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How do you make iron horse armor in minecraft

For armor that can be used by adult horses, see horses armor. For the feature in Minecraft dungeons, see MCD: Armor. "Chainmail" redirects here. For armor material, see armor materials. Armor. From the left (weaker) to the right (stronger): no armor, leather, golden, chainmail, iron, diamond and netherita. (Note that the tortoise bark is not photographed. The turtle peel is between iron and diamond, having equal armor points and greater durability than iron.) Armor is a category of items that provide to players and Certain crowds with different levels of protection from common types and graphically appear on the user. These items include several different levels of helmets, appliances, leggings and boots, which can be placed in designated armor slots from a player's inventory inventory. Obtaining [] Elaboration [] A complete set of armor consists of 24 units of a particular material. A turtle bark is a helmet without corresponding armor pieces. Although there are chain items, Chainmail armor can not be elaborated. A full suit of Netherite armor needs 4 NetHereite ingredient units (16 remains Netheritas and 16 gold ingots); The achievement of NetHereite armor requires combining a diamond armor piece with a Netherita ingot using a Smithing table. The armature can be repaired by placing two pieces of the same type (for example, iron helmets) on a stone or handicraft grille. The resulting item has 5% more durability than the original items combined, if the total durability of both armor pieces is more than the total durability that a pieces of armor would have fresh from a craft table, but any Enchantments are lost. Repairing armor with a birthday preserves and combines the incantations, with a cost of increasing experience for subsequent repairs on the same item. Update [] Repair [] milling [] ingredients grinding revenue revenue description two pieces of armor corresponding the durability of the two pieces of armor is added together, of an extra durability of 5%. Unit Repair [] A pieces of armor can be repaired in a magnet adding units of the repair material from the armature material, with each repair material restoring 25% of the maximum durability of the Armor item, rounded. Chainmail armor can be repaired in an anvil using iron lingoes. Netherita armor can be repaired in a magnet using NetHereite ingots. Mob Loot [] zombies, skeletons and their variants that spawn with armor have a small chance of dropping their armor when killed by the player. When killed, the armor they fall may vary from 1 to total durability. After death, the zombies, the skeletons, the zumbled piglins and the skeletons always drop the armor they took and equipped. They may also be using enchanted armor that keep the enchantment when falling. Rarely, a crowd can drop a chain armor item. This is the only one way to get chain armor, beyond to find in the treasure or negotiation buried with villagers. In the edition, pillagers and vindicators that spawn in invasions have a small chance of dropping an iron helmet, iron leggings or iron boots, in a poorly damaged state, with a possibility of Have a random enchantment. In Java edition, Armorer's villages throw chain armor to players who have the hero of the status effect of the village. Natural Generation [] Two armor stands are found in each outdoor arsenal of the village of Taiga, one equipped with an iron helmet, the other with an iron breast. Trading [] leather armor can be purchased from leather villa. These pieces of armor have determined color randomly. Iron, Chainmail armor and enchanted diamond armor can be bought from armorer villagers. BARTERING [] Piglins can exchange enchanted iron boots with the speed of the soul when given a gold ingot. Fishing [] leather boots, often ill-damaged, can be obtained as a fishing item of fishing. Breast Loot [] Boots Boots Boots Boots Protection Value [] In short, the stronger the forces of attack, the less armor points protect in Java edition from the update Combat (verses 1.9). In rock and java java 1.8, each armor point protects 4%, as well as each level of protection. Java Edition Minimo: The smallest percentage that the complete set protects from a strong attack. Each point only protects 0.8%. Java Edition Media: The percentage MÃ ©) that the complete set protects. Bedrock and Java Editions Maximum: The highest percentage, each level protects. Protection: The fourth level adds 16% protection to the final colt. More information on this can be seen in the mechanical § below. Complete sets Java Java Java Median Edition Median / Java 1.8 and Java Maximum Leather Editions 5.6% 16% 28% Golden 8.8% 26% 44% Chainmail 9.6% 28% 48% Iron 12% 36% 60% Diamond 16% 56% 80 %% Netherite 16% 72% 80% Use [] To have any protective effect, the armor should be used by the player. A helmet, Chestplate, leggings and boots are equipped by placing them in the head, chest, on the legs and fungi of the inventory next to the player's character, respectively. The armor can also be equipped with click on the right button while maintained. In Java edition, this only equips to an empty slot, while in Bedrock's edition, if the respective slot already contains a piece of armor, they are exchanged, and the armor Original ends in the player's hand. A breast provides the higher protection per unit of material, followed by leggings. For leather, iron and diamond armor, boots have equivalent armor points like helmet, but to chain and gold armor, the helmet overcomes boots. A turtle peel, but supply protection, also gives the player the effect of water breathing status. Each armor piece consumes an inventory slot. They can not be stacked. If wearing leather boots, players can walk in the snow in the pale. This will grant the conquest "Light as a rabbit." Wearing any leather armor pieces, a player will be immune to the freezing damage and the change of FOV. [] Main article: Armor materials There are seven different types of armor materials, including turtle shells. The six full sets are shown below in order of the weakest (offer the lowest protection and is less durable) for stronger (offers more protection and is more durable) . The shell of the turtle is not part of a complete set. However, their defense points combine gold, chain chain and iron helmets, while their durability is between iron and diamond helmets (276). In the game code, it is equivalent in protecting against iron armor. Others [] Certain items provide beneath effects when worn, but do not provide protection against damage. A carved pumpkin can be used in the helmet slot. He partially blocks the player's vision, but prevents endemen from becoming aggressive when the player looks at them. The makers' heads are used in the helmet slot. They cut the range of a player's detection by 50% for the corresponding mob type "[just je], a ba'nus stacking with invisibility and sneaking poops. Elytra is used in the slot for Pupplato, allowing the user to slip through the air. Leather Armor [] Main article: Dye Ã§ Ã Ã Ã Ã * Armor Armor Armor can be dyed, and colors can be mixed. Hex Color pattern for leather armor is, ã € # A06540. Mechanical foundation ingredient [] Whenever a pieces of armor absorbs damage to the player, the armor itself It is damaged, reducing its durability. After taking sufficient damage, the armor piece is completely destroyed. Note that if the damage is absorbed not for the own armor, but by an enchantment of protection of the armor, the armor is not damaged. Enchantments can also reduce the damage that armor usually does not reduce. Types of damage [] The following types of damages are reduced armor and, consequently, to damage the own armor: the following types of damages are not reduced by Armor and have no effect on the own Defense points [] The armature bar as shown in the game Armor Defense Points are controled by an attribute, generic.armor. The current level of protective of the player is represented visually by the armor bar. The armature meter is affected by the specific pieces that are also used too armor layer. The following table shows The number of defense points added by the Padra £ for each individual piece of equipment, as well as the total points made by a complete set of equipment for each material. Material complete set Helmet / Cap Chestplate / TÃºnica leggings / CalÃ§as Boots turtle shell 2A () 2 () N / AN / AN / A leather 7Âº bis () 1A () 3 () 2a () 1A () Golden 11A (AA 5.5) 2 a () 5a () 3A () 1a () chainmail 12A (AA 6) 2 () 5 a () 4 () 1 a () 15 Iron (AA 7 5) 2nd () 6a () 5a () 2A () diamond 20 (10 AA) 3A () 8 () 6a () 3A () Netherite 20 (10 AA) 3A () 8 () 6a () 3A () different reinforcement combinaÃ§Ãµes provide different protection levels. Armor toughness [] in Java Edition, armor can further protect the player atravÃ © s of an attribute second generic.armor toughness. Typically, equipment cancels one of the lowest porÃ§Ã £ Ã damage caused by attacks that cause greater damage. Armor hardness resists this effect, reducing the power of strong attacks. By default the £ only diamond and armor netherite offer endurance, with each grant-Used Parts £ endurance to the +2 and +3 for the diamond netherite. Material complete set Helmet / Cap Chestplate / TÃºnica leggings / CalÃ§as Boots turtle shell temperature of 0 () 0 () N / AN / AN / A leather 0 () 0 () 0 () 0 () Golden 0 () 0 () 0 () 0 () chainmail 0 () 0 () 0 () 0 () 0 () Iron 0 () 0 () 0 () 0 () 0 () 8 diamond ( ) 2 () 2a () 2 () 2 () Netherite 12A (AA 6) 3A () 3A () 3A () 3A () different reinforcement combinaÃ§Ãµes provide different levels of hardness armor. proteÃ§Ã £ from damage [] Damage taken depends on the Number of defensive points, the hardness of the armor worn and The strength of the attack. (Note ∴ The min and max operators means that only the output of mÃ¡ximo mÃnimo or expressions of both of them (separated by vÃrgulas) following Ã © used, for example, "y = min (2x, 16)" means "y" Ã © equal to the smallest value of "2x" and "16", while the higher the © ignored.) broken down, this means that each armor point Gives 4% £ the reduÃ§Ã mÃ¡xima damage against an incoming attack. Without endurance, this £ reduÃ§Ã the damage mÃ¡ximo Ã © diminuÃda by 2 percentage points for each point of setting the incoming attack. 2 defense points sÃ the worth £ £ protecÃ§Ã 8%, so that the total protecÃ§Ã £ which can be alcanÃ§ada © with the armature 80%. Diamond Netherite armor and protect the player 80% damage, iron provides 60% of the reduÃ§Ã the reduÃ§Ã the defense for each strike point of attack to 1.6%. Two pieces of diamond decreases it 4A to 3% (about 1.3333%), the three diminuiÃ§Ã £ ¢ 8a to 7% (about 1.1428%), and four for the diminuiÃ§Ã £ 1% . The exact fÃ³rmula reduÃ§Ã £ for the defense percentage A ©: In simple terms, the endurance increases as the amount of reduÃ§Ã £ made by the defense raised to harmful attacks © diminuÃda and toughness as approaching a high value (via commands) to the defense reduÃ§Ã £ caused by a high -damaging attacks becomes negligible. The value of £ reduÃ§Ã the final damage of the armature © limited to a mÃnimo 0.8% £ reduÃ§Ã the armor damage point, and bind one © mÃ¡ximo 80% of the total. If armor © betrayed in min so that the cap is greater than the mÃ¡ximo cover, the cover min £ © ignored. An Illustration of the reduÃ§Ã £ £ Ã © armor given below. In the table (with a hardness of 0), the ES damage the £: Armor damage Attack 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 0 1.00 2.00 3, 00 4.00 5.00 6.00 7.00 8.00 9.00 10.00 11.00 12.00 13.00 14.00 15.00 16.00 17.00 18.00 19.00 20 , 00 1 0.98 1.98 2.98 3.97 4.96 5.95 6.94 7.94 8.93 9.92 10.91 11.90 12.90 13.89 14.88 15, 87 16.86 17.86 18.85 19.84 2 0.94 1.92 2.94 3.94 4.92 5.90 6.89 7.87 8.86 9.84 10.82 11.81 12.79 13.78 14.76 15.74 16.73 17.71 18.70 19.68 3 0.90 1.84 2.82 3.84 4.88 5.86 6.83 7.81 8 78 9.76 10.74 12,69 13,66 14,64 15,62 16,59 17,57 18,54 19,52 4 0,86 1,76 2,70 3,68 4,70 5,76 6,78 7,74 8 , 71 9, 68 10, 65 11, 62 12, 58 13, 55 14, 52 15, 49 16, 46 17, 42 18, 39 19, 36 5 0, 82 1, 68 2, 58 3, 52 4, 50 5,52 6,58 7,68 8,64 9,60,56 11,52 11,52 13,44 14,40 15,36 16,32 17,28 18,24 19,20 6 0,78 1,60 2,46 3,36 4,30 5,28 6,30 7,36 8,46 9 , 52 10, 47 11, 42 12, 38 13, 33 14, 28 15, 23 16, 18 17, 14 18, 09 19, 04 7 0, 74 1, 52 2, 34 3, 20 4, 10 5, 04 6,02 7,04 8,10 9,20 10,34 11,33 12,27 13,22 14,16 15,10 16,05 16,9917,94 18,88 8 0,70 1,44 2,22 3,04 3,90 4,80 5,74 6,72 7,74 8,809,90 11,04 12,17 13,10 14,04 14,98 15,91 16,85 17, 78 18,72 9 0,66 1,36 2,10 2,88 3,70 4,56 5,46 6,40 7,38 8,40 9,46 10,56 11,70 12,88 13,92 14,85 15,78 16,70 17,63 18,56 10 0,62 1,28 1,98 2,72 3,50 4,32 5,18 6,08 7,02 8,00 9,02 10 08 11, 18 12, 32 13, 56 17, 48 18, 40 11 0, 58 1, 20 1, 86 2, 56 3, 30 4, 08 4, 90 5, 76 6, 66 7, 60 8, 58 9, 60 10, 66 11, 76 12, 90 14, 08 15, 30 16, 42 17, 33 18, 24 12 0, 54 1,12 1,74 2,40 3,10 3,84 4,62 5,44 6,30 7,20 8,14 9,12 10 11,2012,30 13,44 17,1041,62 15,84 14,62 2,24 2 , 90 3, 60 4, 34 5, 12 5, 94 6, 80 7, 70 8, 64, 15, 12 16, 34 17, 60 13, 94 14 0, 46 0, 96 1, 50 2, 08 2 , 70 3,40 7,06 4,80 5,58 6,40 7,26 8,16 9,10,08 11,10 12,16 13,26 14,40 15,58 16,8 0 15 0, 42 0, 88 1, 38 1,92 2,50 3,12 3,78 4,48 5,22 6,00 6,82 7,68 8,58 9,52 10,50 11,52 12,58 13,68 14,82 16,00 16 0,38 0,80 1,26 1,76 2,30 2,88 3,50 4,16 4,86 €