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12.08.2020 The new update will not only traditionally fix bugs and errors but also add some changes to the game along with a new mob! This update is really much better than the usual ones, especially the last where merely one bug was fixed. Minecraft 1.16.2 Nether Update release date: 11.08.2020! It is best to use the current game version since you will have full access to all the content, while the game will not have various problems disturbing the natural course of your journey. As usual, to download Minecraft 1.16.2 from our site, you just need to find special links at the end of this news. Content: 1. New content 2. Other changes 3. Download links New content Piglin brute was added that is hostile to all players – they are not much different from the familiar ones but have a golden axe in their arsenal, plus the attack strength is quite great! They have as many as 25 hearts (50 health points), so one needs to work hard to kill it. Their spawn takes place in a special structure – the bastion remnant. Piglin brute spawn egg was added to the game as well. Other changes - Zoglins can be leashed to the player with a special item. - To get the Monster Hunter advancement, now you need to kill a piglin brute. - You can now place crimson and warped fungi on the mycelium. - Fixed a lot of bugs and errors. These may not be all the changes – pre-builds are being released! We will update this news as more information becomes available. Download links Download (Windows) Download (Linux/MacOS) Download Official Server (Jar) Next Version: Download Minecraft 1.16.5 Download Minecraft 1.16.4 Download Minecraft 1.16.3 Previous Version: Download Minecraft 1.16.1 Download Minecraft 1.16 1.16.2 Pre-release 1 (known as 1.16.2-pre1 in the launcher) is the first pre-release for Java Edition 1.16.2, released on July 29, 2020,[1] which adds two new options relating to effects, allows chains to be placed along any axis, and fixes bugs. Additions[] General[] Font Added 11 fractional glyphs:[verify] Glyph Unicode Name ⅐ U+2150 VULGAR FRACTION ONE SEVENTH ⅑ U+2151 VULGAR FRACTION ONE NINTH ⅕ U+2155 VULGAR FRACTION ONE FIFTH ⅖ U+2156 VULGAR FRACTION TWO FIFTHS ⅗ U+2157 VULGAR FRACTION THREE FIFTHS ⅘ U+2158 VULGAR FRACTION FOUR FIFTHS ⅙ U+2159 VULGAR FRACTION ONE SIXTH ⅚ U+215A VULGAR FRACTION FIVE SIXTHS ⅒ U+2152 VULGAR FRACTION ONE TENTH ⅔ U+2189 VULGAR FRACTION ZERO THIRDS ⅟U+215F FRACTION NUMERATOR ONE Emoji added in this version and relative items. Added 8 emoji relating to items in the game: Glyph Unicode Name U+2BEA STAR WITH LEFT HALF BLACK U+2BEB STAR WITH RIGHT HALF BLACK Ɑ U+2C6D LATIN CAPITAL LETTER ALPHA Options Added a new "Distortion Effects" slider, which affects screen distortion effects such as Nausea and the nether portal distortion. Ranges from OFF (0%) to 100%. As the slider goes lower, a green overlay will appear more intensely on the screen. Despite the options menu saying this replaces the nausea effect at lower levels, it actually acts as an inverse relationship. The nausea distortion is not truly disabled unless the slider is set to "OFF." Added a new "FOV Effects" slider. "Chat Delay" is now also available in chat settings. Previously, it was only available in accessibility settings. Changes[] Blocks[] Bubble columns Affect projectiles as expected. Chains Can now be placed in all orientations. Crimson and warped roots Now require shears to drop. Various non-solid blocks No longer block projectiles.[more information needed] Mobs[] Endermen No longer place their held blocks onto bedrock. This is to prevent them from placing blocks on the bedrock ceiling, allowing mobs to spawn. Piglins Striders Now attempt to pathfind to, and stay in lava. Strider jockeys Villagers Now lose their job sites when changing dimensions. Gameplay[] Soul Speed The Soul Speed boost is now kept when jumping and when the soul block is covered by non-full blocks, such as slabs. General[] Custom dimensions and custom world generation Now use the same folder pattern in data packs as other resources: namespace//resource.json. Font Minor changes to some glyphs. Fixes[] 29 issues fixed From released versions before 1.16 MC-73884 – Throwable projectiles get destroyed at contact with non-solid blocks. MC-96007 – Arrows, trident, projectiles, splash, and lingering potions cannot be teleported from directly above the end portal, end gateway, or nether portal. MC-102967 – Shulker bullets cannot teleport through a nether or end portal. MC-125758 – Bubble column does not affect eggs, snowballs, ender pearls, splash potions, lingering potions, fireballs, or shulker bullets. MC-158987 – Raids still continue after a villager turns into a witch. MC-163767 – Villagers get ejected from a minecart when converted to a zombie villager. MC-167045 – Banners are rendered too dark in the inventory. MC-175334 – Villagers take longer to get a job the more workstations are nearby. MC-185490 – Separated trader llamas on leads cause server performance (TPS) issues. From 1.16 MC-174469 – Soul Speed does not work when jumping. MC-174574 – Soul Speed does not work when slabs and blocks of similar height are placed above the soul sand block. MC-176015 – Strider suffocates when player is saddled on it and looking up with warped fungus on a stick. MC-176034 – Players can walk on striders. MC-177651 – Despite being cold outside of lava, striders do not care about staying in lava. MC-178061 – Chat Delay option does not exist in Chat settings. MC-182330 – Crossbow-wielding piglins behave weirdly when they try to pursue invisible players. MC-187398 – Smithing table and stonecutter recipes are not unlocked when used. MC-187904 – Data packs cannot replace settings of vanilla dimensions during world creation. MC-189414 – Smithing table does not calculate the amount of output items correctly. MC-189797 – Hoglins, zoglins, melee piglins, and piglin brutes do not properly attack invisible entities within a normal range. MC-191168 – Piglins that convert into zombified piglins while sitting on a minecart sometimes sink into blocks. From 1.16.1 MC-192032 – Villagers do not always try to claim the closest workstation, and are sometimes focused on a non-existent one, or one out of their reach. MC-193213 – Leads are positioned incorrectly on players and wandering traders. MC-195062 – Raids often will not end in defeat when all villagers are dead if there are job sites in the village. MC-195544 – Game crashes after killing a mob that is being ridden by a guardian which is being ridden by a wither skeleton. MC-196737 – Crouching to avoid falling does not work with lanterns. From the 1.16.2 development versions MC-194263 – Large End cities do not generate correctly, and get cut off. MC-194299 – Template pools fail to load via datapack. MC-194845 – Subspace Bubble advancement cannot be completed with 7km distance. Video[] Video made by slicedlime: References[] ↑ "Minecraft 1.16.2 Pre-Release 1" – Minecraft.net, July 29, 2020 1.16.2 is a minor update to Java Edition released on August 11, 2020,[1] which adds piglin brutes, experimental support for custom biomes, and fixes bugs. Additions[] Items[] Spawn eggs Added the piglin brute spawn egg. Mobs[] Piglin brutes A new stronger variant of piglins that wield golden axes. Are always hostile towards players, even when the player is wearing golden armor. Have 50 × 25 health. Only spawn during world generation in bastion remnants. General[] Tags Added mushroom_grow_block block tag. Added the base_stone_nether block tag. Added the base_stone_overworld block tag. Contains stone, granite, diorite, and andesite. Used to determine what blocks dirt, gravel, granite, diorite, andesite, coal ore, iron ore, gold ore, redstone ore, diamond ore, lapis lazuli ore, and infested stone can replace when generated as blobs in the Overworld. Added the stone_crafting_materials item tag. Command format[] /spawnpoint and /setworldspawn Added an angle parameter for setting the default facing angle of a respawning player. Syntax: /spawnpoint [] [] [] /setworldspawn [] [] angle: Floating point yaw angle in degrees. Supports the relative ~ modifier, which defaults to the direction the executing player is facing. Changes[] Blocks[] Brewing stand Can now be crafted with blackstone. Determined by the stone_crafting_materials item tag. Chains Can now be placed in all orientations Furnaces The crafting recipe and recipe book unlock now use the stone_crafting_materials item tag. This change is not noticeable in-game as this tag has the same contents as the old furnace_materials item tag. Lanterns Can now be waterlogged. Also applies to soul lanterns. Nether vegetation Potted cactus Model now uses a cullface for the top. Now no longer has a hole in the bottom. Items[] Brown and red mushroom Can now be placed and grown on both types of nylium. Crimson and warped fungi Pufferfish Now gives Nausea I instead of Nausea II when eaten. This has no practical effect in-game as the level of the Nausea effect does not change anything. Totem of undying Now gives Fire Resistance for 40 seconds when activated. Mobs[] Endermen Will no longer place their held blocks onto bedrock blocks. Piglins Pillagers, vexes and vindicators The attack animations of unarmed pillagers, vexes and vindicators have been changed. Villagers Zoglins Suffocation World generation[] Bastion remnants Now spawn piglin brutes on world generation. Normal piglins may still spawn. Now have gilded blackstone under most chests. Custom Custom worlds now support custom biomes and custom noise settings. Command format[] /execute /execute in now respects dimension scaling for relative coordinates: the execution position (only the X/Z part) of a command is divided by 8 when traveling from the Overworld to the Nether, and is multiplied by 8 when vice versa. If a value is added after the tilde, that value is added only after the new scaled position is calculated. For instance, ~5 will first scale the player's current position (multiplying by eight when traveling to the Overworld or dividing by eight when going to the Nether) before adding five to that outputted value. For example, if a player at position (16,64,16) in Overworld runs command /execute in minecraft:the_nether run tp ~ ~ ~, the player would now be teleported to (2,64,2) in the Nether. Relatively, if a player at position (2,64,2) in the Nether runs command /execute in minecraft:overworld run tp ~ ~ ~, the player would now be teleported to (16,64,16) in Overworld. If a player at position (80,64,80) in the Overworld runs command /execute in minecraft:the_nether run tp ~ ~ ~5, the player would now be teleported to (10,64,15) in the Nether. If a player at position (16,64,16) in Overworld runs command /execute in minecraft:the_nether run tp 16 64 16, the player would still be teleported to (16,64,16) in the Nether. The behavior before this version can be done by running command /execute in positioned as @s run tp @s ~ ~ ~. Applies to custom dimensions as well. Gameplay[] Advancements Piglin brutes can be killed for the "Monster Hunter" advancement and count toward the "Monsters Hunted" advancement. Creative inventory Tools are now sorted based on their material in the creative inventory. Bartering General[] Menu Dropping resource packs into the menu now updates the list of resource packs without needing a reload. Data packs can now have a pack.png in the root folder, and will display it in the data pack menu. Data packs There is now experimental support for a worldgen folder in data packs. worldgen/biome can contain biome definitions. worldgen/configured_carver can contain definitions for world carver settings. worldgen/configured_feature can contain definitions for feature placements. worldgen/configured_structure_feature can contain definitions for structure placements. worldgen/configured_surface_builder can contain definitions for surfaces. worldgen/noise_settings can contain noise configurations. worldgen/processor_list can contain sets of block processors. worldgen/template_pool can contain pool definitions for jigsaw structures. Custom biomes can now be used in the single biome/caves/floating islands world types after adding the data pack containing the biome first. Custom biomes can now be used in custom dimension generators. Distance effects Blobs now no longer use 32-bit floats, causing them to generate in the correct shape regardless of position in the world and preventing a crash that could occur if the world border was moved out further via mods. GPU warnlist The GPU warnlist has been changed to no longer explicitly warn against Mesa and Gallium renderers and X.Org vendors, but instead just warn against anything with a version below 3.0. Servers Dedicated servers can now rate limit clients. Dedicated servers can now kick clients that consistently send too many packets within a second. Controlled with the rate-limit settings in server.properties. The default rate limit of 0 means "no limit". Tags Removed the furnace_materials item tag. World creation Changed the description of the doDaylightCycle gamerule from "Advance in-game time" to "Advance time of day". Fixes[] 155 issues fixed From released versions before 1.16 MC-1058 – A dragon head is invisible if the entity wearing it is not in view. MC-2404 – Stepping down while sneaking allows falling off of blocks. MC-34661 – Thorns enchantment causes double armor decay. MC-35765 – Text viewed in a right-to-left language while the game is set to another language renders backward and disconnected. MC-49476 – NBT HideFlags does not hide "Dyed" on leather armor. MC-57869 – Some item tooltips use § for coloring, rendering them incorrect in right-to-left languages. MC-65953 – Tags IsBaby and IsVillager cannot be changed from true to false with /entitydata. MC-68487 – Player heads of the same player always have the same skin texture, even if the saved texture data is different. MC-69876 – Pistons at Y=1 do not push downwards, and at Y=254 do not push upwards. MC-73884 – Throwable projectiles get destroyed at contact with non-solid blocks. MC-96007 – Arrows, trident, projectiles, splash and lingering potions cannot be teleported from directly above the End portal, End gateway or Nether portal. MC-97507 – Using item which modifies the held item shows "Gear equips" subtitle. MC-102967 – Shulker bullets cannot teleport through a Nether or End portal. MC-105248 – Wet wolves become nearly black in dark areas. MC-107529 – Marker:1b armor stands render themselves and their equipment dark if inside solid blocks. MC-116857 – Advancement descriptions use unnecessary capitalization on generic resource names. MC-124320 – Endermen can pick up and place snowless snowy grass blocks. MC-125758 – Bubble column does not affect eggs, snowballs, ender pearls, splash potions, lingering potions, fireballs, or shulker bullets. MC-130558 – Item frames cannot be emptied if gamerule doEntityDrops is set to false. MC-131587 – Deep frozen ocean biome does not generate with ice on the surface. MC-134084 – If gamerule sendCommandFeedback is disabled, /msg or /tell do not display the message to the sender. MC-136553 – Dyes in Creative inventory are in reverse order. MC-145691 – Binding "Open/Close Inventory" to Tab ⇆ only opens the inventory. MC-148447 – Villagers often get stuck while trying to go through a door at the same time. MC-149060 – Villagers "spam" doors by opening and closing them really fast. MC-150417 – Some items get stuck in soul sand when there is liquid above the soul sand. MC-152037 – Powered, activator, and detector rails are deleted when pushed or pulled onto a block they cannot be placed on. MC-153195 – Mobs can drop items with duplicate enchantments. MC-153230 – Players in Spectator mode can stop minecarts. MC-157774 – Bouncing off side of blocks while Creative flying. MC-158735 – Pillagers without crossbows hold their arm up in a way that may be offensive to some people. MC-158987 – Raids still continue after a villager turns into a witch. MC-160723 – Bamboo crouch sliding off. MC-163767 – Villagers get ejected from a minecart when converted to a zombie villager. MC-166718 – Mobs no longer suffocate inside of soul sand, farmland, or grass paths. MC-167045 – Banners are rendered too dark in the inventory. MC-167756 – Wolf is rendered too dark when not directly affected by skylight. MC-169203 – Sloped redstone type rail not dropping item when pushed by piston to a spot without adjacent block. MC-172221 – Hoglins, zoglins, ravagers, iron golems, and polar bears will not walk down a block if they are partially walking on air. MC-175334 – Villagers take longer to get a job the more workstations are nearby. MC-176778 – Camera is reset when a block reappears due to high server latency. MC-176836 – Unarmed vindicators raise their arm in an offensive way when attacking. MC-177684 – Cocoa beans, bone meal, and lapis lazuli are placed among the dyes in the Creative inventory. MC-177733 – Powered and activator rail duplication. MC-179369 – Wandering Traders are always invisible in the Nether and the End. MC-180447 – Game crashes when placing player head down. MC-181925 – Unarmed vexes raise their arms in an offensive way when attacking. MC-182868 – Rail updates are 4–5 times laggier since 1.14 if the rail is on top of a non-full cube. MC-185490 – Separated trader llamas on leads cause server performance (TPS) issues. MC-185925 – Casting issue: Blob generation uses 32-bit floats, leading to precision loss and potential crashes. MC-196473 – Pufferfish gives Nausea II instead of the maximum of Nausea I. From 1.16 MC-171363 – In the Nether forest biomes, large fungi and small plants only generate on the topmost layer of nylium, leaving all lower layers devoid of flora. MC-171739 – Weeping and twisting vines, bamboo, and kelp can be replaced by "saplings" by breaking and placing the block at the same time. MC-173526 – All minecarts can survive in lava. MC-174469 – Soul Speed does not work when jumping. MC-174479 – Cannot place sea pickles on soul sand. MC-174520 – Soul particle texture is incorrect for the first frame. MC-174574 – Soul Speed does not work when slabs and blocks of similar height are placed above the soul sand block. MC-174762 – Villager iron golem respawn timer is reset when the chunk is reloaded. MC-176015 – Strider suffocates when player is saddled on it and looking up with warped fungus on a stick. MC-176034 – You can walk on striders. MC-176491 – Nylium randomly catches fire from lava, and burns infinitely. MC-176753 – Piglins stand around dropped golden items if their CanPickUpLoot tag is set to 0b. MC-177651 – Despite being cold outside of lava, striders do not care about staying in lava. MC-177941 – Twisting and weeping vines always have an age of 0 when placed by a player. MC-178061 – Chat Delay option does not exist in Chat settings. MC-178729 – Red and brown mushrooms cannot be grown into huge mushrooms on nylium, while they can on all other "grass" blocks. MC-181204 – doDaylightCycle button slightly incorrectly labeled. MC-181233 – Mobs cannot spawn on wooden trapdoors, but can on iron and Nether fungus trapdoors. MC-182330 – Crossbow-wielding piglins behave weirdly when they try to pursue invisible players. MC-182430 – Piglins continuously try and fail to pick up gold ingots if they cannot reach them. MC-182652 – Ruined portals do not always generate with a chest. MC-183663 – Farmer villagers do not compost correctly. MC-183743 – Iron golem overpopulation. MC-185019 – Worldgen settings with empty structures parameter generates all structures extremely frequently. MC-185274 – Subtitles still show "Gear equips" when eating in snapshot 20w21a or newer. MC-185684 – Enderman can teleport when hit in cases where they previously would not teleport. MC-186627 – Undead mobs do not burn in daylight in custom dimensions. MC-187112 – Extra space in "Keep Jigsaws" button in jigsaw block. MC-187126 – Jigsaw block UI is not closed when pressing "Generate." MC-187129 – Jigsaw blocks do not generate the correct structure until "Done" is pressed and the UI is reopened. MC-187344 – Fast graphics tooltip has incorrect "tree-leaves" spelling. MC-187357 – Strongholds will not generate in floating_islands or caves preset. MC-187379 – Text for pack.incompatible.confirm.new makes no sense. MC-187380 – Incorrect grammar in en_us translation of pack.dropConfirm. MC-187398 – Smithing table and stonecutter recipes are not unlocked when used. MC-187598 – Block hitboxes still cause semi-transparent blocks not to render behind them in lower than "Fabulous" gfx settings. MC-187904 – Data packs cannot replace settings of vanilla dimensions during world creation. MC-188389 – Several minor errors in datapackFailure.title. MC-188390 – Comma splices in four strings. MC-188392 – Death message for getting shot by a skull is not grammatically correct in all situations. MC-188459 – Potted cactus still missing cullface argument for top. MC-188473 – Resource pack screen no longer updates when adding or removing resource packs. MC-188534 – Potted cactus missing bottom face. MC-188621 – Mojang "Production Manager" credit is indented further than other credits. MC-188880 – Baby zombified piglins riding on chickens are not positioned properly. MC-188969 – Having a suspicious stew in your inventory prevents any type of suspicious stew from going into your inventory when milking a brown mooshroom. MC-189414 – Smithing table does not calculate amount of output items correctly. MC-189736 – distance within a predicate no longer works. MC-189769 – Fungi grows through fire. MC-189788 – Certain mobs in boats sometimes take drowning damage while the boat is moving. MC-189797 – Hoglins, zoglins, melee piglins, and piglin brutes do not properly attack invisible entities within normal range. MC-189909 – player_interacted_with_entity does not trigger if there is only one item and the item gets consumed. MC-189918 – Multiplayer warning uses "Mojang" instead of "Mojang Studios". MC-190021 – Trying to mount a pig or strider while sneaking plays the hand animation. MC-190098 – Structure size and offset still limited to 32 for dedicated servers. MC-190102 – Some UI strings are not consistently capitalized. MC-190103 – Crash when using a nether portal: java.lang.IndexOutOfBoundsException: fromIndex < 0: -2368549. MC-190266 – Players and other entities can catch on fire after logging on while riding a strider in lava. MC-190274 – Collecting liquids in bottles in Creative mode is inconsistent with the new Creative mode bucket mechanics. MC-190288 – Fabulous and Fancy graphics tooltips have missing commas. MC-190552 – Demo mode resets position and inventory upon launch. MC-190559 – Baby striders do not die when it is raining and they are in lava. MC-190849 – Slime blocks can only push entities 5 blocks high instead of 6 blocks high as in 1.15.2. MC-190852 – Advancement announcement message has switched brackets for right-to-left languages. MC-190856 – /list uuids shows parentheses incorrectly for right-to-left languages. MC-190859 – floating_islands or caves buffet worlds no longer generate strongholds, and ender eyes do not locate previously-generated strongholds after upgrading to 1.16. MC-190860 – '/' (slash) in chat and command block shows legacy formatting symbol for right-to-left languages. MC-190875 – Creating a custom superflat world with a structure that cannot generate in a given biome, then running /locate on that structure, softlocks the game. MC-190891 – Certain redstone circuits causing lag. MC-190892 – Brackets in potion effects are reversed in right-to-left languages. MC-191031 – Players in Spectator mode can interact with boats. MC-191168 – Piglins that convert into zombified piglins while sitting on a minecart sometimes sink into blocks. MC-191388 – "No key position_predicate in MapLike" console spam. MC-191441 – Right-to-left text is rendered bottom-up in some cases. MC-191467 – Resource packs screen is not updated in real time when packs are dropped in the folder. MC-191501 – Opening a world from earlier 1.14 releases in 1.16 causes villagers to vanish. From 1.16.1 MC-191562 – "Cancel" button overlaps "Done" button when uploading a world to Realms, making users unable to upload world. MC-191571 – Switched square brackets for right-to-left languages. MC-191579 – Book signing GUI has broken formatting for right-to-left languages. MC-191623 – Ender dragon battle music does not stop after ender dragon has been defeated. MC-191656 – Right-to-left languages do not perform as expected in Creative search menu. MC-191915 – While in a boat the elytra does not show as enchanted. MC-191947 – Entities that tick in a nether portal for one gametick do not get sent to the Nether. MC-191953 – End gateway occasionally fails to teleport player to/from the End islands. MC-192021 – Enchantment glint effect on transparent blocks not properly rendered on Fabulous graphics. MC-192032 – Villagers do not always try to claim the closest workstation, and are sometimes focused on a non-existent one, or one out of their reach. MC-192136 – Lava damage works differently than in previous versions. MC-192236 – Endermen can place blocks on top of item frames on the floor. MC-192296 – Spider jockey from a spawner minecart crashes with java.lang.IllegalStateException: Entity is already tracked. MC-192306 – Crimson and warped slabs use incorrect colors on maps. MC-192371 – Paintings in the same block space pop off when chunk loads. MC-192845 – Block event lag in 1.16 is excessive. MC-192894 – Transparency layers lose their auxiliary depth buffer ID when resized. MC-193213 – Leads are positioned incorrectly on players and wandering traders. MC-193276 – Player floats slightly above a strider while riding it. MC-193339 – NullPointerException during shutdown when rcon enabled with no password. MC-195062 – Raids often will not end in defeat when all villagers are dead if there are job sites in the village. MC-195544 – Game crashes after killing a mob that is being ridden by a guardian which is being ridden by a wither skeleton. MC-195851 – Hat layer on helmets detaches from piglins' heads while bartering. MC-196245 – Charged creepers do not always drop their skull if zombie variants are nearby. MC-196737 – Crouching to avoid falling does not work with lanterns. MC-197049 – Pending messages are saved after relogging, while normal messages are not. MC-197053 – Pressing F3 + D clears the pending lines message, but does not clear the pending messages. MC-197275 – Due to changes to walls, pack_format: 5 is not cross-compatible between 1.15 and 1.16. Videos[] Videos made by slicedlime: See also[] References[] ↑ "Minecraft 1.16.2" – Minecraft.net, August 11, 2020 ↑ MC-196736

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