

# Minecraft 1.17's Emerald And Diamond Bugs Are Getting Fastened

Minecraft 1.17 is right here and, in fact, there are bugs to fix. Ore distribution obtained knocked around a bit with the launch of 1.17 - though the developers stress it hasn't been as bad as you've thought - and a new pre-release update takes purpose at these issues. Assuming no main issues are found in this second pre-release patch, you should count on to see the fixes land in 1.17.1 quickly.

For the reason that launch of 1.17, diamond ore has been producing one block off of where it should have been in Java Edition. That's getting mounted in Java 1.17.1. That is separate from the Bedrock bug that made diamond ore much rarer, and even that downside has already been addressed as of Bedrock Edition 1.17.2.

This update additionally fixes a bug with emerald ore technology in Java. SYSTEM32 Since 1.17, you'd get between six and 24 emerald ore per chunk - the intended amount is three to eight, and the ore is back to regular with this patch.