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How to get 1.16 in minecraft

1.16, the first release of the Nether Update, is a major update to Java Edition announced at MINECON Live 2019[1] and released on June 23, 2020.[2] 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. 1.16 was reuploaded around 6 hours after release to fix an issue with the Realms menu which prevented clients from viewing and connecting to Realms (MC-191138). The changes were only to the client, and the server jar files are functionally identical.[3] This hotfix was unsuccessful,[4] and 1.16.1 was released the next day. Additions[] Ancient debris Can be found throughout the Nether at any altitude, though it is much more common at lower altitudes (Y-levels 8–22). Can be refined into a netherite scrap by smelting in a furnace or blast furnace. Same blast resistance as obsidian, but is movable with pistons. Inventory item floats on lava. Cannot burn in lava or fire. A diamond or netherite pickaxe is required to mine it. Always spawns covered by lava and/or blocks on all sides. Basalt All blackstone block variants. Blackstone Generates in basalt deltas. Has a regular, polished, chiseled polished, polished brick and cracked polished brick variant. Has regular, polished and polished brick slab, stair, and wall variants. Has polished button and pressure plate variants. Work like their stone counterparts. Can be used as an alternative in place of cobblestone for crafting furnaces and stone tools. Block of netherite Chain Generates in bastion remnants. Crafted using 2 iron nuggets and 1 iron ingot in a vertical line formation. Chiseled nether bricks New variant of nether bricks. Crafted from 2 nether brick slabs. Cracked nether bricks New variant of nether bricks. Obtained by smelting nether bricks in a furnace. Crimson and warped fungi Crimson and warped nylum Crimson and warped planks Crimson and warped roots Crimson and warped stems Blocks that comprise the trunks of huge fungi. Have animated textures. Have a top texture similar to regular log blocks. Can be placed directionally, similarly to logs. Does not burn. Have respective stripped variants. Crying obsidian Gilded blackstone A variant of gold ore found in bastion remnants. Variant of blackstone. It has a chance to drop 2-5 golden nuggets when mined with a pickaxe. If does not drop gold nuggets, then it will drop itself. As with the drop chance of flint from gravel, the Fortune enchantment does not increase the amount dropped, but increases the chance that gold nuggets will drop. Pickaxe without Fortune - 10% chance to drop 2-5 gold nuggets. Pickaxe with Fortune I - 14.29% (1/7) chance to drop 2-5 gold nuggets. Pickaxe with Fortune II - 25% chance to drop 2-5 gold nuggets. Pickaxe with Fortune III - 100% chance to drop 2-5 gold nuggets. Silk Touch - always drops the block itself. Hyphae A variant of stems with the bark on all 6 sides. Also has a stripped variant. Lodestone Nether gold ore Nether sprouts Quartz bricks Crafted from four blocks of quartz. Used as a decorative block. Respawn anchor Crafted with 6 crying obsidian and 3 glowstone. Can be used to set spawn points in the Nether, using glowstone as charges. A maximum of 4 charges can be set at once, and one charge is depleted with each respawn. Redstone comparators can track how much it is charged. Emits a slight amount of light, which gets stronger for each charge added. Using it in The End or the Overworld causes it to explode and set fire to surrounding blocks similar to beds in the nether/end. Can be charged using a dispenser. The portal animation on the top texture is inverted from the nether portal texture.[5] Has an advancement called Not Quite "Nine" Lives. To complete, a respawn anchor must be charged to its maximum (four). Shroomlight Soul campfire Soul variant of the normal campfire. Has a blue flame instead of orange. Gives off a light level of 10, with the normal campfire giving off 15. Hay bales can increase smoke particle height. Deals double damage compared to the normal campfire. Crafted with soul sand or soul soil instead of coal. Piglins are repelled by soul campfires. Soul fire Soul lantern Gives off a light level of 10. Crafted similarly to a normal lantern, using a soul torch instead of a normal torch. Has an animated texture, just like its overworld counterpart. Soul torch Gives off a light level of 10. Crafted similarly to a normal torch, with soul soil or soul sand being placed under the stick. Gives off a lower light level than a normal torch. Soul soil Target Redstone component that can be activated by shooting projectiles into it. Signal is stronger depending on how close the projectile is to the center of the block. The signal strength goes up to 15. Can be crafted using a hay bale and 4 redstone dust. Can be mined with any tool, but hoes are the most effective. Does not need a redstone comparator to send a signal strength. Twisting vines Generates in the warped forest. Is placed on top of a block and grows upward, like kelp. Can be climbed, like normal vines. Growth can be accelerated with bone meal. Can be used in composters. Warped wart block A variation of the nether wart block, but cannot be crafted. Generates as a part of huge warped fungi. Sometimes generates in the ground replacing the warped nylum in the warped forest biome. Can be used in composters. Weeping vines Generates in the crimson forest. Is placed on the bottom of a block and grows downward. Can be climbed, like other vines. Growth can be accelerated with bone meal. Can be used in composters. The 2 variations of the new nether-themed colored blocks, crimson (right) and warped (left), along with a soul lantern. Items[] Lodestone compass Created by right-clicking a lodestone with a compass. Will point toward that lodestone. Entering another dimension other than the one containing the right-clicked lodestone will cause the compass to shake uncontrollably. Music discs Netherite armor Upgraded using a smithing table with a netherite ingot and the respective diamond item. Does not burn in lava or fire, as a dropped item or when worn (players equipping netherite armor, however, can still take burning damage). Floats in lava. Tougher than diamond armor: Has higher durability and enchantability than diamond, but not higher enchantability than gold. Netherite axe, hoe, pickaxe, shovel, and sword Upgraded using a smithing table with a netherite ingot and the respective diamond item. Does not burn in lava or fire. Floats in lava. Have higher item durability, mining level, breaking multiplier, and enchantability than diamond, but not higher than gold. All items, except the hoe, deal 1 more damage than their diamond counterparts. Netherite ingot Netherite scrap Snout banner pattern New pattern for banners, the Snout. Used in the loom to apply the Snout pattern to the banner. Can be found in bastions. Spawn eggs Added hoglin, piglin, strider, and zoglin spawn eggs. Warped fungus on a stick Crafted with a fishing rod and warped fungus. Can be used to control striders in the same way as a carrot on a stick controls pigs. Right-clicking while riding a strider will temporarily boost its speed, similarly to riding pigs, taking 1 damage whenever the strider's speed is boosted. Has 100 durability as opposed to the carrot on a stick's durability of 25. Mending and Unbreaking can be applied using an anvil. Mobs[] Hoglins Piglins Striders Have 20 × 10 health. A passive mob that spawns in the Nether on lava oceans. Drops strings. Can be saddled and controlled with a warped fungus on a stick. Moves in and out of lava. Shivers and turns blueish-purple when out of lava. Moves significantly slower out of lava. Is damaged by water and rain. Has a baby variant. Can be bred using warped fungi. Adults can spawn with baby striders riding them. Can spawn with zombieified piglins riding them. If they spawn with a zombieified piglin, they will also have a saddle equipped. Zoglins Have 40 × 20 health. A zombieified variant of the hoglin. Created when a hoglin is brought into the Overworld. Unlike hoglins, they cannot be bred or fed, and they do not flee from warped fungi. Attack most mobs on sight, except for creepers, ghosts, and other zoglins. Drops rotten flesh. Takes more damage with Smite, as it is considered an undead mob. World generation[] Biomes Structures Bastion remnants Generate in all Nether biomes, except basalt deltas. Four types of structures generate: Bridge, Hoglin Stable, Housing Units, and Treasure Room. Are the only source of the "Pigstep" music disc. Piglins and hoglins spawn here. Spawners that spawn magma cubes can be found in bastion remnants. Piglins have more gold armor parts if spawn here. Command format[] /attribute Used to get, set, or modify attributes. Possible syntax: Parameters: attribute get [] – get total value of attribute attribute base set – sets base value attribute base get [] – get base value attribute modifier add add multiply base – adds modifier (fails if modifier is already present) attribute modifier remove – removes modifier attribute modifier value get [] – get value of modifier target – single entity (note: only players, armor stands and mobs have attributes) attribute – name of attribute (like minecraft:generic.max health) name – string (in optional quotes) describing human-readable name of modifier value – floating point value (note: Certain attributes have limits on final value, so the change might not be noticeable) /locatebiome Used to locate specific biomes. /gamerule forgiveDeadPlayers Makes angered neutral mobs stop being angry when the targeted player dies nearby. Enabled by default. /gamerule universalAnger Makes angered neutral mobs attack any nearby player, not just the player that angered them. Works best if forgiveDeadPlayers is disabled. Disabled by default. Gameplay[] Advancements Added 11 new advancements: All of these advancements are located in the "Nether" tab, except "Bullseye", which is located in the "Adventure" tab. "Bullseye", "Cover Me in Debris", and "Hot Tourist Destinations" are challenge advancements, while the others are "normal" advancements. Added a smokey property to the location trigger which checks if the location is closely above a campfire. Added thrown_item picked up by entity advancement trigger. item matches the thrown item which was picked up. entity matches the entity which picked up the item. Added player_generates container loot advancement trigger. loot table matches the resource location of the generated loot table. Added item used on block advancement trigger. location matches the location at the center of the block the item was used on. item matches the item used on the block. Added player_interacted with_entity advancement trigger. item matches the item which was in the player's hand during interaction. entity matches the entity which was interacted with. Bartering Added new bartering mechanic, through which the player can trade items with piglins. Bartering is done by right-clicking piglins with gold ingots or dropping them on the ground, which makes the piglin drop at least one item or block in return, with different blocks and items having varying triggers. Death messages Added a new death message for being killed by another player's firework using a crossbow. "[player] went off with a bang due to a firework fired from [item] by [player/mob]" Enchanting Loot tables Materials Added seven new material colors: #bd3031 CRIMSON NYLIUM #943f61 CRIMSON STEM #5c191d CRIMSON HYPHAE #167e86 WARPED NYLIUM #3a8e8c WARPED STEM #562c3e WARPED HYPHAE #14b485 WARPED WART BLOCK Recipe book Added recipe book unlocks for smithing tables. Sounds New unique block sounds for most of the newly added blocks have been added.[more information needed] Some blocks already in the game such as nethertrack, bone blocks, and nether bricks sounds have been changed. Statistics Added a statistic for distance by strider. General[] Accessibility Chat line spacing can now be adjusted. A chat delay can be set between 0 (default) and 6 seconds. Ambience Added new ambient sounds to the Nether. Different sounds play in each Nether biome. Added 3 new soundtracks to the Nether, composed by Lena Raine: "Rubedo", "Chrysopoeia" and "So Below". client.json arguments disableChat Disables the receiving and sending of online chat. disableMultiplayer Disables the Multiplayer and Minecraft Realms buttons. Customized worlds Added experimental support for new custom worlds. The "Edit World" menu now has an option to export world settings to a JSON file. Previously exported world settings can be imported during world creation. Many new parameters are exposed but marked as experimental, meaning they can be used but may later be removed. The new datapack selection menu. Data packs Added a new "Data Packs" button on the "Create World" screen. Allows the player to select datapacks to be enabled in the world. Supports drag-and-drop. Dimensions and custom dimension types can now be added and changed by data packs. Smithing recipes can now be added and changed by data packs. entity_properties Now has vehicle, and targetedEntity properties, which match the vehicle or the entity targeted by a mob. Game mode toggling Added quick game mode switching functionality using the F3 debug key. Hold F3 and press F4 to open the menu. Pressing F4 or using the mouse will cycle the game mode. Release F3 to apply. The last game mode is remembered and will be the first selected option, so it is possible to quickly toggle between two game modes with a single press of F3 + F4. F3 + N now toggles between spectator mode and the previous game of the player. Graphics Added new "Fabulous!" graphics option Uses per-pixel blending layers for some transparent elements. Options Added an "Entity Distance" scale option ranging from 50% to 500%. Sets the distance at which mobs render into the frame. Particles Added ash, crimson spore, soul fire flame, and warped spore particles. Added three particles for crying obsidian: dripping_obsidian_tear, falling_obsidian_tear, and landing_obsidian_tear. Added a new particle type: soul. Settings Added functionality to import/export world settings. Shaders Added assets/minecraft/shaders/post/transparency.json. Splash Added new splashes: This parrot is no more! It has ceased to be! Honey, I grew the bees! Find your claw! Everybody do the Leif!

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