning in case you get lost in the monument. When a sponge is placed, it will absorb water in a volume of 9x9x9 centered on itx9, and become a damp sponge. Bring enough wood and cobble with you to make a craft table and oven to dry the sponges. Larger spaces can be divided into smaller areas using fences, doors, doors or other, and dried up one piece at a time. Make the walls and ceiling of a glass bubble base, fences or iron bars made for a view both inside and outside the base. Under good conditions, a bubble base will be a beacon that shines under the sea to anyone who passes. If you have a large flat area to clear, it may be easier to build a device to clear water for you (see Videos section). Drop-in construction[edit] This method is particularly good for construction in very deep areas as it requires much less working time underwater. Find a fairly deep spot of water with a flat floor. Then build a platform on or above the water surface from any non-gravitational block that is easy to remove like dirt, wool or leaves. Using a cavity block, such as gravel or sand, build the shape of your desired building on the platform as the construction of a sand castle but without the exterior walls. You will not be able to have overhanging exterior features and the interior must be a solid mass. When the mold is finished, remove the support platform blocks to let the gravity blocks flow down. Now you go underwater to finish the construction by building walls and ceiling around the molded shape. Then you dig it and provide it to taste. A trick to dig: Enjoy how falling gravity blocks break when they fall on a non-solid block such as a slab or staircase. With practice, you can use it to dig the block of sand at the bottom of a pile, and place it immediately to replace the gravity block. The rest of the column will collapse from top to bottom. Hiding your base [edit] Camouflage is the best way to hide your ocean base. Make it as deep as possible in a deep ocean biome using blue glass for the exterior walls, or make it look like a gravel hill. Keep light out of the water by placing half-slabs on the openings. If possible, keep your buildings small, separate and in irregular shapes that mimic normal underwater terrain. Blue glass is the best transparent material for windows because it blends best into water. An interesting possibility is to hide in plain sight. Take control of an ocean monument by drying its interior and building a safe path from outside the Guardian Protection Zone. A submerged wreck could also be used as the entrance to its base. A good test of your efforts to hide your base is to drink a Night Vision potion while floating on the surface above. Take note of all that gives the basics existence away. Screenshots with F2 are good for that, and have another go to your camouflage. Raiding an Ocean Monument[edit] You can make an ocean monument your underwater base. After attacking an ocean monument, you can make it your underwater base. First, defeat the monument. Then separate each room using blocks or doors. After that, use sponges to clear water in the room. Finally, repeat do this to each room until you have a whole ocean monument without water at If you also need, you can also clear the water outside, so that no keepers spawn outside the monument. You can build ducts to give players a conduit power. You can break the walls inside the monument too. Videos[edit] Tips[edit] an air cane water door on the sand Sugar cane blocks the water, but not the movement, [Java Edition only] so you can use them as air-water doors. However, the placement is limited: just as on land, the lower block must be on sand or dirt, with a block of water next to it, and a level below, the cane placed. In addition, the sugar cane is fragile, and if a cane is broken, all the rods above it will break too. If ice can form on the surface of the water above your base, you need to make sure that you have a way out from below. If you are building an underwater tunnel to access your base, remember that the fixed water will allow you to pass in both directions at the same rate, but that the flowing water works best for one-way paths. Paths.

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