


**Minecraft how to repair enchanted items**

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## Minecraft how to repair enchanted items

Can you repair enchanted items minecraft. Can you repair enchanted items. How to repair enchanted weapons. How do you repair enchanted items in minecraft. How to repair enchanted items in minecraft bedrock. How to repair an enchanted item.

There are two ways to repair objects in Minecraft: with and without an ANVIL. Repair items as simple as weapons, armor and instrument can be repaired by putting two damaged elements of the same type on a handcraft grid: the two elements will be combined with a single with a duration of two more a small bonus (to get the best Value from repair, both elements must be used until they are less than 45% of duration. Any spells will be lost during the repair of objects in this way. ANVILS ANVILS allow you to rename the items, repair enchanted elements, and also Combining spells from different elements, at the cost of experience points. ### Crafting will need 3 iron blocks, plus 4 iron bars plus, for a total of 31 iron bars. ### Rename the elements now Your enchanted sword can be called Excalibur if you want, or in reality you could call an "Derek" apple if this is what it takes your imagination. POS Use your article to the left and type the new name in the box. The cost of the experience will be displayed, and if you are happy, take the element renamed from the right. ### ITEM Repair The enchanted items can be repaired by putting another element or the material from which they are made in the second slot. An enchanted ax of diamond can be repaired using a diamond or another diamond ax. ### Combination of spells Place two enchanted elements of the same type on the left, and if possible their spells will be combined in a new element. Two enchanted picks can be combined to make an even better - notice that their duration is added so that this is a repair work too. Not all combinations are possible à C "you can't have both Sharpness and Smite on the same sword, for example. The degrees of enchantment can be added & Emdash; You can combine two arches with power i to get one with power II the order in which the two elements are positioned makes the difference: the anvil takes the first element and tries to add spells and durability from the second element, if possible. This affects the cost, so try both ways around. ### Using the enchanted books the nightmares are used to transfer a spell from an enchanted book to an object; Place the object and the book in the slots - easy! Two enchanted books can be combined on an accretion to make a new book with both spells. ### Limitations The cost of repair depends on a number of factors, including how many times the element has been modified with evil. The operations that would cost more than 40 levels of experience are not allowed. This means that you will be able to repair your items only a few times. These two picks have a lot of spells of level each, and combining them would just be too impressive to be allowed. A compass is an element used to point to the global spot or to a lodestone. Get! Crafting! Ingredients Craft Recipe Iron Ingot +Redstone Dust Natural Generation! Trading! In Java Edition, experienced book-level residents have the ability to sell a single compass for 4 emeralds. In Bedrock Edition, expert-level librarian have a 1/3 possibility to sell a single compass for 4 emeralds. oo! normally, the needle of the compass points to the point of world origin, the compass points to spawn when seen in any way, including as a fallen item, in the hand of a player, in an inventory or the craft table, or in a frame of objects. the direction pointing the needle is relative to the player who is displaying it, in the nether or end, the needle of the compass turns and points in random directions, the compass can be used on a lodestone, after which it is called lodestone compass by default and points to that lodestone until the compass is in the same size as the lodestone, but if the compass is brought to a different size, it turns randomly, as a normal compass would be in the nether or end. if the lodestone is destroyed, it turns randomly, even if the lodestone is replaced later. However, if a lodestone compass is placed in storage, the lodestone can be broken and replaced without the compass losing the tool, until the compass remains in storage while the lodestone is missing. a lodestone compass appears enchanted in java edition, similar to the enchanted golden apple, and has a single glinto cyan in bedrock edition. using /setworldspawn to change the generated world also changes where the compass points. ingredient for crafts! name ingredients recipe craft description blank paper +compass when the player creates a map, it is empty. hold the blank map and press the oo element to turn the blank map into a map element, which gradually begins to fill with information like that player travels within its boundaries. this variant is called "empty map of the locator" in bedrock edition, or an "empty map" in java edition. Map(with marker) map be or empty map +compass [bedrock edition only] the maps made by unique paper do not show the placeholder; to add it, a compass must be added to the map. oo of an evil! ingredient name oo individual description locator map +compass repair + namemap bedrock edition only, the maps made with only paper do not show the placeholder; to add it, a compass must be added to the map. trading! a single compass can be sold to a traveller-level cartographer villager for 1 emerald. a single compass can be sold to an experienced cartographer for 1 emerald as their sixth profession. a compass is also part of the cost of exploratory maps: a map of the ocean explorer and [je only]/or [be only] a wood explorer map can be purchased by a traveler-level cartographer for 12 emeralds and a compass, as part of their fifth trade. in java edition, the inhabitants of the apprentice-level cartographer offer to sell a map of ocean explorers for 13 emeralds and a compass, andTraveller-level cartographers inhabitants offer to sell a map of forest explorer for 14 emeralds and a compass. Incantesis! A compass can receive the following spells: Name Maximum Level Method CursesFade Sounds! Data Values! ID! Java Edition: name locationResource FormTranslation key CompasscompassItemitem.minecraft.compassitem.minecraft.lodestone\_compass Bedrock Edition: NameResource locationAlias ID (BE) Numeric ID FormTranslation key CompasscompassNone345!itemitem.compass.name Lodestone Compasslodestone\_compasslodestonecompass741!Itemitem.lodestonecompass.name Object data! Java Edition: main article: Player.dat format LodestoneTracked: Optional. 1 or 0 (true/false) – true if the compass is connected to a lodestone. When false, LodestoneDimension and LodestonePos are not automatically removed when the lodestone is destroyed, but the compass still points to that location. LodestoneDimension: Optional. The size of the lodestone to which the compass points. LodestonePos: optional. The coordinates of the lodestone the compass is pointing at. X: x coordinate Y: y coordinate Z: z coordinate Bedrock Edition: See Bedrock Edition level format / Item format. Advances! History! Java Edition Alpha v1.1.0 Added compasses. They have 102 visually distinct frames.[more information required] Java Edition Beta 1.8Pre-release The compasses are now in the library boxes in the new strongholds. Java Edition 1.3.112w21 a The inhabitants of the library village now sell 1 compass for 10-11 emeralds. 1.4.212w34a Since the mapping system has been modified, a compass can now be used to create a blank map. 1.513w02a Compasses now, instead of combining two textures, use the new animation feature included in texture packages. As a result, they are much less accurate, having only 29 visually distinct frames. 1.914w02aThe inhabitants of the library village now sell 1 compass for 10-12 emeralds. 1.915w31aCompasses are now split into individual textures, instead of having each frame on a vertical strip as with animated textures. 15w43aThe average yield of the compasses in the vault library cases has been increased. 1.1116w39aThe cartographer inhabitants were added, who purchase compasses as their level 2 trade. 1.1317w47aPrior to The Flattening, the numeric ID of this article was 345. 18w11aCompasses can now generate in castaways. 1.1418w48aCompasses can now generate in boxes in village map houses. 1.1620w13a Compasses can now be used on lodestones to point them at stones. The compasses now point to the center of the spawn point block, instead of its northwest corner. 20w14aCompasses now have the LodestonePos, LodestoneDimension and LodestoneTracked data fields. If LodestoneTracked is zero, the game skips the control of a lodestone in the specified location. The compasses can now have the curse of fading spell on them. 1.1720w48a The textures of the lodestone compass and the lodestone compass have been changed. Pocket Edition Alpha v0.2.0 Added compasses. Compasses currently have no function or Legitimate to get them. V0.8.0Build 2compass are now functional and craft. The texture of the bushes has been changed. v0.14.0Build 1compasses must be added to a map using an evil to add the placeholder. Pocket Edition 1.0.0? Windows 10 Edition can now use the anvil, as well as the craft table, to apply placeholders, with compasses just like Pocket Edition can in general. 1.0.4alpha 1.0.4.0Village librarians now sell 1 compass for emeralds from 10 to 12. 1.1.v0alfa 1.1.0.3 The inhabitants of the cartographer's village have been added, who purchase compasses as part of their level 2 business. Compasses used with emeralds can be used to purchase explorer maps as part of the fourth-level cartographer trade of villagers. Bedrock Edition 1.4.0beta 1.2.14.2Compasses can now be found within the map of shipwrecked rooms. 1.10.0beta 1.10.0.3 The compasses are now in the bonnets of the village cartographer's house. 1.11.0beta 1.11.0.4Trading has been changed, the inhabitants of the cartographer now purchase the compass as part of their fourth level trade. Compasses used with emeralds can now be used to purchase explorer maps as part of the cartographer and third-party trade of Fletcher farmers. Residents of the Library Village now have a chance to sell compasses for 4 emeralds as part of their fourth level trade. 1.16.0beta 1.16.0.57 Compasses can now be used on lodestones to point them at stones. Compasses now have LodestonePos, LodestoneDimension and LodestoneTracked data fields. If LodestoneTracked is zero, the game skips the control of a lodestone in the specified location. The Compasses can now have the curse of fading spell on them. 1.16.100beta 1.16.100.56 Changed lodestonecompass ID to lodestone\_compass. 1.17.0beta 1.17.0.54 The compass texture has been modified to match the iron texture in the Texture update. Legacy Console Edition TU1CU1 1.0 Patch 11.0.1 Added compasses. New Nintendo 3DS Edition 0.1.0 Compasses added. Problems! Problems related to "Compass" are maintained on the bug tracker. There are relationship issues. Gallery! Buying a compass from a library village. See also ! References! Articles Articles

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