



Minecraft Bedrock Edition Mac Download Free

Blockbench comes with a powerful animation editor. Animations can later be exported to Minecraft: Bedrock Edition, rendered in Blender or Maya, or shared on Sketchfab. Minecraft Windows 10 is a Windows-compatible version of the original sandbox video game developed by Mojang. Formally known as the Bedrock Edition, this version of Minecraft allows you to play with either a game controller, a touch screen, or Microsoft HoloLens. It is also the first edition to fully abandon Java.

1. [Minecraft Bedrock Edition Pc Free Download](#)
2. [Minecraft For Free Download Bedrock](#)

Commercial

Windows/macOS/Linux

37.5 MB

4,982,997

As featured in:

Minecraft is a game about breaking and placing blocks. At first, people built structures to protect against nocturnal monsters, but as the game grew players worked together to create wonderful, imaginative things.

It can also be about adventuring with friends or watching the sun rise over a blocky ocean. It's pretty. Brave players battle terrible things in The Nether, which is more scary than pretty. You can also visit a land of mushrooms if it sounds more like your cup of tea.

What's New:

1.16.3 includes two fixes listed below:

- MC-196449 – Piglins, piglin brutes, hoglins and zoglins have trouble pathfinding to the player when attacking.
- MC-198678 – Giving an item and a gold ingot to a baby piglin and killing it duplicates the item.

1.16.1 is a minor update to Java Edition released on June 24, 2020, which fixes stability issues with Realms. It is not compatible with 1.16 servers.

1.16, the first release of the Nether Update, is a major update to Java Edition announced at MINECON Live 2019 and released on June 23, 2020. This update overhauls the Nether by adding four new biomes, four new mobs (the piglin, hoglin, zoglin, and strider), and a multitude of new blocks, including many variants of blackstone as well as the respawn anchor used to set the player's spawnpoint in the Nether. It also adds a new netherite tier of equipment, obtained through ancient debris found rarely throughout the Nether.

Multiplayer

- Added a legal disclaimer when clicking the multiplayer button from the main menu: a new information screen informs the player that 'Online play is not rated'.

Performance

- Optimized chunk rendering performance, especially for chunks with many different block states.

Network handling

- Improved network handling of invalid biome IDs.

Changes:

Blocks

Saplings

- Oak and birch saplings grown with a flower 2 blocks away within a 5*3*5 area centred on the sapling has a 5% chance to generate a bee nest on the side of the tree.

Mobs

Bees

- No longer anger when a nearby nest/hive is destroyed using a Silk Touch tool.

Horses

- The texture of the horse armor slot in the horse GUI has been changed to reflect the current horse armor textures.

World generation

Bee nests

- Now have a 2% chance to spawn in flower forests.
- Now have a 0.2% chance to spawn in forest, wooded hills, birch forest, tall birch forest, birch forest hills, and tall birch hills biomes.

Gameplay

Status effects

- Effects are now stored when overwritten by an effect of a higher amplifier.
- A beacon effect will only temporarily overwrite a lower amplifier potion until the beacon effect runs out.

General

Block models

- Added `gui_light` option in models to allow controlling light when rendering model as an item in a GUI.
- If set to `side`, the model will be rendered like a block.
- If set to `front`, the model will be shaded like a flat item.

Game window

- Now displays the session type in the window title, such as `singleplayer` or `multiplayer`.
- It also specifies the type of server the player is on in multiplayer, such as on a LAN or third party server.

Profiler report

- Now captures more information about performance problems.[2]

Textures

- Removed a stray pixel from the bottom-right of the critical hit particle texture.

Fixes

From released versions before 1.15

- MC-862 – Spawn protection does not work for item frames, paintings and armor stands.
- MC-1541 – Beacon effect removes potion effect of the same type.
- MC-51053 – Furnace minecarts lose power after navigating corners.

- MC-88038 – Furnace minecarts go backwards when turning corners.
- MC-106468 – End crystal beam has incorrect texture on one side.
- MC-150575 – Concrete powder does not turn into concrete when letting it fall beside water.
- MC-153987 – Falling down ladders while wearing elytra.
- MC-166319 – B on 'Open in browser' is lowercase in link confirmation GUI.
- MC-167018 – Misplaced pixel in critical hit particle texture.
- MC-167079 – Horse Armor texture is off.
- MC-167416 – Distance from where a monster will stop you from sleeping is off center.

From 1.15

- MC-165695 – Hoppers harvesting honeycomb from bee hives and bee nests only pick up one honeycomb.
- MC-166312 – Loom UI pattern icons are too dark.
- MC-166324 – 'Raw input' button has lowercase 'i'.
- MC-166397 – Entities become white from certain angles when affected by glowing and invisibility effects.
- MC-166722 – Some custom item models appear dark in the inventory.
- MC-167201 – Invisible glowing entities do not respect their team color.
- MC-167219 – Reloading a resource pack enough times will cause intense lag.
- MC-167220 – Items on marker armor stands no longer glow.
- MC-167235 – Distance from where you can enter a bed is off center.
- MC-167344 – com.mojang.blaze3d.platform.ClipboardManager leaks direct buffers.
- MC-167444 – iron_golem_crackiness_* textures show up on invisible iron golems that are damaged.
- MC-167709 – Bees that ride a boat, minecart or other entities when entering their hive or nest cannot leave the hive or nest ever again.
- MC-168091 – Concrete powder does not convert into concrete when dropped into deep water.

From 1.15.1

- MC-168230 – End crystal beam is dark/desaturated.
- MC-168467 – Bees do not remember how many crops they have pollinated.
- MC-168657 – TrueTypeGlyphProviderBuilder.create(ResourceManager) leaks buffer.
- MC-169157 – Breaking a hive with an obstructed front makes bees vanish.

Previous versions:

Today we're releasing 1.14.3, a release that tweaks some gameplay features and addresses bugs found in 1.14.2. We also plan on releasing a 1.14.4 to address further issues, but for now, please enjoy the new update!

Changes in 1.14.3

- Items can now be repaired by crafting them together again
- Reverted the enchanting system to how it was before 1.14
- Torches, lanterns and pressure plates can now be placed on glass panes and iron bars
- Lanterns can now be attached below iron bars and glass panes
- Saturation is no longer required for the 'How did we get here?' advancement
- You can now turn off raids with '/gamerule disableRaids true'

Patrol changes:

- Vindicators are no longer part of patrols
- Doubled the minimum time to spawn from 5 + (up to 1) minutes to 10 + (up to 1) minutes
- Patrols no longer spawns if the block light level disallows monster spawning
- Patrols are now allowed to spawn in any biome except mushroom biomes
- Villagers that are panicking now have a bigger chance of spawning Iron Golems, assuming they can occasionally work and sleep
- 'Last slept' and 'last worked' is now saved properly for Villagers
- Farmers now spend more time farming when they are working
- Farmers can now always give away food even if other villagers don't need it
- Improved performance

Fixed bugs

- MC-47699 - Blazes are able to see a player through blocks
- MC-72390 - Rcon is not thread-safe
- MC-74407 - Villager inventories can get into a state where villagers cannot do anything useful
- MC-93892 - Fire/Flame arrows and fireballs set player on fire even when blocking with shield
- MC-110004 - Enderman/blaze don't drop experience when hit with splash/lingering potion
- MC-123836 - Double blocks aren't loaded in structures
- MC-124170 - Performance issue with particles causing lag
- MC-129491 - Advancement location trigger works inconsistently for structures added in 1.9 or later
- MC-138053 - Gamerule spectatorsGenerateChunks being false prevents chunks from being loaded
- MC-139257 - Server crash on reload when worldborder is modified.
- MC-141301 - Illager patrols spawning on blocks mobs shouldn't spawn on, such as slabs, carpets, stairs, etc.
- MC-142360 - Pillagers patrols can spawn pillagers on top of trees inside a leaf block
- MC-143369 - Wandering trader text implies trades refresh
- MC-144107 - Miscalculation of camera position in windowed mode on Linux
- MC-144507 - The legs on cats clip through to the top of the model
- MC-144929 - When there is water above a water source, other water sources adjacent to the water source flow outwards
- MC-145863 - Villagers breed even if there are not enough beds
- MC-146433 - Double Chest does not display custom name
- MC-146835 - Illager captain spawned from raids will still give the bad omen effect to its killer, causing raids to never end
- MC-147619 - Foxes that trust a player will still avoid wolves and other players they're angry towards instead pursuing them
- MC-147851 - Villagers frequently run right into mobs they're "trying" to avoid
- MC-148600 - Zombie pigmen will spread their anger forever if they can continously respawn
- MC-148610 - Hostile mobs spawning on top Trapdoors, Glowstone and Sea Lanterns
- MC-148986 - Low-tier enchants from lv.30 standard enchanting setups
- MC-149372 - Game crashes when opening a 1.13.2 world
- MC-149443 - Iron golems spawn too often
- MC-149518 - Skylight appearing under blocks
- MC-149877 - Baby foxes suffocate when jumping under blocks
- MC-150319 - I can't load up my minecraft world after doing /kill
- MC-150401 - Chickens suffocate if jumping while under a solid block
- MC-150954 - Pillager Patrol spawn is way off. Spawning too close to each other, in odd biomes, and too frequent.
- MC-151079 - An employed villager quickly becomes unemployed and employed when he works, even if his workstation has not been deleted.
- MC-151084 - Chunk rendering is slow and random in 1.14.1 (pre 1)
- MC-151144 - Hostile mobs in lazy chunks no longer count towards mob cap, breaking mob switches
- MC-151185 - Game crash after breaking villager point of interest
- MC-151337 - Mob spawn rate too high
- MC-151346 - Crash while F3 menu tries to access tags while /reload-ing
- MC-151395 - Farmers create Bread ONLY when they pick up at least 3 wheat AT ONCE
- MC-151566 - Pillagers patrols can spawn outside world border
- MC-151710 - Enties not functioning in forceloaded chunks
- MC-151753 - More than one raid can happen in a village
- MC-151771 - Villagers don't try to run away from zombie villagers
- MC-151772 - Mob cap in the hundreds to over 1000 per player.
- MC-151802 - Spawning causes massive TPS CPU load on a flat world.
- MC-151989 - Players in Survival do not get Dolphins Grace effect if Dolphin cannot path to Player
- MC-151995 - Patrol Leaders spawning without banner
- MC-152044 - Baby trader llamas disappear immediately
- MC-152053 - High client-side lag when pistons activate
- MC-152228 - Can not /summon trader llama
- MC-152542 - Resource Warning "Codepoint '1ed0' declared multiple times in minecraft:textures/font/accented.png"
- MC-152638 - Villager trade GUI does not close when a major change happens to the Villager, leading to free trades and quick stock refreshing
- MC-152810 - Cat's natural spawning causes Null Pointer Exception
- MC-153221 - dragon fireball causes FPS to crash

- MC-153222 - Broken/Incorrect recipe files cause a data pack not to load with nothing in log
- MC-153470 - Language map does not close internal 'en_us.json' file after reading
- MC-154000 - When dispenser places shulkerbox it decreases its stack twice.
- MC-154080 - Wandering Trader trade GUI does not close when the Wandering Trader changes dimensions allowing you to trade infinitely
- MC-154081 - Opening survival inventory when opening world crashes game
- MC-154092 - Zombie Pigmen lose aggro even when they're in range and have a line of sight
- MC-154239 - NPE server crash when painting entities spawned with mob spawn eggs are saved
- MC-154328 - The Village Siege (Zombie Siege) never happens

Previous version:

Today we're releasing 1.14.2, a release that addresses a few issues left from 1.14.1. We wanted to release these fixes as soon as possible as they had a big impact to gameplay, but we do also have a bunch of less critical bugfixes releasing soon in an upcoming 1.14.3 - stay tuned!

Changes:

- All light will now be re-calculated the first time you open a world saved in a pervious version
- Errors encountered while loading regions now print more diagnostics to the log file
- Fixed so parrots can spawn on grass blocks and not only on grass
- Added server-side chunk count to debug screen
- Modified raider spawning so they can only ever spawn in fully loaded chunks
- Increased search radius for bell when starting a raid from 48 to 64 blocks

Fixed bugs:

- MC-152824 - Stuck in Doorways and fence gates
- MC-147715 - Entities clip through blocks after travelling through an end gateway
- MC-142134 - Light sources spontaneously not working in some chunks
- MC-147715 - Entities clip through blocks after travelling through an end gateway
- MC-148933 - You cannot swim while sneaking
- MC-149111 - When hovering over a world that needs to be updated, the game calls the current version a snapshot even if it is a release
- MC-149916 - Teleporting long distances on servers causes you to clip into the ground
- MC-152272 - Server stops responding after log out error
- MC-148898 - Hebrew letters aren't assigned to their correct textures
- MC-148627 - Swimming up to a ceiling makes the player crouch
- MC-16883 - Villagers play the trade sound multiple times overlapping on shift-click
- MC-90423 - Ender Dragon makes breath attack at highest block placed in the center column of the portal
- MC-140174 - No item pickup sound when a villager picks up an item
- MC-142134 - Light sources spontaneously not working in some chunks
- MC-145730 - Iron golem does not attack players when hitting villagers
- MC-147431 - Max item stack amount can be skipped using new villager trades menu
- MC-148064 - 'Ghost' End Crystals stay behind after destruction on ender dragon respawns.
- MC-148073 - Beacon beam doesn't have the correct color if the colored glass isn't directly on top of the beacon
- MC-148626 - Shulker boxes lose their names
- MC-148677 - Mobs do not spawn on soul sand
- MC-148805 - Breaking an empty shulker box in Creative mode causes it to drop itself
- MC-148847 - Guardian zapping noise is looped when played
- MC-149511 - No sounds for villagers planting crops
- MC-149993 - Cut Sandstone Slabs aren't part of the slabs block tag
- MC-150170 - Animals, Villagers, Item Frames, Armor Stands, etc are disappearing
- MC-150414 - Constructing and placing a beacon doesn't give the advancement
- MC-150969 - The Wither is attacking undead mobs
- MC-151047 - Trader llamas immediately disappear when being bred or spawned with a spawn egg
- MC-151062 - Grindstoning an enchanted book without a custom name names the new (unenchanted) book 'Enchanted Book'
- MC-151185 - Game crash after breaking villager point of interest
- MC-151329 - Major FPS drop after running a mob farm for 30 minutes
- MC-151365 - Flaming arrows can light waterlogged campfires
- MC-151418 - Observers don't update redstone properly
- MC-151674 - RegionFiles are not closed when they are evicted from cache

What's New in 1.14.0

Features

- Lots of accessibility improvements!
- Added bamboo blocks into the game
- Added bamboo jungles in the world
- Added barrels
- Added the bell
- Added yummy sweet berries and sweet berry bushes to the game! Be careful skipping merrily through those bushes though...
- Added blast furnace
- Rewrote the book & quill editing to be more intuitive
- Added campfire
- Added cartography table
- Split cats and ocelots to their own creatures and updated cats with new features!
- Added composter
- Added crossbows
- Added lots of new blocks!
- Added lots of new decorative blocks!
- Added fletching table
- Added new dyes and flowers
- Added some community suggestions
- Updated the credits list
- Added in-game buttons for reporting bugs or giving feedback
- Improvements to invisibility to allow it to correctly work in many cases where it didn't but you'd expect it to
- Added grindstone functionality
- Added 'Hero of the Village' effect
- Added leather horse armor
- Added lantern
- Added lectern
- Added loom
- Existing special banner patterns can now be crafted into a new item that is not consumed when used, Banner Patterns
- Added a new 'Globe' banner pattern and item
- We're now using the new textures!
- Added new noteblock sounds
- Added pandas
- Added foxes
- Added Illager patrols
- Added Pillagers
- Added Pillager outpost
- Added raids
- Added Ravager
- Added Wandering Trader
- Added scaffolding
- Rewrote the sign editing to be more intuitive
- Added smithing table
- Added smoker
- Added stonecutter
- Added suspicious stew – hmmm!
- Trading changes
- Villager changes

- Biome based architecture for villages

ACCESSIBILITY

- There's a new Accessibility menu which provides a useful place for all of our accessibility features to be toggled
- When the narrator is turned on, buttons will be narrated on focus
- Most screens allow tab and shift+tab navigation through buttons, edit boxes and other UI elements
- Most lists allow up/down arrow keys to navigate through them
- We've added a new option for turning up the background of all transparent text elements, which should help make them more readable for some people

BAMBOO

They call it exotic. Which is just people talk for awesome. Which it is, which is why we're so happy that we added it to the game.

- Can be found in Jungles and the two new biomes: bamboo jungle and bamboo jungle hills
- Can grow to a max height of 12 to 16 blocks
- When sprinkled with bone meal, bamboo will grow with one or two bamboo blocks on the top
- When struck with a sword, bamboo will instantly break
- Two bamboo can be crafted into a single stick
- Can be used as fuel, with four bamboo required to smelt a single item
- Bamboo can be placed into flower pots
- Bamboo can also be found in shipwrecks and jungle temples

BARRELS

Do a barrel roll!

- Store things in them!
- Rotate them!
- Find them in villages!

BELLS

Ding dong, who's there? A RAID? GET INSIDE!!!

- Trade with certain villagers to obtain the bell
- Use the bell to alert villagers of nearby danger
- A villager will ring the bell to alert other villagers of an impending raid
- Ringing bells reveals all nearby mobs that can appear in raids

BERRIES

- Delicious!
- Not very filling!
- Plant your berries in the ground and look with your special eyes as they grow up into a strong, independent bush!

BERRY BUSHES

- Commonly found in taiga, taiga hills, and taiga mountains
- Rarely found in snowy taiga and snowy taiga hills and snowy taiga mountains
- You can stand inside them, but be careful, it will hurt to move
- Has four stages of growth: sapling, no berries, some berries, full berries
- Drops one or two berries in younger stage, then two or three in full growth stage
- Supports bone meal!
- Doesn't support silk touch!

BIOME BASED ARCHITECTURE FOR VILLAGES

- Villages have recieved an updated look, with several new themes
- The theme depends on the biome the village is in, taking both climate and to available resources into consideration
- Uses the new mysterious jigsaw block for generation
- Adds new structure files, quite many actually

BLAST FURNACE

- A new furnace upgrade that allows for smelting ores and melting metals faster than the traditional furnace
- Can be crafted via three smooth stone, one furnace, and five iron ingots
- Added to world gen in some villager buildings

CAMPFIRES

- Come one, come all, and toast your buns around the campfire!
- A decorative fireplace without fire spread
- Cooks up to four foods, but slowly
- Acts as a smoke signal you can see very (VERY!) far away when a hay bale is below (hint: think note blocks!)
- Cosy light source
- Can be lit/unlit

CARTOGRAPHY TABLE

- New functional block that provides an easier and simpler way of cloning, extending, and locking of maps
- New map functionality with cartography table
 - Map Locking: allows you to lock maps in the cartography table with a glass pane so that they can no longer be modified
- Fancy UI to more closely represent what the recipes actually do functionally
- Crafted with two planks and two paper

CAT AND OCELOT SPLIT

Anti-fusion!

- Stray cats can be tamed
- Tamed cats can give lovely (or less lovely) morning gifts to their owners
- Ocelots can't be tamed, but might start trusting you if you feed them with fish
- Phantoms are terribly scared of cats - how convenient!
- Cat collars can now be dyed
- Added several new cat skins!

COMMUNITY SUGGESTIONS

As it turns out, you guys have GREAT suggestions!

- Leaves now have a small chances to drop sticks
- Chorus fruit flowers now break when shot by an arrow
- Dead bushes can now be used as furnace fuel
- Rabbit stew and beetroot soup have been changed to a shapeless recipe
- Creepers will now drop records when killed by Stray in addition to skeletons
- Dispensers with shears in them will now shear sheep that have wool in front of them
- TNT and TNT minecart explosions now have 100% drop rate

COMPOSTER

- Instead of eating your veggies you can make fertilizer from it!
- Crafted with 3 planks and 4 fences

CROSSBOWS

This is such a fearsome weapon that it makes us quiver!

- Shoots arrows with base power slightly stronger than the bow, but has less durability
- Three unique enchantments
- Fun, challenging advancements
- New loading mechanics
- Unique load animation

ENCHANTMENTS

- Choose between the following three enchantments for your crossbow:

MULTISHOT (I)

- Ever wanted to shoot more than one arrow at once? Look no further! With multishot, your crossbow splits your arrow into three, shooting the usual arrow straight ahead and two more at angles off to the sides!
- Cannot be combined with piercing

PIERCING (I, II, III, IV)

- With this pointy enchantment, arrows shot from your crossbow can travel through mobs, hitting more than one per shot
- The number of mobs that can be damaged by a single arrow is equal to the level of this enchantment + 1
- Cannot be combined with multishot

QUICK CHARGE (I, II, III)

- Each level of quick charge decreases the amount of time it takes to fully charge your crossbow by .25 seconds

LOADING MECHANICS

- To charge the crossbow, hold down the 'Use' button
- Once the crossbow string has been pulled all the way back, let go
- Boom! Your crossbow is now loaded and ready to shoot with a single click of the 'Use' button

DECORATIVE BLOCKS

Oh my, a bunch of new blocks!

- Changed all existing stone slabs to smooth stone slabs (same look, new name!)
- Changed all existing signs to oak signs (same look, new name!)
- Made smooth stone slabs craftable from smooth stone
- Added spruce, birch, jungle, acacia and dark oak signs
- You can now right click on signs with dyes to change the text colour
- Added stone stairs and slabs
- Added granite stairs, slabs and walls
- Added polished granite stairs and slabs
- Added diorite stairs, slabs and walls
- Added polished diorite stairs and slabs
- Added andesite stairs, slabs and walls
- Added polished andesite stairs and slabs
- Added sandstone walls
- Added smooth red sandstone stairs and slabs
- Added smooth quartz stairs and slabs
- Added brick walls
- Added stone brick walls
- Added mossy stone brick stairs, slabs and walls
- Added nether brick walls
- Added end stone brick stairs, slabs and walls
- Added prismarine walls
- Added red sandstone walls
- Added red nether brick stairs, slabs and walls
- Added smooth sandstone stairs and slabs
- Added mossy cobblestone stairs and slabs
- Made smooth stone obtainable by smelting stone
- Made smooth sandstone obtainable by smelting sandstone
- Made smooth red sandstone obtainable by smelting red sandstone
- Made smooth quartz obtainable by smelting quartz block
- Changed the recipe of nether brick fence to four brick blocks and two brick items
- Changed the recipe of signs to require all of the same wood type, not any wood type

DYES

We've been dyeing to tell you more about this!

- Separated bone meal, ink sac, cocoa beans, and lapis lazuli into their own dyes
- Unified all dye names (red, yellow, and green dyes no longer have special names)
- Added new recipes to obtain coloured stained glass and coloured carpet

FLETCHING TABLE

- Crafted with four planks and two flint
- Villagers use it as a work site

FLOWERS

Get your green fingers!

- To celebrate our new dyes, we added... flowers! Say hello to cornflower, wither rose and lily of the valley
- Be careful of the wither rose! Don't let its subdued beauty lull you into a false sense of security...

FOX

What do they say? ...but really, what do they say?

- Foxes come in two variants: red and snowy
- Foxes are nocturnal
- Foxes will hunt rabbits, chickens, and fish
- Foxes are hunted by wolves and polar bears
- Foxes are nimble and quick, so sneak up on them carefully!
- Breed foxes with berries
- If you breed two foxes, their offspring will trust you forever
- Trusting foxes will defend you, but will still eat your chickens
- Foxes like to eat any and every food item they find on the ground
- You may find a fox exploring a nearby village at night

GRINDSTONE

- Moved inventory and crafting table repairing into the grindstone, this will be its new home
- Has the ability to remove all non-curse enchantments from an item; for each enchant removed some XP is reimbursed

HERO OF THE VILLAGE

- Hero of the Village effect causes the cost of trades with villagers to be reduced by a percentage and scales with level of the effect.
- Hero of the Village additionally causes Villagers to occasionally toss items to you to thank you!

HORSE LEATHER ARMOR

Added a new armour type for horses

Dye it in lots (yes, LOTS!) of different colours

ILLAGER PATROLS

- Spawn in the world as a pack of five random villagers
- Spawn in all variations of the Plains, Taiga, Deserts, Savanna
- Scary-spooky new banner can be found a top the patrol leaders head

LANTERN

Wait, another new block!?

- The lantern is a new light source
- The lantern can be placed either hanging under a block or on top of a block
- It gives slightly more light than the torch

LECTERN

Ermahgerd berks... holder... thingy?

- Right-click an empty lectern to place book
- Right-click a lectern with book to open
- Current page is persistent and shared between all readers
- Emits redstone pulses when page is changed
- Use a comparator to get book reading progress

LOOM

Bröther, may I have some lööm?

- New and easier way of being able to apply patterns to banners, can still only apply six max patterns to a banner
- Generic patterns now only require one dye in order to create patterns, instead of one to eight (depending on the pattern)
- Special banner patterns (oxeye daisy, creeper skull, wither skeleton skull, enchanted golden apple) can now be crafted. These patterns don't consume the pattern item when used in the loom
- Old pattern recipes in the crafting table for apply patterns to banners have been removed

NEW BLOCKS

Even more! Can you believe it?!

- Added barrel
- Added smoker
- Added blast furnace
- Added cartography table
- Added fletching table
- Added grindstone
- Added lectern
- Added smithing table
- Added stonecutter
- Added village bell

NEW TEXTURES

The extraordinary Minecraft Texture Update has been available at minecraft.net for quite a while, and now it's finally available by default in the game

- We've renovated the old textures of Minecraft and polished them for a new beginning
- If you're feeling nostalgic you can always enable the old 'Programmer Art' textures in the resource pack menu

NOTEBLOCK

- 5 new Noteblock sounds have been added: Iron Xylophone, Cow Bell, Didgeridoo, Bit, and Banjo
- 1 previously existing, but unused, sound effect has now been made available: Pling
- The new Noteblock sounds can be heard by using Iron Blocks, Soul Sand, Pumpkins, Emerald Blocks, Hay Blocks, or Glowstone

PANDA

We bring pandamonium!

- Pandas come in different types and personalities! There is even a rumour about a brown panda...
- Pandas love bamboo! They kinda like cake as well
- Pandas can be bred, and the cubs can inherit traits through a special panda inheritance system
- Pandas spawn naturally in the new bamboo forest biome
- Pandas drop bamboo when killed. Don't kill pandas :(
- Most importantly: pandas are cute and terribly silly!
- The babies are, in general, even more silly than their parents. Silly panda cubs!

PILLAGER

- A new type of illager that, well, pillages!
- Pillagers wield a new weapon, the crossbow!

PILLAGER OUTPOST

- As if finding pillager patrols out in the wild wasn't scary enough, keep an eye out during your explorations and you may just find one of their outposts
- Can be found in any biome villages generates in
- Takes advantage of the new mystery block, the jigsaw, for generation

RAIDS

- If you find an illager wearing a banner on its head, be careful not to kill it!
- If you do kill it, you might find yourself facing a 'Bad Omen'
- If you find yourself with a bad omen buff, be especially careful not to walk into a village
- If you do walk into a village with it? Best of luck!

RAVAGER

- A fearsome new foe who packs quite a wallop. Grab your sword and shield and prepare to get knocked around!

REWRITE OF BOOK & QUILL EDITING

The pen is mightier than the sword. Unless you're fighting a pillager!

- Movable cursor for free text editing
- Selection support
- Copy & paste
- Keyboard and mouse handling
- Improved page filling and line wrapping
- Increased book length (100 pages)

REWRITE OF SIGN EDITING

- Movable cursor for free text editing
- Selection support
- Copy & paste

SCAFFOLDING

Here to make your life easy! No strings attached.

- Easily buildable
- Easily destroyable
- Easily climbable
- Easily the best use of your Bamboo

SMITHING TABLE

- Crafted with 4 planks + 2 iron ingots
- Villagers use it as a work site

SMOKER

- New furnace upgrade that allows for the smelting of foods faster than the traditional furnace
- Can be crafted via four Logs, and one furnace
- Added to world gen in some villager buildings

STONECUTTER

- New functional block that provides a simpler way to craft various stones (stairs, slabs, chiseled, and more)
- Crafted with three stone + one iron ingot

SUSPICIOUS STEW

Hmmm...

- Found in buried ship treasure chests
- Also craftable!
- Whoever eats this stew will be imbued with an unknown effect for several seconds!
- Whoever crafts the stew will know what effect they gave it

TRADING CHANGES

- Lots of new trades have been added
- Villagers now level up in a new way
- The trading UI is updated (WIP)
- The trading prices now depend on your reputation and on demand
- The villagers will restock up to two times per day (if they can work at their work station!)
- Added visual trading; villagers will display the item they want to trade for your in-hand item

VILLAGER CHANGES

- Villagers and zombie villagers now have new fancy skins
- Added mason profession
- Cured zombie villagers retain their trades
- Villagers now have a daily schedule. They will for example go to work and meet up at the village bell
- Each villager will try to find their own bed and work station
- Each profession has a specific block that works as a work station for them (e.g. lectern for the librarian and cauldron for the leatherworker)
- Village detection is now based on beds, job sites, and meeting points instead of doors
- Iron Golems will spawn when enough villagers meet

WANDERING TRADER

- A mysterious trader that can be randomly found around
- Provides various random trades from a variety of different biomes
- Is escorted around by a few llama with some sweet new decorations! (Careful! They can be temperamental)

TECHNICAL

- New optional tag for block items: BlockStateTag - contains map of block state properties to be overwritten after block is placed (note: item model is not affected).
- Creative menu search box now accepts tags (starting with #)
- Tooltip in creative search menu now lists item's tags
- New item model property custom_model_data, backed directly by CustomModelData integer NBT field
- Extended NBT path syntax
- New sub-commands for NBT manipulation and querying
- New chat component for displaying values from NBT
- Textures for potion effects, paintings and particles are now split into individual files. As a side effect, they can now be animated in the same way as blocks and items.
- Sprites for particles can now be configured in resource packs (though particle still controls how they will be used).
- Added entity type tags. They work exactly the same as other ones (blocks, items and fluids, etc). Stored in tagsentity_types
- Added a feature registry
- Added a registry for decorators
- Added a registry for carvers
- Added a registry for surface builders
- Item lore tag now uses chat component syntax
- Profiler now lists time spent waiting for next tick (mostly idling or waiting for asynchronous tasks). Previous root is now listed under tick
- Paintings and item frames in item form now support EntityTag(same as spawn eggs)
- Command parser now accepts ' as string quotes. Inside '-quoted string ' is handled as normal character and requires no escaping (and vice-versa) - so now it's easier to input text components in NBT
- New Light engine!
- loot command - evaluates loot commands items in various contexts
- Block drops are now controlled by loot tables
- Players, armor stands and wither now have loot tables
- Performance Improvements
- Added schedule command for delaying execution of functions
- Time arguments in time set, time add and schedule function can now have units (t - ticks, s - seconds, d - days). Fractions are allowed (for example 0.5d), but result will be rounded to nearest integer.
- teammsg command - Sends a message to all players on your team.

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ADVANCEMENTS

- Entity type predicates now accept tags (#baz)

DAMAGE SOURCE PREDICATE

- Damage source predicate now has option: is_lightning

ENTITY EQUIPMENT PREDICATE

- Entity predicate now accepts equipment field
- This predicate can contain up to six fields: head, chest, legs, feet, mainhand, offhand
- If this predicate is non-null, test will fail for entities that have no equipment (i.e. not mobs, players or armor stands)

ENTITY FLAGS PREDICATE

- Entity predicate now accepts flags field
- Available tests: is_on_fire, is_sneaking, is_sprinting, is_swimming, is_baby

CHAT COMPONENTS

COMMANDS

- type field in @ selectors now accepts entity type tags (type=#fooand type=!#bar)
- Item frame contents can now be modified with /replaceitem

DATA

- data modify
 - Apply operation to selected fields
 - Basic operation: set - replaces value
 - List operations: insert prepend append
 - Object operations: merge
 - Sources:
 - from - copies value from existing tag
 - value - uses NBT literal

EXECUTE

- execute if data (and execute unless)
- when used as command, return count of matched elements
- when used as part of command, continues on non-zero(if) or zero(unless) count

LOOT

- General syntax: loot

SOURCES

- fish [tool mainhand offhand] - uses fishing context
- loot - simulates entity drops
- mine [] - replaces range of slots.

give

insert - inserts items into container (similar to shift left-click)

SCHEDULE

Schedules function or tag to run in

TEAMMSG

General syntax: teammsg Sends to all players on the team of the player who runs the command. Available to all players on a team.

ALIAS

- tm

NBT PATHS

- Can now return multiple values. When used as target, modification will be applied to every element
- When setting location and no elements are found, new matching element will be created:
- For example writing to Items[{Slot:10b}] will either found element in Items for slot 10 or create new one
- Add [{k1:v1,k2:v2}] to match objects in list that have matching fields
- Add {k1:v1,k2:v2} to match objects (selects 0 or 1 elements, mostly as safeguard against mismatched entries)
- Note: this also works with root object: {} is valid path for referencing root object
- Allow negative indices in [index] to select element from end (i.e. [-1] is last element, [-2] second to last, etc)
- Add [] to select all elements from list

LIGHT ENGINE

We are de-lighted to have a new light engine!

- Moved light storage from chunks to a separate structure
- Moved light calculation from all over the code to a self-contained place
- Moved light computation off the main thread (on the server)
- Added support for directional opacity of blocks (used by slabs, stairs, snow layers, non-full-block dirt-related blocks and extended piston base blocks)
- Also made enchanting table, end portal frame block and piston base block block light correctly

LOOT TABLES

Note: Some functions and predicates (like set_name, set_lore, fill_player_head, entity_properties) accept entity target parameter. Possible values are:

- Block drops are now controlled by loot tables (stored in loot_tables/blocks/)
- Tables and pools accept functions
- Added new loot table entry types: dynamic, tag, alternatives, sequence, group
- Added new loot table functions: apply_bonus, explosion_decay, copy_name, limit_count, set_contents, set_loot_table, set_lore, fill_player_head, copy_nbt
- Added new loot table conditions: survives_explosion, block_state_property, table_bonus, match_tool, damage_source_properties, location_check, weather_check and two special modifiers: inverted and alternative
- Integer values can now specify random number generator (available types: constant, uniform, binomial). If omitted, defaults to uniform
- Loot tables have optional type, used to validate function usage (available types: empty, chest, fishing, entity, advancement_reward, block). Using function that references data not available in given context (for example, block state in fishing table) will cause warning
- New entity parameter in predicates: direct_killer - allows access to projectiles etc.
- this - usually entity performing action
- killer_player
- killer - primary source of damage
- direct_killer - direct source of damage (may be different than killer - for example, when killing with bow, killer will be bow user, while direct_killer will be arrow entity)

PERFORMANCE IMPROVEMENTS

- Improved performance of Redstone Wire when depowering.
- Improved performance of Fish.
- Mobs that would spawn and then despawn from being too far away from the player the next tick no longer spawn.

REFACTORING

CHANGES TO RENDER OPTIONS

- Removed option to turn off VBO in the game settings. VBO are now always used.

WORLDGEN

- Most of the biome related features now have a registry and their configuration can be serialized. I wonder what this is going to be used for...
- Added 'Bamboo Jungle' and 'Bamboo Jungle Hills' biomes which behave like a normal jungle, but have bamboo!

Raspberry Pi Edition notes:

Minecraft – Pi Edition runs on Raspbian “wheezy” with XWindows. If you need to set that up, visit <https://www.raspberrypi.org/downloads> and follow the detailed instructions within.

Minecraft for Android:

Minecraft is about placing blocks to build things and going on adventures. Pocket Edition includes randomly generated worlds, multiplayer over a local Wi-Fi network, and Survival and Creative modes. You can craft and create with your friends anywhere in the

world so long as you have hands spare and battery to burn.

Our most recent update added the iconic Creepers. They're big, green, mean and explody. But it's just one of many. Since Minecraft — Pocket Edition first appeared, we're continuing to add loads of new features, including...

- Food. Now you can cook and go hungry
- Swords. Bows. TNT.
- Chests
- Skeletons
- Spiders
- Beds
- Paintings
- Lots more

Minecraft for iOS:

Minecraft — Pocket Edition is a Universal App. Play on any iPhone and iPad. It's constantly evolving thanks to our free updates. Minecraft is about placing blocks to build things and going on adventures.

Pocket Edition includes randomly generated worlds, multiplayer over a local Wi-Fi network, and Survival and Creative modes. You can craft and create with your friends anywhere in the world so long as you have hands spare and battery to burn.

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What's New in iOS:

- Support for the iPhone 5's widescreen display
-
- Minecraft is coming to PlayStation VR this month
-
- 31 votes
-
- Roblox is the ultimate virtual universe that lets you play, create, and be anything you can imagine. Join millions of players and discover an infinite variety of immersive worlds created by a global community.
 - Freeware
 - Android
-
- 81 votes
-
- An open source voxel game engine. Play one of our many games, mod a game to your liking, make your own game, or play on a multiplayer server.
 - Freeware
 - Windows/macOS/Linux/Android
-
- 17 votes
-
- Transform your Minecraft experience with the visual fidelity of real-time ray tracing and the ultimate performance of DLSS.
 - Freeware
 - Windows 10



Popular apps in Gaming

In this game, you must master the world and have limited resources to survive on. Explore the whole world and rather build a cozy home in the deep at night, in the dark there are dangerous mobs that can harm you and take all your resources. Minecraft Bedrock Edition can be downloaded from the official Microsoft Store, but only with limited features. Our site decided to work around this, and especially for you, we have launched Minecraft for Windows 10 completely free!

What's new in 1.16?

Hell of an update

There is a new mob called Piglins (Clays), they are very aggressive and can shoot at you with a bow. They live in the underworld, mostly roaming the scarlet forest. They will also look at you with suspicion, allegedly will look at you as a stranger, then they will cause great damage to you. Their children are not particularly scary, you can not panic. You should stay away from them.

Music producers created sounds specifically for the hell biome.

Blocks and Armors

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The developers added a new block called Shroomlight, it glows brightly in hell and can be seen in heaven and in hell.

Added new armor, use the black armor to upgrade it!

Also +5 new blocks that we couldn't find.

Results

Most of all, this update was created for hell, but for some reason it does not feel so seemingly. Like promised the presentation, but in real it seems it is not very as showed in the Studio. Also, do not forget to add armor, a couple of new blocks and bug fixes that will be fixed indefinitely. How do you like the update? Write in the comments below.

[Download Minecraft Bedrock Edition 1.16.40 for Windows 10](#)

Votes: 1485 Rating: 4.7

Add

Information

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