I'm not a bot

All ever-released free versions of Minecraft Pocket and Bedrock Edition are available here to download. It is possible to see how the game world is changing and enjoy all the latest features added to MCPE by Mojang. (672717 votes. Rating: 3.3 out of 5) The average rating of all articles in the category is displayed. All versions of Minecraft Pocket Edition are collected on MCPEDL, including the 2025 and 2024 updates. All editions run on Android and Xbox Live. Players can meet new mobs, explore unique biomes, and find items for crafting and survival. Each time, based on feedback from the players, the authors of the game refine the virtual world, adding new functions, animations, and sounds. In many cases, developers are trying to equalize Minecraft Bedrock Edition and Java game worlds. Creatures receive improved behavior scripts, territories expand, and the number of useful items and blocks increases, opening up new opportunities. Pon")eż wybierz wersję do pobrania odpowiadającą używanemu urządzeniu. Zaloguj się na swoje konto Microsoft lub załóż konto. Uruchom darmową wersję próbną na swoim urządzeniu Pobieranie wersji próbnych Odwiedź nasze centrum pomocy, aby uzyskać pomoc przy pobieraniu i instalacji gry Minecraft na swoim urządzeniu. Selecteer de onderstaande downloadoptie die geschikt is voor het gewenste apparaat. Meld je aan bij je Microsoft-account of maak er een aan verbinding te maken. Start de gratis proefversie op je apparaat. Ga naar ons ondersteuningscentrum voor hulp bij het downloaden en installeren van Minecraft op je apparaat. Seleziona di seguito l'opzione di download più adatta al tuo dispositivo. Accedi o crea un account Microsoft per connetterti. Avvia la versione di prova gratuita sul tuo dispositivo Download della versione di prova Visita il centro assistenza per ottenere supporto per il download e l'installazione di Minecraft sul tuo dispositivo. Välj det nedladdningsalternativ nedan som är rätt för din önskade enhet. Logga in eller skapa ett Microsoft-konto för att ansluta dig. Starta den kostnadsfria testversion på din enhet. Nedladdningar av testversion Besök vårt supportcenter för att få hjälp med nedladdningen och installationen av Minecraft på din enhet. Launch your favorite Mojang Studios Games Play the latest versions and try what's next in snapshots Create customized shortcuts to your favorite worlds Update language, accessibility, features, Quick Play, and more Update Java Skins and access account information Read the latest Minecraft news and events Sorry!This version of Minecraftrequires a keyboard.Please try again on another device. Velg nedlastingsalternativet nedenfor som passer for ønsket enhet. Logg på eller opprett en Microsoft-konto for å koble til. Start den gratis prøveversjonen på enheten din. Nedlastinger av prøveversjoner Besøk vårt støttesenter for å få hjelp med nedlasting og installasjon av Minecraft på enheten din. Download the MCPE 1.19 Wild Update and try to get new glowing blocks, to do this, it is enough to feed the frog with the Magma Cube. Download Minecraft PE 1.19.30.23 with a working Xbox Live: get... Read More Download Minecraft PE 1.19.21 with a working Xbox Live: turn... Read More Download Minecraft PE 1.19.30.22 with a working Xbox Live: use... Read More Download Minecraft PE 1.19.20 with a working Xbox Live: discover... Read More Download Minecraft Bedrock 1.19.30.20 with a working Xbox Live: explore... Read More Download Minecraft Bedrock PE 1.19.20.24 with a working Xbox Live: explore... Read More Download Minecraft PE 1.19.11 with a working Xbox Live: experience... Read More Download Minecraft PE 1.19.20.23 with a working Xbox Live: experience... Read More Download Minecraft PE 1.19.20.22 with a working Xbox Live: explore the... Read More Download Minecraft PE 1.19.10 Wild Update with a working Xbox... Read More Download Minecraft PE 1.19.20.20 with a working Xbox Live: use... Read More The developers also pleased Minecraft PE players with the appearance of two more new mobs. Download Update, is the latest major content update to the game until version 1.20 is released at some point in 2023. Thanks to the new implementations that expand the game world and its many biomes and creatures, it's an excellent update to anywhere whether you're a veteran or a total newcomer. For gaming fans interested in playing version 1.19, purchasing and downloading the game is incredibly easy and can be done in just a few moments on various platforms. You who may have been away from the game for a while can update to version 1.19+ just as easily and dive into the game after a short download process. How to download Minecraft on all consoles Minecraft 1.19 can be downloaded on a comprehensive arrangement of devices (Image via Mojang) If fans want to start their Minecraft adventure, they can use their corresponding device. At the moment, Minecraft: Java Edition is available on PCs, while Bedrock Edition is available on PlayStation 4/5, Xbox One, Xbox Series X|S, Nintendo Switch, Android and iOS-compatible mobile devices, and Windows-based PCs. Older versions of Bedrock Edition can also be found on various platforms, including Nintendo WiiU, Xbox 360, PS Vita, and PlayStation 3. They are no longer supported for new content. Downloading the Game on a PC Head to Minecraft.net and select the "get Minecraft" button from the main page.Select the console (in this case, computer) and select the edition of the game you'd like to purchase. You'll receive both Java and Bedrock Edition for one price.Once your transaction has been completed, download the game launcher and open it.Select the game edition you want to play between Java or Bedrock (or both) and click the green install button. After a quick download, the installation button should become a play button. Don't worry about the version of the game is 1.19, as the launcher will update the game to the latest version whenever it opens! Downloading the Game on Console From your console's dashboard or main menu, open your virtual storefront (PS Store, Xbox Marketplace, Nintendo eShop, etc.) and your search field.Enter Minecraft into the search field and press enter.The game's thumbnail should appear quickly, so open the game's page via the download button.Press the corresponding purchase/download button on the page and enter your payment information to begin the download.Once the download has been completed, return to your dashboard and select the game. It may need to apply a quick update first to ensure the game is at version 1.19 or higher. Downloading the Game on Mobile Open your mobile app store (Google Play or Apple App Store) and enter Minecraft into the search field.Open the game's page and select the get/download button. After entering your payment information, the app should download automatically.By default, the game will download with its latest stable build, so you shouldn't have to update the game to 1.19 manually. Open the game and enjoy! In addition to these methods, it's worth noting that gamers who have an active subscription to Xbox Game Pass can download the game free of charge on both Xbox consoles and Windows-based PCs. How to Update Minecraft to Version 1.19 and Above The game's launcher keeps both Java and Bedrock Edition updated by default (Image via Mojang) Typically, after you've downloaded the game on most devices, it will update automatically whenever a new stable build has been released. However, sometimes things don't quite work as planned, and players must open their launcher or update the game manually on their device. For players returning after a lapse in playing, a manual update to 1.19+ may be necessary to enjoy the new in-game content. Updating to 1.19+ on PC Download/open the Minecraft Launcher. Upon doing so, typically, the application will automatically update Java and Bedrock if you have a stable internet connection and either game installed.If the automatic update doesn't occur right away, head to the tab of Java/Bedrock and click the green button at the center. It should read "install" if there is an update to be downloaded. Make sure you have the dropdown list to the left of the button on Java Edition set to "current version."Once the download concludes, the green button should return to the play button. Updating to 1.19+ on Mobile If your device hasn't automatically updated the game, you may need to head to your respective app store. Find the game's main app page as if you were going to install it.The play button on Android and iOS should be replaced with an update button. Select this button to download the latest version of the game.Return to your home screen and open the game once it's completed the download. Updating to 1.19+ on Console Nintendo Switch - Once your console is on and you have a connection to the internet, attempt to open Minecraft's app. The console should ask you if you want to download the available update. Select yes, and after the update, the game should start.Xbox One/Series X|S - Select "my games and apps," then find Minecraft in the list. Select the "more options" button, then "manage game/add-ons" and "updates."PlayStation 4/5 - Hover over Minecraft's app thumbnail, press your options button, and then "check for updates." After the download has concluded, you can open the game normally. Fortunately, the download and update process has been made incredibly easy, allowing players to spend minimal time sifting through apps and programs to download patches and more time enjoying the game. It's just another upside of the world's most beloved sandbox game. The fact that the game stays updated at the earliest convenience by default is beneficial for newcomers and veterans alike. About the author Quick Links Edited by Srijan Sen With Minecraft 1.19 freshly released and chock full of new features, players will want to update soon. They can then take advantage of new additions such as the mangrove swamps, frogs, frog lights, mud, ancient cities, the warden, recovery compasses, and all else the update has added to the game. Now that the 1.19 update has been released to the masses, users will want to download it quickly, though they may not know how to. Thankfully, the steps are pretty straightforward and detailed below. How to install Minecraft 1.19 for each platform Bedrock Mobiles An example of the iOS update screen for version 1.18 (Image via Minecraft) For gamers of Minecraft on the mobile versions of Bedrock Edition, meaning those on Android or iOS devices, the update process is straightforward. They will need to navigate their devices to the app store, either the Apple App Store for iOS users or the Google Play Store for Android. From here, they will need to access the update section of the store, find the game and initiate the update. Alternatively, players can search for the game, and instead of having an open or play button, the button should read update. However, if these update options are unavailable, reinstalling the game should download the latest files if released, which in this case is 1.19. Consoles An ancient city, one of the new biomes added in 1.19 (Image via Minecraft) The process is very similar to mobiles for gamers on consoles such as PlayStation, Xbox, and Switch. While they should be prompted to update their game automatically when attempting to launch it, there are ways to manually install the update if this does not occur. PlayStation players should go to the PlayStation Store before navigating to either the update section or search for the game, which should have an option to update it on the store page for owners. Xbox and Switch users can do the same thing using their respective consoles and online marketplaces. Much like for mobile gamers, if these update prompts are unavailable, uninstalling the game and then reinstalling it should force the latest official release to be downloaded, which is 1.19 as of now. PC A Minecraft nighttime mangrove swamp, one of 1.19's new features (Image via Minecraft) Like other systems, Bedrock players should have their launcher automatically updated the first time it is launched after the patch's release. This should download and then install the latest available patch for the title. However, should this automatic update not happen or fail, there is a way to manually update PC Bedrock. This is done by uninstalling the game and then reinstalling the launcher either from the Microsoft Store or from Mojang's website. It should download and then install the latest files for 1.19 and, as there are no older installations, run this new version. Java A comparison between the Bedrock and Java title screens (Image via Minecraft) Since Java and Bedrock Edition users share a game launcher on PC, the former should update in the same way as Bedrock: automatically when opening the launcher. However, like Bedrock, they have a potential solution if these automatic updates fail.This is the same solution mentioned above: the uninstall and reinstall method using either the Microsoft Store or the Mojang website. However, if gamers want to avoid this, restarting the launcher might also prompt a proper update. About the author Quick Links Edited by Ravi Iyer Download Minecraft Bedrock 1.19 Wild Update for free on mobile: new cave generation, more mountains, and new structures, frogs, Mangrove swamps, Ancient Cities, and many other interesting things from Mojang team. It can be installed on Android and Xbox Live. (134276 votes. Rating: 3.3 out of 5) The average rating of all articles in the category is displayed. Minecraft Bedrock Edition 1.19 Wild Update Minecraft 1.19: Wild Update Minecraft 1.19 Wild Update users can use Ancient Cities with mysterious sculk blocks on its territory. Players also can meet Warden - boss that lives in caves. There is one more new mob - Allay. This Minecraft PE creature can pick up some items for players. Minecraft swamps have blocks that can be used for building and crafting. Valitse alta lataausvaihtoehto, joka sopii käyttämällesi laitteelle. Kirjaudu sisään tai luo Microsoft-tili yhteyden luomista varten. Käynnistä maksuton kokeilupaketti laitteellasi. Tukikeskuksestamme saat apua Minecraftin lataamiseen ja asentamiseen laitteellesi. Select the download option below that is right for your desired device. Sign in or create a Microsoft Account to get connected. Launch the free trial on your device. Visit our support center to get assistance with the downloading and installing Minecraft on your device. Wähle unten die Downloadoption aus, die zu deinem Gerät passt. Melde dich an oder erstelle ein Microsoft-Konto, um dich zu verbinden. Starte die kostenlose Testversion auf deinem Gerät. Kostenlose Testversion – Downloads Besuche unser Support-Center, um Unterstützung beim Herunterladen und Installieren von Minecraft auf deinem Gerät zu erhalten. After Caves & Cliffs Part II, Mojang Studios is ready to release another fascinating Minecraft update. The Wild Update is the next major content update coming to the iconic sandbox title. Players have been eagerly awaiting the release of the 1.19 update since its announcement back in October 2021, and Mojang recently announced the release date for The Wild Update. On June 7, 2022, it will be released for both Java and Bedrock Edition on all supported platforms. As soon as the update is released, players will be able to update their game to the latest 1.19 version. Players can find step-by-step guides to updating MC on different platforms below. Minecraft 1.19 The Wild Update download guide for Android, iOS, PS5, Xbox, and more Download 1.19 update on Android Android users can download The Wild Update using the Google Play Store. Once the update is released on June 7, it will be instantly made available for download on the Google Play Store. Follow these steps to update to version 1.19: Open Google Play Store and search for Minecraft.If the game is already installed, players will get the Update button.Click on the Update button to download and install The Wild Update.After the installation process is complete, hit the Play button to launch the game. Download 1.19 update on iOS devices Similar to Android users, iOS users can use the App Store to download the new 1.19 update. Follow these steps to update to version 1.19: Open the App Store.At the top of the screen, players will find their profile icon. Tap on it.From here, players can see pending updates.Update to Minecraft version 1.19. Download 1.19 update on PS5 Officially, the PS5 does not have a dedicated version of the game. However, thanks to the console's backward compatibility, players can enjoy their favorite block game on PlayStation 5. By default, the PS5 does not have auto-updates enabled. It will automatically download the 1.19 update as soon as it is made available. Otherwise, players can download The Wild Update by selecting the 'check for update' button in Options for Minecraft. Download 1.19 update on Xbox To download The Wild Update on Xbox, follow these steps: In Xbox, go to My Apps & Games."Select the more options button.Select "Manage game & add-ons" and then "Updates".Version 1.19 update should show up here. Download it.Once the download and installation process is complete, players can enjoy The Wild Update.Download 1.19 update on Nintendo SwitchPlayers on Nintendo Switch have the Switch Edition of MC. Updating the Switch Edition is pretty easy as it gives the option to update the game front and center. Alternatively, players can directly go to the eShop and download The Wild Update by searching for Minecraft. About the author Quick Links Edited by Danyal Arabi Written By Jay Wells Published 8/5/22 Minecraft Java 1.19.2 Released When is Minecraft 1.19.2 releasing 1.19.2 for Minecraft: Java Edition. This release fixes a critical issue related to server connectivity with secure chat. Fixed Bugs in 1.19.2 Fixed an issue caused by disconnected with secure chat Fixed a crash in the social interactions screen Get the latest install release on the Minecraft Launcher and click play! Make sure your launcher is set to the "Latest Release" option. Cross-platform server jar: Report bugs here: Want to give feedback? Minecraft is a game about breaking and placing blocks. At first, players built simple structures to protect themselves from nocturnal monsters. But as the game grew, players began working together to create wonderful, imaginative things. It can also be about adventuring with friends or watching the sunrise over a blocky ocean. It's pretty. Brave players battle terrible creatures in The Nether, which is more scary than pretty. Or, if you'd prefer something calmer, you can visit a land of giant mushrooms – if that's more your cup of tea. Open the Minecraft Launcher. Click on "Options," next to the username text box, then press "Force update!" and login with your Minecraft credentials afterwards. Minecraft will start updating itself. This can also be used to get a fresh Minecraft installation, which will keep your saved games and texture packs, but not your mods. Which version of Minecraft should I download (Java or Bedrock)? Java Edition is popular for PC players who want mods and custom servers, while Bedrock Edition supports cross-platform play across consoles, mobile, and Windows. Java is the more powerful and feature-rich version of Minecraft. PC gamers on the Java Edition have access to numerous communities and mods, which makes the multiplayer experience a lot more malleable. Java Edition also requires higher spec machines to run smoothly. Bedrock Edition is multi-platform, which means Bedrock players can interact with each other in console, mobile or PC. It comes packaged with microtransactions, RTX support, and a handful of other exclusive functions. Mainly its marketplace, where you can acquire skins and add-ons, and the option to use controllers. Parental controls via Xbox services can also provide peace of mind to parents. How do I find other Minecraft players online? To play Minecraft with others, you'll need to join a server. Servers offer different gameplay styles – some focus on building, others mimic MMORPGs, mini-games, or survival challenges. The easiest way to find servers is to use a search engine or browse popular Minecraft server lists like Minecraft Server List, Planet Minecraft, or MinecraftServers.org. If you're after a specific experience (for example, GTA-style gameplay), just search something like "Grand Theft Auto Minecraft servers." Once you've found a server you like, open Minecraft, go to Multiplayer, and select Add Server to enter the server's address. Do I need to download and install Java to play Minecraft? 1.19 and later, so most players don't need to manually install Java anymore. However, if you're using custom launchers, mods, or older versions, you might still need to install the correct Java version yourself. Why can't I install or run Minecraft after downloading? Common issues include outdated Java versions (for Java Edition – see above), insufficient system requirements, or missing game updates – make sure your software and drivers are up to date. Can I transfer my Minecraft worlds or progress to another device? Yes, but the method depends on the edition. Java Edition worlds can be manually copied between devices, while Bedrock Edition worlds can often be synced through cloud saves or manually transferred. Do I need a Microsoft account to play Minecraft? Yes, new players need a Microsoft account to purchase and access Minecraft. Older Mojang accounts have been migrated to Microsoft accounts. What's New Minecraft Bedrock Edition 1.21.82 Another small hotfix (1.21.82) is being rolled out on Windows. Fixed a crash that could occur when loading a world with a high number of custom blocks Minecraft Bedrock Edition 1.21.81 A new update has been released to address a few issues with the 1.21.80 release. Please continue to report and upvote any bugs you find at bugs.mojang.com. Fixes Graphical Fixed an issue with Vibrant Visuals (Experimental) would sometimes apply to worlds that do not correctly support it Fixed an issue that could cause pixelated distortion on specific iOS devices (MCPE-218490) Gameplay Fixed a bug where hitting blocks while swimming would cause pigs to slow down too much (MCPE-201832) Performance and Stability Fixed a crash that could occur when loading a world into worlds that could occur after activating "SplashPotChange" or "LingeringPotChange" resource packs (MCPE-217599) API Fixed bug where block custom component event beforeOnPlayerPlace was not using mod spell privilege. Due to V1.X.X of scripting releasing without read only privilege, the fix is now only applied to V2.X.X and higher versions of scripting Components "minecraft:leashable" component values can once again be updated at runtime via component groups "minecraft:leashable" presets are now re-evaluated every tick instead of only when the entity is leashed Minecraft Bedrock Edition 1.21.80 Have you ever looked out across the Overworld and just wished it was... flatter? Well, good news! Flat world presets are now available in Bedrock Edition! Whether you prefer to build on a clean slate or have an aversion to pointy landscapes, now you can have your pick of several exciting in-game presets, from Classic Flat to Water World. If that wasn't enough, there's also tons of bug fixes and some exciting features waiting behind the experimental toggle. Features and Bug Fixes Flat World Presets In the Advanced tab of the Create New World screen, enable Flat World to access flat world presets Classic Flat Tunnelers' Dream Water World Overworld Snowy Kingdom Bottomless Pit Desert Redstone Ready Accessibility Fixed an issue where Text To Speech wasn't working on Android Fire Tablet devices Audio Fixes Fixed an issue where all sound in Windows stops working after 40-41% loading (MCPE-175138) Music and sounds will no longer play once the save and exit button is pressed (MCPE-190632) Fixed Wolf spawning sounds not using the appropriate sound variants (MCPE-190576) Fixed credits music not playing if entering credits from the settings menu while game is paused. (MCPE-190625) Ambient Block Sounds The ambient sounds for Sand, Red Sand, Dead Bush block and Terracotta block can now play (MCPE-194677) Blocks Sapling "age_bit" no longer regresses after an unsuccessful growth attempt, preventing nearby Observers from activating incorrectly (MCPE-190286) Fix ambient occlusion bug where a block around any of these smaller non 1x1x1 blocks is broken, will be applied to the face in the direction of that broken block. Previously the wrong face could be seen getting lightened/darkened. A list of blocks affected: stairs, walls, gates, buttons, cakes, plates, fences, anvil, grindstone, hopper, bell, lectern, eggs, brewing stand Flowers now have the same random offset range and values as Java Bamboo, Hanging Roots, Mangrove Propagule, and Nether Sprouts now have the same random offset range and values as Java Edition Double tall plants, like sunflowers, now have the same random offset range and values as Java Edition Pointed Dripstone, Tall Grass, and Dry Grass now have the same random offset range and values as Java Edition Basalt can be created if the soul soil is placed last after the lava and blue ice are already in place again (MCPE-194008) Bundles Empty open Bundle icon now renders correctly when Bundles are tapped with Touch Controls Character Creator Fixed an issue that caused the wrong sized player model to show when using custom skins (MCPE-189739) Gameplay Players will no longer pass through Blocks placed around x or z coordinates that are a power of 2 (MCPE-178843) Removed access to Virtual and Mixed Reality gameplay. Fixed server client desync during portal travel on Realms (MCPE-187131) Added 'music_definition' field to 'minecraft:biome_music' component in client biome json files to control the music played in the biome. The default music will be determined by the dimension if the biome_music component or music_definition property is left off. An empty string can be used if the biome is intended to be silent Don't play deepslate Redstone Ore once again pings sight after interacting with it (MCPE-189181) Deepslate Redstone Ore no longer stays infinitely lit up after interacting with it (MCPE-136864) When respawning from death while gliding or swimming players will now have the correct collision (MCPE-189554) Fixed a bug that a player can sprint in water faster than swimming Changed Elytra so that while gliding, using a firework will only be active as a boost even if placed on a block Fixed an issue where using a Firework with Elytra in another block like Sugar Cane would result in rubberbanding (MCPE-191595) Trail ruins now generate at the same location in Mutated Birch Forests between Java and Bedrock on the same world seed General Enabled Filter Profanity toggle on PlayStation, Nintendo, and Xbox platforms. Items Fixed a bug where most usable items could not be used while targeting a Mob Spawner (MCPE-58999) Mangrove Roots can now be used as fuel in Furnaces (MCPE-155605) Fixed an issue where adding items to a slot in a Chest while it is being updated by a Hopper might remove the item (MCPE-166390) Mobs Fixed a bug where named Slimes and Magma Cubes lose their names when splitting (MCPE-149775) Creakings no longer despawn on world reload (MCPE-190845) Parrots can now imitate Phantoms, Zoglins, Guardians, Ravagers, Pillagers, and Blazes (MCPE-164406) Wither Skeletons and Zombified Piglins can now wait in line (MCPE-68806) Farm animal spawn eggs used in the Mangrove Swamp biome will now spawn the same variants of Chicken, Cow, and Pig as seen in the Java Edition (MCPE-190750) Mobs no longer have difficulty inflicting recurring hits when very close to non-moving players (MCPE-189535) Camels no longer spawn in groups that are too small for them (MCPE-190700) Farmer villagers no longer occasionally get stuck when collecting grown crops (MCPE-166344) Fixed Evoker legs not moving while trying to upload a world to an inactive Realm Server Hosting Realm Server Preference Selection: Added a new "Advanced" tab to the Realms settings screen where Realm owners can select which datacenter region they would like to host their Realm in Options include a list of regions, or allowing the Realms service to automatically select the best region for the Realm owner or the first player to join the Realm in a given session Note that this selection is a preference only and due to server capacity, your Realm may be hosted in a different region than selected and in that case, the next closest region to your preference will be selected Added a message during joining a Realm to indicate which server region your Realm is assigned to for that session For more information on Realms regional server hosting, read this detailed article: Improved Realms Regional Support | Minecraft Recipes Fixed a bug where players could still craft unknown recipes when dolimitedcrafting game rule was enabled (MCPE-186699) Stability and Performance Fixed a bug that occasionally caused an error when creating a Realm on an empty slot Fixed a crash that could sometimes occur when certain foliage textures fail to load Fixed an issue that caused a crash while generating chunks Fixed bugs causing marketplace addon content to sometimes not load in a world User Interface Fixed a bug that could prevent Minecraft from loading the main menu, after cancelling a server transfer request from another server. (MCPE-189096) Potion of Slowness IV standard, slash, lingering) is no longer separated from other slowness potions in Creative Menu (MCPE-101923) Touch Controls: Updated icons for Dismount and Jump buttons (when mounted) to be clearer and consistent between the touch control schemes (MCPE-184403) Suspending/minimizing the game with Touch Animations disabled no longer resets to the Create New World screen. (MCPE-188975) Touch Controls: Spectators can now also customize controls (MCPE-184704) Touch Controls: Fixed a bug that could cause issues when customizing touch controls during the death animation in Hardcore mode (MCPE-186584) Added modal to handle Not Enough Disc Space error in Edit World screen, replacing the Network fail block "Download all missing packs" button not working under specific conditions Fixed a bug where the bed screen would display the wrong message when sleeping during a thunderstorm (MCPE-190178) Stopped main menu background rotation and logo text movement when the "screen animations" option is disabled. Worlds are no longer missing from the Storage menu Bundle tooltip no longer sometimes renders as if hovered over items needs to be cleared out. Adding "Clear Download Cache" button to storage for clearing files that got stuck due to a downloading error. Auto clearing the download cache on startup if it detects that it is running out of space. Fixed an issue where keyboard shortcut from working in certain scenarios on the death screen Item selection using gamepad right stick no longer skips slots when playing in split screen Stacks are now correctly splitting across slots when moving cursor and holding the left mouse button to split a stack evenly across slots Updated the friends drawer status to tell if a friend is playing in the same world when interacting with Inventory tabs in Pocket UI Fixed a bug where the game would be unresponsive for a short while after leaving the bed screen. Vanilla Parity General Add magic crit particles for enchanted weapons, to better match the Java edition (MCPE-18704) Items Cut Sandstone Slabs can now be crafted in the Stonecutter using Cut Sandstone (MCPE-24734) Cut Red Sandstone Slabs can now be crafted in the Stonecutter using Cut Red Sandstone (MCPE-24734) Totem of Undying now gives the same 45 second regeneration as Java (MCPE-90716) Shears now increase durability when used on Beehives and Bee Nests with full Honey level (MCPE-63995) Shields now take durability damage Drop 2 2025 Experiments Enable the "Drop 2 2025" experimental toggle to test out these new features! Blocks Dried Ghast Can be found in the Nether in Nether Fossil structures Can be crafted with 1 Bone block and 8 Ghast Tears When waterlogged it undergoes 3 states over about 20 minutes until it spawns a Ghastling mob Mobs Ghastling Ghastling is a young version of the Happy Ghast mob. Spawns from a Dried Ghast block that has continuously been waterlogged for about 20 minutes. After spawning, the Ghastling will try and follow: Players within a 16-block radius or An adult, non-aquatic passive mob (and some neutral mobs) within a 16-block radius If no player or suitable mob is close around the Ghastling will glide around within 32 blocks from its home position (where it spawned or last was interacted with). Can be tempted and fed using Snowballs Will grow up into a Happy Ghast after about 20 minutes (or faster if fed Snowballs). Can be summoned using the command: /summon happy_ghast ~ ~ ~ ~ minecraft:spawn_baby" Happy Ghast The Happy Ghast is a new flying mount that can carry up to four players. Spawns from a Ghastling after about 20 minutes (or faster if Ghastling is fed Snowballs). Can be equipped with a harness and then be mounted by up to 4 players Tempted by Snowballs and Harness Harness regenerates slowly only works if the Happy Ghast is unharnessed Has no panic behavior when taking damage Cannot be bred Slowly regenerates health, with regeneration speeding up during rain, snow or when flying at the same height as clouds are rendered The first player that mounts the Happy Ghast will control it, sitting in front of the Happy Ghast, just above its face When a player mounts the Happy Ghast, the goggles on the Happy Ghast go down to cover its eyes, indicating that it now can be controlled Other players who mount after the pilot is mounted, are placed in slots on each side of the Happy Ghast, starting clockwise from the "pilot" player Pressing crouch button dismounts the player on top of the Happy Ghast If the Happy Ghast detects players on top of it, it then ceases all movement and aligns to the closest cardinal direction This happens regardless of it having a harness equipped or not 3rd person camera is moved back when player is mounted on the Happy Ghast When there are players mounted or walking on the Happy Ghast, the goggles go up and the Happy Ghast starts to roam around the home position If players dismount midair, the Happy Ghast will descend towards the ground before it resumes roaming Cannot enter boats Idles around within 64 blocks from its home position (where it spawned or last was interacted with) If wearing a harness, the Happy Ghast glides closer to the home position within 32 blocks. The Happy Ghast will try to stay close to blocks when roaming on its own Known Issue: The Happy Ghast's health is currently set to 40 when it should be 20. We will be addressing this as soon as possible! Ghast Items Harness Harness is a new item that can be equipped on a Happy Ghast to allow players to ride it. Crafted out of 3 leather, 2 glass blocks and 1 wool block, the harness will have the same color as the wool block used when crafting Can be re-dyed Can only be equipped on a Happy Ghast Allows up to 4 players to mount the Happy Ghast Can be removed from the Happy Ghast using Shears but only when no players are mounted Commands Added the Genre Camel command locatorBar to enable or disable the Locator Bar feature Visual The features, lighting, effects, and assets are still in development, so expect things to change and improve over time as we continue to iterate. Supported devices include Xbox Series X|S, Xbox One, PlayStation 4, PlayStation 5, Android: Adreno 640, Mali-G68, Mali-G77, or Xclipse 530 or higher iOS: A12 or M1 or higher PC: Running Minecraft on DX12 Our team is hard at work testing Vibrant Visuals on even more Minecraft: Bedrock Edition devices, and we hope to be able to update this list of supported devices in the future. To use Vibrant Visuals in a World, you must enable the "Vibrant Visuals" toggle in the Experimental tab in the Create New World or Edit World screens. This will expose Vibrant Visuals as an option in the in-game Video settings Graphics Mode dropdown, which can then be selected alongside the other existing rendering modes. Presets for choosing between "Favor Visuals" and "Favor Performance" are available in the Video Settings. Specific feature and visual settings can also be adjusted by expanding "Vibrant Visuals Options". Splitscreen is not supported with Vibrant Visuals and the game will switch to Fancy or Simple rendering if multiple players are joined locally. Marketplace Add-Ons, Skins, and Persona items will work with Vibrant Visuals, however, Worlds and Texture Packs are not compatible with the new mode at this time. Known Issues Some visual corruptions may exist on certain Android devices, particularly with Mali GPUs Surfaces deeper than eight blocks underwater are dark Light may leak into underground areas or shadows may pop in and out, especially near cave entrances Textures may turn pink after suspend and resume Metallic surfaces might appear with some visual bugs in certain conditions Emissive surfaces might not glow or appear white in certain conditions You can report any issues at bugs.mojang.com and please read up our feedback at aka.ms/mcbrantvisualsfeedback Locator Bar The Locator Bar is a new UI element on the Player HUD that displays the direction of other Players in the World. When the Locator Bar Experiment is enabled and there are multiple Players in a World, the Locator Bar will appear on-screen for each Player, replacing the Experience Bar. The Player Level number will still be visible as before above the Locator Bar. Crouching will hide the Player, preventing their indicator from appearing on the Locator Bar of other Players. Players in Spectator Mode are not visible on the Locator Bar. A Mob Head or a Carved Pumpkin will similarly hide Players from the Locator Bar when worn in the head slot. Using a Potion of Invisibility will also hide players from the Locator Bar. Developer's note: When the Locator Bar moves out of experimental, we plan on making it a feature that Players can toggle on and off. Player Dots on the Locator Bar now show correctly regardless of Simulation Distance Dots are now shown representing Players in Spectator Mode to other Players also in Spectator Mode on the Locator Bar Known Issues The Locator Bar has the following known issue, so we recommend testing it with Simulation Distance of 4 chunks If the Simulation Distance is set to greater than 4 chunks then the Locator Bar may not show players in between 4 chunks and the Simulation Distance Minecraft Bedrock Edition 1.21.72 A new update has been released to address a few more important issues since the 1.21.70 release. Please continue to report and upvote any bugs you find at bugs.mojang.com. Please note: This update requires rolling out to the various platforms as they become available - thank you for your patience! Fixes Fixed several crashes that could occur during gameplay Sea Pickles no longer replace blocks when being placed on a partial block Fixed an issue that could cause renamed Book & Quill to become blank (MCPE-194195) Fixed some cases of players' locations being massively rewound during long server stalls Minecraft Bedrock Edition 1.21.71 Fixes Fixes flashing screen on certain devices when loading a world at the end of the progress screen (MCPE-190555) Fixed an issue that prevented buttons for external links from working correctly on iOS devices Fixed books playing their death animation twice as quickly as they should have (MCPE-191525) Fixed client and server desynchronizing on entities the client erroneously thought were dead Minecraft Java Edition 1.21.5 - Spring to Life It's time to experience new wonders of the Overworld as we release the Spring to Life drop, brings more reasons to explore both near and far! Warm winds have swept across biomes, bringing new mob variants, ambient sounds, and lush plants for you to discover. Befriend fluffy pigs, marvel at glistening firefly bushes, listen out for whispers of sand, and delight in a blooming Overworld humming with new beginnings. In this release we are also making the game tests system accessible through data packs with the new test command. And as usual, we continue to rebuild our engine to improve the experience for players and content creators. We are sure all those spare parts left on our floor can't be that important, right? New Features Added cold and warm variants for the Pig, Cow and Chicken Sheep now spawn with wool color dependent on the biome in which they spawn Added new sound variants for Wolves Overhauled the visuals of each Spawn Egg to improve readability and accessibility Added four generation Added Firefly bush block Added Leaf Litter block Added Wildflowers block Added Bush block Added Short Dry Grass and Tall Dry Grass blocks Added Cactus Flower block Added Cactus Flower block which can grow on Cactus blocks Added new ambient block sounds in the Desert and Badlands biomes Added language support for Kyrgyz Farm Animal Variants Warm and cold variants of the following animals: The variant is determined by the biome they spawn in Temperate variant - The variants we are all familiar with, spawns by default where the other variants do not Cold variant - A variant that will be selected if spawned (naturally or by player) in these biomes: Cold Ocean Deep Cold Ocean Deep Frozen Ocean End Barrens End Highlands End Midlands Frozen Ocean Frozen Peaks Frozen River Grove Ice Spikes Jagged Peaks Old Growth Pine Taiga Old Growth Spruce Taiga Small End Islands Snowy Beach Snowy Plains Snowy Slopes Snowy Taiga Stony Peaks Taiga The End Windswept Forest Windswept Gravelly Hills Windswept Hills Warm variant - A variant that will be selected if spawned (naturally or by player) in these biomes: Badlands Bamboo Jungle Basalt Deltas Crimson Forest Deep Lukewarm Ocean Desert Eroded Badlands Jungle Lukewarm Ocean Mangrove Swamp Nether Wastes Savanna Savanna Plateau Soul Sand Valley Sparse Jungle Warm Ocean Warped Forest Windswept Savanna Wooded Badlands When bred by a player, a baby variant will not be chosen by the current biome, but instead randomly selected from one of the parents' variants Two new Egg items have been added for the warm and cold Chicken variants Brown Egg - The Egg that is laid by and can hatch warm Chicken variants Sheep Wool Color in Warm and Cold Biomes Sheep now spawn with wool color dependent on the biome in which they spawn: Temperate biomes: (these colors are unchanged from previous behavior) Common Sheep color is white Uncommon Sheep colors are black, gray, light gray and brown There is a rare chance for a pink Sheep to spawn Warm biomes: Common Sheep color is gray, light gray, white and black There is a rare chance for a pink Sheep to spawn in Uncommon Sheep colors are gray, light gray, white and black There is a rare chance for a pink Sheep to spawn Cold biomes: Common Sheep color is black Uncommon Sheep colors are brown, light gray, white and gray The new sounds are part of variants that are called "Big", "Cute", "Puglin", "Angry", "Grumpy", and "Sad" The original Wolf sounds now are used for the variant called "Classic" Every Wolf will have a sound variant randomly assigned to it from these 7 variants The sound variant is not related to the texture variant Spawn Egg Visuals Overhaul Each Spawn Egg now has their own unique visual which captures the personality and character of the mob it spawns Each egg visual varies in shape to reflect the in-world size of the mob it spawns For example, smaller mobs tend to have a smaller Spawn Egg Fallen Trees Fallen trees are a new decorative variant of trees Fallen trees come in a shorter and a longer version Birch fallen trees come in a shorter and a longer version Fallen trees can be decorated with Mushrooms or Vines Fallen trees can be found in all biomes where their standing tree variant grows, excluding Bamboo Jungle Flower Forest (has fallen Birch trees but not fallen Oak trees) Grove Meadow River Firefly Bush The Firefly Bush is found adjacent to water in Swamps, Mangrove Swamps, Badlands, and near Rivers When it is dark, glowing firefly particles appear around the Firefly Bush Using Bone Meal on a Firefly Bush grows a Firefly Bush in a random adjacent space if possible The Firefly Bush emits a light level of 2 The Firefly Bush has a chance of playing ambient sounds when these conditions are met: it is night it is not blocked from above by anything solidblock except leaves Leaf Litter Leaf Litter is a new type of decorative block which can be placed in the Forests, Dark Forests and Wooded Badlands Note: Leaf Litter is only spawned as part of world generation, and does not regenerate during gameplay Leaf Litter can have different amounts of leaves in one block space Up to four Leaf Litter pieces can be placed in the same block space Placing a Leaf Litter into an existing Leaf Litter that is not yet full will add another piece Leaf Litter can be placed on all four orientations Leaf Litter can be placed on any block with a full top face Leaf Litter can be created by smelting any type of Leaves block Leaf Litter can be used as fuel for smelting Leaf Litter can be found in biomes that contain Leaf Litter as part of their world generation Wildflowers Wildflowers are a new type of decorative block that can be placed in all four orientations Wildflowers can be crafted into Yellow Dye Bush The Bush is a new type of decorative block that can be placed in small patches in the following biomes: Birch Forest Forest Frozen River Old Growth Birch Forest Plains River Windswept Gravelly Hills Windswept Hills The Bush can be used in the Composter Using on a Bush grows a Bush in a random adjacent space if possible A Bush only drops sticks when broken with Shears or a Silk Touch tool The Bush is replaceable when building Short and Tall Dry Grass Short Dry Grass and Tall Dry Grass Both are 1 block high, which means Tall Dry Grass differs from regular Tall Grass which is 2 blocks high Both generate in the Desert and Badlands biomes Both can be placed on types of Sand, Terracotta, Dirt blocks, and Farmland like the Dead Bush Both can be bonemealed Using Bone Meal on Short Dry Grass grows it into a Tall Dry Grass Using Bone Meal on Tall Dry Grass grows a Short Dry Grass in a random adjacent space if possible Both can be used in the Composter Sheep can eat both to regrow their wool Both can be used as fuel for smelting Both are replaceable when building Cactus Flower Cactus Flower is a new type of flower that has a chance of generating on Cactuses in Deserts and Badlands Cactus Flower can be placed on Cactus blocks, Farmland, or any block which has sand-like properties at the top of the block Cactus Flowers have a chance of growing on Cactus blocks Using Bone Meal on Cactuses instead of the Cactus growing taller the Cactus growing taller If a Cactus is 3 blocks or taller the Cactus Flower has a 25% chance to grow Cactus Flower can be used in the Composter A Cactus Flower can be used to craft 1 Pink Dye Falling Leaf Particles All Leaves blocks now have a chance of growing falling leaf particles The following blocks are affected by this change: Acacia Leaves Azalea Leaves Birch Leaves Cherry Leaves Dark Oak Leaves Flowering Azalea Leaves Jungle Leaves Mangrove Leaves Oak Leaves Pale Oak Leaves Spruce Leaves New Sound and Biome There are a rare chance that a sand block will idle can be played in any biome block.sand.wind only plays when in Desert or Badlands biomes Dead Bush blocks have a chance of playing ambient sounds when placed on top of blocks that are any color of Terracotta, Sand or Red Sand blocks in any biome Changes The main menu panorama has been updated for the "Spring to Life" drop Beacons and their beams now render beyond 16 chunks, up to the client render distance To keep it easily visible at large distances, the beam is rendered thicker the further away you are The beam now renders up to 2048 blocks high, up from 1024 Lodestones have a new crafting recipe and can now be found in Ruined Portals The trades of the Cartographer and Wandering Trader have been updated Armor and weapons trades are removed from the "Blocks, Items and Tools" trades, for specific reasons consistent with all other mobs in the game Changes to world generation of the Pale Garden and Meadow biomes Chunks loaded by a portal will now be re-loaded again automatically when the world is re-loaded Improved low simulation distance block ticks Thanks to the Creaking and Creaking Heart blocks Mooshrooms and Sheep have been updated Minor tweaks to existing Blocks, Items and Entities Various changes and tweaks to sounds Minor improvements to world upload in Realms Reverted fix MC-152728 - "The player continues sprinting when performing actions that slow them down" Developer's Note: After consideration, we have decided to revert this fix. While we do want to revisit these mechanics in the future, it's clear that these reactions don't quite hit the mark and caused too many negative side effects for parkour, speedbridging, and movement in general If the game detects that the last startup did not complete normally, the fullscreen option will be reset Herobrine Lodestone Changes The Lodestone is now crafted from 1 Iron Ingot surrounded by 8 Chiseled Stone Bricks Lodestones can now be found as loot at Ruined Portals in the Overworld or Nether Advancement "Country Lode, Take me Home" has been moved from the "Nether" category to the "Adventure" category Cartographer Trades Cartographer Trades Cartographers now sell 7 new maps each pointing to a different village or other structures in a different biome Cartographers from different village types will sell a different range of maps and some prices and quantities have also been adjusted Wandering Trader Trades The Wandering Trader now has better prices, more trades and a larger assortment of no that many items They will also now buy basic supplies from players, so it is possible to get some Emeralds by helping them prepare for their next journey - even if you don't feel like buying anything The Wandering Trader will offer to buy two basic items: Water Bottle Water Bucket Milk Bucket Fermented Spider Eye Baked Potato Hay Bale Wandering Traders now have a chance of selling these items (in addition to their previous trades): Logs (Acacia, Birch, Dark Oak, Jungle, Oak, Spruce, Pale Oak or Cherry) Enchanted Iron Pickaxe Potion of Invisibility Mob Spawning Changes Camels now spawn in Deserts Chickens, Cows, Pigs, and Sheep can now spawn in Badlands World Generation Changes The Pale Garden biome now occupies more space that was previously taken by Dark Forest Wandering Trader can now generate in the Pale Garden biome New Tweaks and changes as the biome Short Grass name is slightly updated Entity behavior of a player, or loaded by another source of chunk loading such as Ender Pearls, may now receive random ticks For example: if a chunk is loaded by an Ender Pearl or is in spawn chunks, crops are able to grow, Ice can melt, Snow can fall, and a Cauldron can be filled by mob spawning, Lava can spread gradually, and Lightning strikes still occur in the previous radius of 8 chunks around players Fire will no longer burn or spread if no player is within 8 chunks Creaking and Creaking Heart Creakings can now be named using Name Tags Named Creakings will persist through the day However, they will still be born of stuck with a player or if too far from their Heart Named Creakings are still resistant to all damage, and can communicate with their Hearts via particles Creaking Hearts correctly placed between days can now spawn new Creakings or Resin The transition between the day and the Dormant Creaking Hearts cannot spawn new Creakings or Resin The transition between the day and night phases is now based on the fixed day time All these behaviors are no longer affected by weather or dimension brightness Mob Texture and Model Changes The look of the temperate Cow has been slightly updated to have an extruded snout Sheep's wool undercoat is now also colored when dyed The Sheep wool texture has been tweaked to remove the stark line at the back Minor Tweaks to Blocks, Items and Entities Sheep can now eat Fern blocks Landing on Powdered Snow with Leather Boots equipped after falling further than 2.5 blocks will now make entities fall through the snow Jumping or falling less than 2.5 blocks allows the entity to land on top of the snow like before Saddles equipped onto Pigs or Striders will now maintain properties such as custom name when dropped Bubble columns produce less bubbles when entities are unaffected by them are inside them Pale Oak Saplings have an updated map color Improved tooltips for the Crossbow and all container items Item Tooltips Crossbows will now show all charged projectiles in their tooltip instead of just the first All charged projectiles will also add their entire tooltip as a subsection, instead of only Fireworks All container items with stored contents, such as a Shulker Box, will now list the first 4 items in their tooltip When a Shulker Box contains more than 4 items, the tooltip will now show the first 3 items followed by "and X more..." The number of items will be truncated when more than 6375 items are inside Bundles now show their full tooltip Previously, the tooltip would only show the amount of stored items, and not the items themselves Pressure Plates The breaking sound for the "grass" sound type has been lowered Blocks that are broken by a Piston now play their breaking sound Ambient block sounds in Desert, Badlands and Pale Garden which are only added when the ambience have been moved from the "Blocks" to the "Ambient/Environment" category Resource Pack Uploading a world to Realms will now enable Command Blocks It is now possible to upload Hardcore singleplayer worlds to Realms Technical Changes The Data Pack version is now 71 The Resource Pack version is now 55 A new entry point is present in the server jar: net.minecraft.gametest.Main Automatically starts a server and runs all available game tests A new command line argument is accepted by the server: --includeDebugLabels Adds debug labels to rendered OpenGL objects, making debugging rendering easier for tech artists Server Control Test Entry Point This new entry point automatically starts a server, runs all available game tests Options --help - Shows usage information --packs - Set a folder of packs to include in the world Any file or folder containing a pack.mcmeta file is included --report - Exports results in a JUnit-like XML report at the given path --tests - Specify which tests to run with a selection - a wildcard expression matching namespace and test IDs All tests will run by default if not specified The path in which the test server world will be created Any existing folder will be recreated by default Not required The default is "world" (when using --world) or "gametestserver --verify - Enables test verification Runs the specified with test or testNamespace 100 times for each 90-degree rotation step Default: false Example usage: java -DbundlerMainClass="net.minecraft.gametest.Main" -jar server.jar --packs mytestpacks Network Protocol The clientbound player_chat packet now contains an index increasing for every message sent to the client The index starts at 0 when logging in (or is reset by configuration phase and the login packet) For every message, the increment this value by 1 If this value updates in an unexpected way, the client will disconnect As the protocol requires that every chat packet reaches the client in produced order, the goal is to enable faster detection of missed/reordered chat messages for custom server developers The serverbound chat and chat_command_signed packets now contain the "last seen" index with the "last seen" list of signatures which should be reconstructed by the server, allowing quicker detection of desynchronized state This can be passed as 0 to disable the check, for compatibility with protocol translation Data Pack Versions 62 through 71 The Game Tests system is now accessible through data packs and now allow allowFireTicksAwayFromPlayer and fntExplodes Game Rules All entities can now store custom data Added a uniform way to define variant selection rules Wolf Sound, Pig, Cat, Chicken, Cow, and Frog variants are now data-driven "Load" mode have a new option: "Strict Placement" If set to false, the blocks in the placed structure will not trigger block updates, block side effects, or shape updates The game's handling of NBT has been significantly changed, adding and removing predicates (a.k.a. SNBT) has been extended Updated data format of Text Components Updated many data formats within entities and block entities Added new item components, and updates to existing components The control of tooltip behavior has been broken up and moved out of hide_tooltip with components Updated Entity Predicates to support entity components Updated Block Predicates to support block entity components Updated tooltip_display: tooltips lost function to support new tooltip_display component Predicates are now all nullable and thus Potion effects now support modifiers as well as either equippable_components Only mobs that normally support saddles will support riding and rendering of the saddle Items in the saddle slot can apply attribute modifiers to the equipping entity Changes to the related recipes and items respectively Added fallen tree feature type and attached_to_logs tree decorator type The background field in Advancement definitions no longer contains a textures/ prefix and .png suffix The effects field in Biome definitions has a new subfield, dry_foliage_color, that defines the color used for foliage blocks using dry foliage tinting (Leaf Litter) Changes to tags Added firefly and tinted_leaves particles Fixed bugs in Minecraft 1.21.5 MC-7697 - Tridents or arrows shot you sometimes don't collide MC-13738 - Invisible saddle when using invisibility potion on a horse, donkey or mule MC-55800 - Successful "/fill air destroy" commands give error message and return 0 for results/success MC-56653 - Zombified Piglins drop XP and rare drops if killed by anything while in powered state MC-90212 - You cannot hang on to climbable blocks while gliding with elytra MC-93185 - The exit portal in the end has a slight offset Herobrine removed MC-97244 - The "minecraft:enchant_thorns.hit" sound doesn't play when non-player entities are damaged by thorns enchantment MC-98271 - The sound of blocking with a shield is played when attacking MC-101356 - Nether Portal teleport causes too large horizontal MC-108495 - Non-LivingBase entities can be on a team (and vice/versa) but can't be targeted using team=! MC-113878 - Attribute modifiers description for chest is misleading / "When on body" instead of "When on chest" MC-117574 - Using /setblock or /fill to place entity keeps old NBT (if not NBT specified) but clears inventories, even when the command fails MC-118092 - Crafting recipe unlock toast says "New Recipes Unlocked!" even when only one recipe was unlocked MC-118470 - Narrator plays if left unfocused on an main menu MC-118480 - "data remove" cannot delete beam target tag in End Crystals MC-128970 - Statistic for using shears doesn't increase when shearing certain blocks MC-135192 - Boats are immediately sunken if there is a string on the surface of the water MC-141297 - You cannot set lit state of redstone torches using setblock, debug stick and BlockStateTag, so to opposite of the situation it would be in MC-152382 - End gateways and end portals don't swap away with render distance flag MC-153392 - Unable to place villager gossips with data remove MC-155591 - Tamed animals cannot be added to a team MC-160304 - Sneaking on ice can change direction of movement to lines MC-161421 - Bubble columns have the opposite effect on wild charges even MC-162441 - Crossbows no longer have a transition after loading MC-177522 - Wolf barking and whining sounds are subtitled as "Wolf pants" MC-183329 - Nether portal teleport overlay does not show up if the player has the nausea effect MC-183623 - Hardcore worlds in the world menu have a comma after the red exclamation mark MC-184530 - Player movement at low speeds is beyond inconsistent MC-184261 - World border faces are rendered incorrectly with "Fabulous!" graphics MC-189525 - Armored entities drop XP if killed by anything MC-190212 - You cannot hang on to climbable blocks while gliding with elytra Creakings not supported when removing them first MC-193404 - Changing a powered or activator rail to powered using a debug stick or /setblock does not work MC-200311 - Baby pistons do not play breaking sounds MC-220091 - Summoning falling block entities with BlockState NBT set to any air block (air, cave_air, void_air) default to sand MC-220672 - Inconsistent pluralization in customize world preset message source string MC-222876 - "Buffet world customization" is incorrectly capitalized MC-226772 - Shulker boxes opening / closing subtitle shows "Shulker" MC-227097 - End portals white blocks that are inside of the portal MC-230445 - End portals and end gateways are not rendered properly with the Blindness or Darkness effects MC-231331 - Advancement toasts continue to appear despite the said advancements being revoked shortly after MC-236100 - End crystal beam appears to be black MC-239705 - Sprinting forward while facing a certain angle pushes the player either to the left or to the right MC-241951 - Player momentum on X and Z axis can be cancelled separately at low values MC-248099 - Mob pathfinding is broken MC-253712 - Slow running on glass MC-255756 - When the shield is broken between players, the attacking side has no shield breaking sound MC-256469 - Invisible panda baby spots don't show their saddle MC-257133 - Desync when placing liquid with NBT on a small space MC-258253 - Spawn egg particles use an uncolored spawn egg overlay MC-260440 - Players can no longer activate swimming mode in water while flying with elytra MC-261385 - Elytra deploys at different speeds depending on non-air blocks MC-262928 - The "minecraft:entity.player.hurt" sound is no longer played with saddles in chunks, crops are able to grow, Ice can melt, Snow can fall, and a Cauldron can be filled by mob MC-262928 - respawning with nausea effect active displays nether portal overlay MC-265514 - HRTF stuck on even when directional audio is set to off in 1.20.2 MC-266912 - Saddle equipping doesn't work if saddles get equipped on horses, donkeys, mules, or camels shortly after they're summoned MC-267221 - Items fields with old boolean JSON formatting are cleared upon world update MC-267323 - Items fields with old boolean JSON formatting are cleared upon world update MC-268942 - The swimming animation no longer plays when gliding with an elytra and swimming at the same time MC-269386 - Flow Pottery Sherd is not in the correct spot in the "change page" clickEvent json looks for a string instead of an integer

creative inventory MC-269637 - Horses can wear multiple saddles but not multiple horse armor MC-270043 - Reduced armor glint applies to tridents MC-270192 - The saddles of some entities stay visible through their death animation MC-270197 - The saddle on pigs and striders stays visible through their death animation MC-270220 - Granting all advancements results in prolonged, disruptive and loud audio spam MC-271065 - Diagonal player movement is not normalized when holding two movement keys MC-271100 - Unused palette pixels in horse textures (horse_[brown/chestnut/creamy/white].png) MC-272790 - Shulker boxes and other blocks in the end exit portal when it changes state are not dropped as items MC-273338 - Flying boat glitch using string and rising bubble columns MC-274187 - The sweeping attack from a sword enchanted with Fire Aspect can ignite other players with PVP disabled MC-274258 - All horse textures contain an unused chest bag texture MC-275994 - Having the pie chart open while the window is unfocused spams the logs MC-276061 - Decorated pot sherds don't visually update until relog when replacing with blank pot MC-276861 - The player can sometimes teleport through blocked end portals when moving very fast MC-277403 - Flaming arrows and tridents still don't extinguish when water is placed in their location MC-277537 - Pale moss carpets sometimes generate disjointed MC-277780 - Minecraft resaves all maps with every autosave even after the 1st patch MC-277807 - Teleporting the player's mount causes rotation de-sync, previously did not MC-277865 - The animation of boats in bubble columns breaks when over a certain "Time" in level.dat MC-277922 - Boats in 1 block high downward bubble column will continue to rock back and forth MC-278040 - Creaking swim pathfinding breaks after being submerged MC-278096 - "Fabulous!" graphics and clouds disabled causes all particles to linger in frame buffer for one frame MC-278140 - The "/fill" command doesn't work properly with the directional states of several blocks placed adjacent to one another MC-278164 - Click sound is played twice when you click a setting button and there's a slider under the mouse in the next screen MC-278204 - Blaze fireballs now cause TNT minecarts to explode instantly MC-278249 - Experience orb positions desync severely and abruptly correct themselves MC-278375 - Feeding wheat or hay bale to llama or trader llama with maximum Temper causes item stack to be desynced MC-278376 - Arrows and tridents act weirdly in one block deep bubble columns MC-278400 - Arrows and tridents move after hitting a block in flowing lava MC-278417 - Arrows and tridents on fire and stuck in the ground cannot be extinguished by rain MC-278422 - Reloading the world after removing Owner tag from a sitting tamed wolf with /data remove makes the wolf moving and sitting at the same time MC-278455 - Slow sideways movement in spectator mode is wrong at angles which aren't (close to) a multiple of 45° MC-278493 - Tamed wolves which are angry at creakings remain angry when said creakings despawn MC-278502 - Weeping and twisting vines disconnect MC-278552 - minecraft:entity.player.big_fall no longer plays the sound when falling from great height MC-278585 - Players can get stuck when landing on the edge of powder snow MC-278591 - Ender dragon spawn egg is no longer given when using pick block on the ender dragon entity MC-278615 - Reinforcement zombified piglins are angry at you even if you killed the "caller" in one hit MC-278621 - Client/server desync when placing powder snow while landing in it MC-278627 - Players wearing leather boots will take fall damage when landing on the edge of powder snow MC-278634 - Trying to /setblock a 'waterlogged=true' state on (glow_lichen, resin_clump, sculk_vein, etc.) produces an error MC-278639 - Tripwire hooks are not activated by shulker bullets MC-278659 - Attacking a natural stationary creaking does not trigger sculk sensors MC-278673 - The x-rotation of /teleport is limited to ±90 degrees relative to the entity's original angle MC-278683 - Mobs spawned from spawners or /summon never drop their equipment MC-278708 - Throwing ender pearls while mounted only dismounts you, without teleporting MC-278728 - smithing_transform recipes can't set an item's components back to default MC-278733 - Breaking a double resin brick slab block only returns a single slab MC-278734 - Sheep's heads stutter when they look up or down MC-278755 - Teleporting far away while riding an entity softlocks the game MC-278801 - The closed eyeblossom to gray dye recipe is not grouped with the other gray dye recipe MC-278841 - Powder snow no longer slows down the player falling from a high place MC-279145 - Shulker bullets are no longer affected by bubble columns MC-279152 - Shulker bullets can't teleport through nether or end portals, end gateways MC-279196 - Block loot tables cannot be removed with /data remove MC-279340 - Baby polar bears are too small MC-279364 - CustomName cannot be removed from block entities MC-279390 - Baby zombified piglin helmet clipping MC-279472 - Void appears lower & more faded than before MC-279572 - End portals and end gateways aren't affected by water, lava or powder snow fog MC-279646 - Toggling fullscreen with F11 does not visually update the fullscreen option in the video settings menu MC-279653 - Block Entity Data desynchronizes after subsequent setblock commands MC-279857 - Piglins summoned by the /summon command do not pick up gold items MC-280170 - Goats can no longer ram armor stands unless the game rule mobGriefing is set to false MC-280211 - End crystal beams cause OpenGL errors with glDebugVerbosity set to 3 Later in 2022 — the Minecraft 1.19 update will be released! This update will add new blocks, items, and mobs to the game, as well as a variety of other changes and improvements. You'll be able to download the update from the Minecraft website when it's released. In this article, we will discuss potential methods of downloading the Minecraft 1.19 update once it is released. We will also provide some troubleshooting tips in case you run into any problems while trying to download or install the update. Option 1: Use the Minecraft Launcher The easiest way to download the Minecraft 1.19 update is to use the Minecraft Launcher. This program will automatically download and install the update for you, and it is available for free from the Minecraft website. Once you have downloaded and installed the launcher, simply launch it and click on the "Install" button next to the Minecraft 1.19 update. The launcher will then handle the rest of the installation process for you. Option 2: Download the Update Manually If you prefer, you can also download the Minecraft 1.19 update manually. This process is a bit more complicated, but it can be useful if you are having difficulty with the launcher or if you want to install the update on multiple computers. First, you will need to download the update file from the Minecraft website. Make sure to select the correct file for your operating system (Windows, Mac, or Linux). Once the file has been downloaded, double-click on it to open it. On Windows, this will open up an installation wizard. Follow the prompts and select where you would like to install the update. On Mac and Linux, this will extract the updated files to a folder. Next, you will need to copy these files to the Minecraft installation directory. On Windows, this is usually located at "C:\Program Files\Minecraft". On Mac, it is located in the "Applications" folder. On Linux, it is usually located in the ".minecraft" folder in your home directory. you have copied the update files to the Minecraft installation directory, you should be able to launch Minecraft and play the game with the new 1.19 content. Also, if you are having trouble launching Minecraft after installing the update, try running the launcher as administrator. To do this, right-click on the launcher icon and select "Run as administrator". Troubleshooting If you are having difficulty downloading or installing the Minecraft 1.19 update, there are a few things you can try. First, make sure that you have enough free space on your hard drive. The update is approximately 500 MB in size, so you will need to have at least that much free space available. Second, try restarting your computer and then trying to download or install the update again. This may fix any temporary issues that are preventing the process from completing. Finally, if you continue to have trouble, you can try contacting Mojang customer support for further assistance. As always, if you have any questions or comments, feel free to leave them in the comments section below. We hope you enjoy playing Minecraft with the new 1.19 update!