

Minecraft Snapshot 20w14a

Even though we just added every update that we could think of to Minecraft we thought it might be good to start the Nether Update snapshots from where we had left off. This snapshot introduces the Zoglins!

New Features in 20w14a

- Hoglins that somehow end up in the Overworld turn into Zoglins very quickly - but who would ever take a Hoglin to The Overworld? - Compasses are now enchanted by Curse of Vanishing

Zoglins

Zoglins can be described as zombified Hoglins. They are created by taking Hoglins from the Overworld. Hoglin to the Overworld.

Mega blog

Changes in 20w14a

- The main menu background can be found in the Nether. - The general statistics list has been sorted alphabetically. Strider balancing

Strider Balancing

- Strider speed when mounted has been significantly increased to more closely match speed of boats. Warped Fungus on the Stick now has 100 maximum damage per item, and it only takes 1 damage per Strider consumed. The boost is ideal for navigating the lava sea when Warped Fungus is on a Stick with Striders.

Technical Changes in 20w14a

The compass has now been updated to include LodestonePos and LodestoneDimension data fields. If LodestoneTracked is zero, the game does not look for any Lodestone at the location specified. The game registry now contains characteristics that are similar to sound events and items. - Region files are now opened in synchronous mode, which improves the reliability of the game.

Attributes have been added to the game registry. This means there are very few changes.

- Items and entities are no longer able to keep secret attributes. Names of certain attributes have been renamed to comply with the requirement of location of resources

Renames

generic.maxHealth -> generic.max_health zombie.spawnReinforcements ->
zombie.spawn_reinforcements horse.jumpStrength -> horse.jump_strength
generic.followRange -> generic.follow_range generic.knockbackResistance ->
generic.knockback_resistance generic.movementSpeed -> generic.movement_speed
generic.flyingSpeed -> generic.flying_speed generic.attackDamage ->
generic.attack_damage generic.attackKnockback -> generic.attack_knockback
generic.attackSpeed -> generic.attack_speed generic.armorToughness ->
generic.armor_toughness

To avoid loss of data or corruption after an accident, region files can now be opened in synchronous mode.

Dedicated servers can disable this by changing the sync-chunk-writes inside server.properties

Fixed bugs in 20w14a

MC-83039: End City chests produce destroyed, items on ground missing subtitles for various sounds MC-109248; Extended piston heads cannot be removed when /setblock was used to construct a new piston base. MC-115750 - Advancement "Monster Hunter" (kill_a_mob) is not granted for killing certain hostile mobs MC-116756 - Reversed and inconsistent subtitles for iron trapdoor MC-124428 - Firework star crashes game if there's an int array but no colors MC-125055 - Igloo generates with brewing stand and flower pot contents dropped (and placed) MC-127316 - General statistics out of order MC-133049 - Compasses don't point to the correct location when in an item frame on the ground or on the ceiling MC-154427 - Villagers only pick up four stacks of items MC-164129 - Ender dragon inner hitboxes are rendered offset by approximately 200 blocks MC-164446 - Tags don't load if one of their values is invalid, causing all data packs to unload MC-169975 - Highlight players (spectators) key doesn't affect any players other than yourself MC-171020 - New nether biomes don't work properly in buffet worlds MC-172069 - Piston arms are not deleted when the base of a pulsing piston is replaced with another piston MC-173192 - Fluid collision is too high MC-173684 - Spawning under the portal when using a nether portal MC-173774 - Shulker bullets do not act as a projectile MC-173875 - Item frames cannot be interacted with after unloading and reloading the chunk MC-174231 - Ocelots are no longer spawning MC-174838 - Target detection of fireworks is unreliable MC-175201 - Misrotated floor block in

savanna_small_house_1, savanna_small_house_2, savanna_small_house_3 and savanna_small_house_7 MC-175434 - Fireworks launched from upwards-facing dispensers explode inside of the dispenser block MC-175985 - Lodestone compass needle doesn't have an animation MC-175990 - Lodestone compass needle spins around quickly when the lodestone has been destroyed or is not in the same dimension MC-176052 - Using a compass on a lodestone plays no hand animation MC-176195 - Many mountable mobs and vehicles can still be shot by the rider's arrows MC-176231 - Compasses with custom enchantments does not display enchanted glint MC-176269 - Right-clicking Lodestone with Compass also uses offhand item MC-176420 - Lodestone compass sound is in friendly creatures option MC-176644 - Observers don't trigger when a fence connects to a newly grown tree