

## **Here's a list of all the ooh what's added to the biome update:**

- Added Mangroves
- Added Mud
- Added Baobabs
- Added Blooming Cactuses
- Added Palm Trees
- Added Termites Nest
- Added Termites Substance
- Added Fireflies
- Added bottle with fireflies
- Added bark (Oak, Dark Oak, Spruce, Birch, Jungle, Acacia, Baobab, Mangrove, Palm, Crimson, Warped)
- Added new effect "Panic"
- Added a test panorama to the main menu

**It would seem not so much, but no ... Here are the snapshot changelogs for the entire time:**

### **NEW FEATURES IN SNAPSHOT 1:**

- Added Mangroves
- Added Mud
- Added Baobabs
- Added Blooming Cactuses
- Added Palm Trees

#### *MANGROVES:*

- These are wonderful trees growing in a swampy area
- They consist of: trunk, foliage and vine
- Germinate in water and feed on it through their long roots

#### *MANGROVE VALLEY:*

- New biome, usually located near swamps
- Only there mangrove trees grow
- This biome is filled with darkness and gloom

#### *MUD:*

- A new type of liquid found in swamps and mangrove valleys
- Mud can be used to create a block of mud. To do this, you just need to place a block of clay next to the mud.
- Also in the workbench, you can fold clay with a block of mud and get bricks from mud

#### *BAOBABS:*

- Huge trees both tall and wide (14-18 blocks high, 4 blocks wide)
- They grow in the savannah and clearly stand out from the monotony of acacias
- As with any type of wood, baobab can be made: buttons, fences, doors, etc.

#### *BLOOMING CACTUSES:*

- New, mesmerizing with its beauty, cactus
- It has the same properties as a regular cactus, but grows in badlands
- A new type of flower may fall out of it – epiphyllum

#### *PALM TREES:*

- The only trees growing in the desert

- You cannot make any items from them yet, but this is only 1 snapshot
- Do not forget that in the real world, fruits can grow on palms and we also remember about them.

## NEW FEATURES IN SNAPSHOT 2:

- Added Termites Nest
- Added a pack of items from a palm tree

### *TERMITES NEST:*

- Mysterious nests of termites living in the savannah
- When the nest touches the trunk of an acacia or baobab tree, the termites gnaw the wood and the nest fills with insect substance
- In subsequent snapshots, you will be able to get more interactions with termites.

### *PALM TREES:*

- Added all standard items for palm trees (slabs, fences, etc.)

## CHANGES IN SNAPSHOT 2:

### *BAOBABS:*

- Changed the texture of the baobab door item

### *MUD:*

- Changed crafting of mud bricks
- Now the dirt does not take away attrition points, but gives the effect of "Hunger"
- Mud pulls you in (to be reworked)

### *MANGROVES:*

- Changed the texture of the mangrove door item
- Changed the growth mechanics of a mangrove sapling. Now you can plant it only if there is water on all sides (except for the top and bottom)

### *BLOOMING CACTUSES:*

- The texture of the epiphyllum has been changed
- The texture of the epiphyllum on the upper side of the cactus has also been changed

*MANGROVE VALLEY:*

- The sky became bluer and brighter

## NEW FEATURES IN SNAPSHOT 3:

- Added Termites Substance
- Added Firefly's

### *TERMITES SUBSTANCE:*

- Mysterious slime made from recycled termites
- The substance is obtained by collecting it in a glass bottle (RMB over a filled termite nest)
- There is also a block of termite substance (PCM on any block with a bottle with a substance)

### *FIREFLIES:*

- We add fireflies so that you don't get so scared on Halloween
- They usually spawn near bodies of water in swamps and mangrove valleys
- New mechanics will be added soon

## CHANGES IN SNAPSHOT 3:

### *MUD:*

- The speed of pulling into the epicenter of the mud depth has been reduced

### *EPIPHYLLUM FLOWER:*

- You can now plant epiphyllum in the dirt
- Now you can plant epiphyllum in a flower pot

### *BAOBABS:*

- You can now plant the baobab saplings in the flower pot

### *MANGROVES:*

- Mangrove seedlings can be planted in flower pots

- However, this is the first seedling that needs to be watered (with water from a water bottle). If you do not water a mangrove sapling in a flower pot, then after a while it will dry out

### *LOCALISATION*

- The mod has also been localized into Russian

## NEW FEATURES IN SNAPSHOT 4:

- Added bottle with fireflies

### *BOTTLE WITH FIREFLIES (EXACTLY WILL BE IMPROVED):*

- If you want to transfer your little friends, you can use a regular bottle
- However, keep in mind that catching small creatures in the same small bottle is not so easy (you will have to tinker for a long time to catch them)
- As soon as you collect at least 1 bottle, you can be happy, since now you can release them in any place you like (in the next snapshots will be finalized)
- Please note that after a while the fireflies that you caught will fly away (in the following snapshots: Minecraft will check whether you release fireflies near the water or not. If so, they will not fly away, if not, then Minecraft will consider this as an unacceptable environment for creatures and they scatter)

## CHANGES IN SNAPSHOT 4:

### *MUD:*

- Fixed many bugs, including critical bugs
- Slightly changed the way the dirt ray is generated

### *EPIPHYLLUM FLOWER:*

- Fixed numerous bugs with color generation

### *MANGROVES:*

- Critical bugs have been fixed
- Now with an empty bottle, you can take back the water that you poured into the pot with the mangrove sapling
- Sticks now drop from a dried mangrove seedling in a flowerpot



*MANGROVE VALLEY:*

- Ocean ruins no longer spawn in biomes
- Large mushrooms now spawn here occasionally

## NEW FEATURES IN SNAPSHOT 5:

- Added bark

*BARK (MECHANICS WILL BE LATER):*

- This is a wonderful top layer of wood
- Item drops when stripping a baobab

## CHANGES IN SNAPSHOT 5:

*BOTTLE WITH FIREFLIES:*

- Now if you release the fireflies from the bottle near the water (it is worth approaching the reservoir as close as possible or going into the water), then they adapt to the terrain and stay there. However, if you release them in a place where there is no water nearby, they will fly away

*BAOBABS:*

- The axe can finally be applied to the baobab log and baobab wood
- You will receive hewn baobab log and hewn baobab wood, respectively, as well as bark

*PALM:*

- The axe can finally be applied to the palm log and palm wood
- You will receive hewn palm log and hewn palm wood

*LOCALISATION:*

- Mod localized into German
- Also, edits were made to the Russian translation

*BUG FIX AND OPTIMISATION:*

- Many bugs related to Java support have been fixed
- The mod has been heavily optimized by cutting or shortening unnecessary lines of code/procedures

## NEW FEATURES IN SNAPSHOT 6:

- Added new effect "Panic"
- Added a test panorama to the main menu

*PANIC (POSSIBLE WILL BE REFINED):*

- Really scary effect
- You can only get it if you fall into a terrifying puddle of mud
- When this effect is imposed on you, you cannot open the GUI (even your inventory), you will be greatly slowed down, hungry, suffocate, in general, we do not advise you to experience this

*MAIN MENU INTERFACE (TEST OPTION, WILL BE REFINED):*

- We have updated the very same panorama in the main menu (WORKS ONLY IF IN THE SETTINGS OF THE RESOURCE PACKAGES SUPPLY THE DEFAULT RESOURCE PACK BELOW THE FASHION RESOURCES, IF YOU DON'T UNDERSTAND SEE THE DESCRIPTION OF THE MOD)
- Just in case, I will say again that this is the first - a test version

## CHANGES IN SNAPSHOT 6:

*BOTTLE WITH FIREFLIES:*

- Now the bottle with fireflies will be slightly highlighted
- Also, now you can disperse fireflies even if they are near the water (This can be done if the fireflies have no place to stay in this area, for example, a nearby pond disappears)

*MUD:*

- Yes, we are still improving the dirt and this time we changed the effects
- When falling into the mud, only panic will be given (although you will not be able to check this, since you will not open the inventory :>)

#### *BARK:*

- Now you can only make paper from bark and sugarcane (sugarcane-bark-sugarcane). The old recipe (Sugarcane-Sugarcane-Sugarcane) no longer works
- Also, by melting the bark in the furnace, you can get charcoal

#### *TERMITES SUBSTANCE BLOCK:*

- We reworked bubble block spawning systems
- Now the block will randomly flow around the block on which the RMB is pressed (that is, to put the block in any other position, you need to close all the remaining sides with blocks)
- It sounds complicated, but in fact, everything is elementary and simple

#### *LOCALIZATION:*

- Apparent problems with English translation have been fixed

#### *BUG FIX AND OPTIMISATION:*

- We do not forget about optimization and are making clear progress in this

Suggest your ideas for improving textures, mechanics, functions and, in principle, for the development of the mod. The developers will be sincerely grateful to you!)

## NEW FEATURES IN SNAPSHOT 7:

- Added Oak Bark
- Added Dark Oak Bark
- Added Spruce Bark
- Added Birch Bark
- Added Jungle Bark
- Added Acacia Bark
- Added Baobab Bark
- Added Mangrove Bark
- Added Palm Bark
- Added Crimson Bark
- Added Warped Bark

*BARK (Oak, Dark Oak, Spruce, Birch, Jungle, Acacia, Baobab, Mangrove, Palm):*

- Yes, we thought about it and decided why the bark does not fall out when cutting any tree? It's so logical
- Can be smelted to make charcoal
- Changed crafting paper from (Sugar cane – Sugar cane – Sugar cane) to (Sugar cane - Any Bark – Sugar cane)

*BARK (Crimson, Warped):*

- Since this is the bark of hellish "plants", it has similar properties with them
- Since the bark does not burn, then it cannot be melted down (accordingly, you cannot get charcoal from crimson and warped bark)

## CHANGES IN SNAPSHOT 7:

*BOTTLE WITH FIREFLIES:*

- Now it will be a little easier for you to catch fireflies in a bottle

*MANGROVE VINE:*

- The growth system has been completely redesigned
- Now the vine can grow through the water on its own and with your help

*TERMITES NEST:*

- Termites now eat all types of wood, except hell

*LOCALIZATION:*

- Some localization issues have been resolved

*BUG FIX AND OPTIMISATION:*

- Huge amount of code has been cut and rewritten
- Many procedures have been shortened and replaced

## NEW FEATURES IN SNAPSHOT 8:

- Added Frogs
- Added Tadpoles
- Added Waterfalls
- Added Mesmerizing Dye

*FROGS (NECESSARILY WILL BE REFINED):*

- Hooray! The first creature we add to this mod
- They are funny creatures that love to splash in the water
- So far, frogs do not have the proper functionality, but they can amuse you

*TADPOLES (WILL ALSO BE FINISHED):*

- Wonderful frog embryos
- Have no interactions yet

*WATERFALLS (IMPROVEMENT IS ALSO WAITING FOR THEM):*

- Added in test mode
- To get a block (particles) enter /give @s biome\_update:waterfalls

*MESMERIZING DYE (NECESSARILY WILL BE REFINED):*

- A new kind of dye
- It can be used to recolor any already dyed wool / ceramic / glass / glass panel
- Glows a little (light dust is added to the craft)

## CHANGES IN SNAPSHOT 8:

*BOTTLE WITH FIREFLIES:*

- Normalized cactus headbox

*MANGROVE VALLEYS:*



- Changed the structure of biome generation (slightly)

*MANGROVE VINE:*

- The destruction system has been slightly improved
- Preparing for Normal Vine Destruction

*TAG:*

- Item tag has been fixed (mod id)
- Now it is: biome\_update

*LOCALIZATION:*

- Added French, Belarusian language
- Fixed issues with English, Russian and German

*BUG FIX AND OPTIMISATION:*

- We are still optimizing the mod
- On November 14, a link to the system requirements for the mod will appear in the description (computer support and an approximate comparison)

## NEW FEATURES IN SNAPSHOT 9:

- Added Frogs (Green and White)

*FROGS (EVERYTHING STILL WILL BE IMPROVED):*

- Hooray! We now have 3 types of frogs
- They change color depending on the biome in which they are spawned
- We want to say right away that NOW FROGS ARE NOT SALVED IN ALL BIOMES
- However, they will spawn everywhere in subsequent snapshots
- Submit your ideas on the mechanics of frogs of different colors in the comments to the mod or follow the link in the description of the mod on the website

## CHANGES IN SNAPSHOT 9:

*TADPOLE (NOT THE FINAL OPTION):*

- Tadpoles now die when out of water

*MANGROVE VALLEYS:*

- We did a little bit of biome height

*MANGROVE VINE:*

- We are still continuing to improve the mechanics of the mangrove vine

*WATERFALLS (WILL BE IMPROVED):*

- We are still continuing to improve the mechanics of the mangrove vine

*MAIN MENU INTERFACE (TEST OPTION 2, WILL BE REFINED):*

- We've updated the panorama in the main menu again (WORKS ONLY IF IN THE SETTINGS OF THE RESOURCE PACK DEFAULT PACKAGE DEFAULT BELOW FASHION RESOURCES IF YOU DO NOT UNDERSTAND THE DESCRIPTION OF THE MOD)

#### *LOCALIZATION:*

- Fixed errors in translations
- Added Ukrainian localization

#### *BUG FIX AND OPTIMISATION:*

- We do not forget about optimization)
- We remind you that in the description on the sites where the mod is uploaded there is a link to the FPS indicators (mod optimization)

## NEW FEATURES IN SNAPSHOT 10:

- Coconut

*COCONUT (100% WILL BE REFINED):*

- Added in test mode, just for the sake of rendering
- Coconuts are generated in all types of palms

## CHANGES IN SNAPSHOT 10:

*FROGS (NOT THE FINAL OPTION):*

- Frogs will now spawn in all biomes
- Spawn system:

Standard color: Orange frog

In aquatic biomes: Green Frog

In swampy biomes: Orange frog

In hot biomes: White frog

In cold / snowy biomes: Green frog

\* We are aware of a bug with spawning frogs in biomes

*FIREFLIES:*

- Changed the mechanics of transferring fireflies
- Now when you collect fireflies in a bottle, they will disappear in the place where you collected them

*MANGROVE VINE:*

- The vine is being worked out

*WATERFALLS (MAY BE DELETED):*

- The mechanics of introducing waterfalls into the game are being gradually improved

*LOCALIZATION:*

- Fixed errors in translations

*BUG FIX AND OPTIMISATION:*

- We do not forget about optimization)
- We remind you that in the description on the sites where the mod is uploaded there is a link to the FPS indicators (mod optimization)

**Suggest your ideas for improving textures, mechanics, functions and, in principle, for the development of the mod. The developers will be sincerely grateful to you!)**

## NEW FEATURES IN SNAPSHOT 11:

- Added Ostriches
- Added Ostrich Eggs
- Added a boat with a chest

### *OSTRICHES (WILL BE REFINED):*

- Appear in the savannah
- They like to be in the flock for safety

### *OSTRICH EGGS (WILL BE REFINED):*

- They don't have much functionality right now
- Appear when killing an ostrich, which is illogical and will be redone

### *BOAT WITH CHEST (TEST MODE):*

- To open the chest in the boat you need to Press Shift + RMB
- At the moment, you can't put the boat into the water right away, you need to put it on land first, and only then go into the water
- Some functions may not work correctly, this will be fixed

## CHANGES IN SNAPSHOT 11:

### *FROGS (NOT THE FINAL OPTION):*

- Frogs will now spawn in all biomes
- All types of frogs now jump
- Desert (White) Frog now walks slower and doesn't take damage from cacti
- Green frogs are now the rarest, they only spawn in places with ice or cold waters
- Also, green frogs jump higher than other types of frogs
- Common (Orange) Frog no longer takes potion damage

### *TERMITES SUBSTANCE (NOT THE FINAL OPTION):*

- The termite substance block has been redrawn and animated

*BUG FIX AND OPTIMISATION:*

- We are still optimizing the mod to make it comfortable for you to play

## NEW FEATURES IN SNAPSHOT 12:

- Added Berry Pie

### *BERRY PIE (TEXTURE REDESIGN WILL BE):*

- A new kind of food
- Restores 9 hunger points
- Restores 5.2 saturation
- Crafted with 1 ostrich egg, 2 wheats, 3 sweet berries, 1 milk and 2 sugar

## CHANGES IN SNAPSHOT 12:

### *FROGS (NOT THE FINAL OPTION):*

- Now spawn yourself in the world
- All types of frogs now jump
- Desert (White) Frog now walks slower and doesn't take damage from cacti
- Green frogs are now the rarest, they only spawn in places with ice or cold waters
- Also, green frogs jump higher than other types of frogs
- Common (Orange) Frog no longer takes potion damage

### *BOAT WITH CHEST (WILL BE FINALIZED):*

- Texture has been reworked
- Increased the hitbox of the boat with the chest
- Now the chest is not shifted to the side

### *MANGROVE VALLEYS AND MANGROVE TREES:*

- Grass color in the Mangrove Valleys biome has been changed (became lighter)
- Added new variants of the Mangrove Tree

### *BUG FIX AND OPTIMISATION:*

- We are still optimizing the mod to make it comfortable for you to play
- Minor bugs with the panorama in the main menu have been fixed

***Suggest your ideas for improving textures, mechanics, functions and, in principle, for the development of the mod. The developers will be sincerely grateful to you!)***



## NEW FEATURES IN SNAPSHOT 13:

- Added Tumbleweed
- Added Vulture (mob, drop and mechanic)
- Added Frog Caviar
- Added Oases

### *TUMBLEWEED (MECHANICS COMING LATER):*

- New biome plant "Badlands"
- It is a "heap of garbage", namely dead bushes, emeralds and more
- Texture is final

### *VULTURE:*

- This is a new, unique mob that lives in the badlands biome
- If the vulture is attacked by you, he will "throw" a bunch of tumbleweeds at you
- When he dies, he drops "Vulture Feather"

\* We know that there is a bug in the title in the game, it will be fixed in the next snapshot

### *FROG CAVIAR (WILL BE IN SYNC WITH THE FROGS):*

- New type of mob spawn
- Caviar is located only in water (On the very surface of the water or 1 level below)
- Tadpoles hatch from frog eggs

### *OASIS:*

- A piece of paradise in a soulless desert
- Loot Barrels can be found there

## CHANGES IN SNAPSHOT 13:

### *FROGS (WE ARE STILL IMPROVING THEM):*

- Increased spawn frequency of frogs in chunks
- Frogs are now identified as a "creature"
- Frogs now drop slime

### *TADPOLES:*

- Texture has been reworked
- Tadpoles can now grow into frogs (depending on the biome they are in:

Standard color: Orange frog

In aquatic biomes: Orange or Green Frog

In swampy biomes: Orange frog

In hot biomes: White frog

In cold / snowy biomes: Green frog)

- Fixed tadpole model (tail/flagellum is now exactly in the center of the body)
- Edited artificial intelligence (AI) of tadpoles
- Fixed animation (slowed down) movement of tadpoles

#### *BUG FIX AND OPTIMISATION:*

- Fixed a huge number of bugs

**Suggest your ideas for improving textures, mechanics, functions and, in principle, for the development of the mod. The developers will be sincerely grateful to you!)**

## NEW FEATURES IN SNAPSHOT 14:

- **Added Vulture Arrow**
- **Added Coconut Milk**
- **Added Palm Sapling**
- **Added Palm in Flowerpot**
- **Added Meerkats**
- **Added Dry Mangrove items (log, wood, planks, stairs, slab, plate, button, fence, fence gate)**
- **Added Dry Mangrove Bark**

### *VULTURE ARROW:*

- A new arrow that cannot be fired. Wow, you didn't hear it! She has another property
- The arrow is crafted using a vulture feather
- Now it is not possible to craft a Spectral Arrow without a Vulture Arrow

### *COCONUT MILK:*

- New coconut drop
- Of course, like any milk, it removes all effects from the player
- However, this milk also satiates the player (replenishes satiation and hunger)

### *PALM SAPLING:*

- Palm tree sprout, small, but very beautiful
- All mechanics have also been added

### *PALM IN FLOWERPOT:*

- Yes, yes, now you can also care for a palm sprout and plant it in a pot

### *MEERKATS (NOW JUST ADDED):*

- Wonderful animals are meerkats in your world!
- Meerkats have 2 stages of body position:

1) *Vertical* (Standing on 2 hind legs)

2) *Horizontal* (Standing on 4 legs)

### *DRY MANGROVES:*

- A new type of mangrove – dried
- You've already seen it somewhere :)

- Yes, everything is interesting in the changes

#### *DRY MANGROVE BARK:*

- From a new type of wood - a new bark, it is quite logical
- Unlike any other bark, this one is also obtained by overcooking regular mangrove bark
- You can also get charcoal and paper from it

### CHANGES IN SNAPSHOT 14:

#### *VULTURE:*

- The vulture no longer takes damage from wither, lightning, and cacti
- Fixed vulture tags and related things
- Fixed vulture localization bug

#### *MANGROVE VALLEYS BIOME:*

- The biome has been completely redesigned
- Now much more water is generated here (sometimes up to 60% of the biome's total distance)

#### *MANGROVE TREES:*

- All textures redrawn
- Old textures are preserved with the prefix "DRY"

#### *OSTRICH EGG:*

- Texture has been changed

#### *TADPOLES:*

- Changed the number of their spawns

#### *COCONUT:*

- Coconut model and texture changed
- You can now get 6 units of sugar from coconut

#### *MUD BLOCK:*

- Texture redrawn

#### *BERRY PIE:*

- Reworked pie texture

*BARKS:*

- You can now get Mangrove, Palm, and Baobab Bark

*BOAT WITH CHEST:*

- Now, the more filled the chest in the boat. the more this boat will rock on the water

*OASES:*

- Oasis barrel loot has been randomized

*WATERFALLS:*

- Added new particle type "Cloud"

*ORDER:*

- The order of items in the creative inventory has been changed

*BUG FIX AND OPTIMISATION:*

- Fixed more bugs

**\*Suggest your ideas for improving textures, mechanics, functions and, in principle, for the development of the mod. The developers will be sincerely grateful to you!)**

## NEW FEATURES IN SNAPSHOT 15:

- Added Mangrove Roots Block
- Added Boats (Mangrove, Palm, Baobab)
- Added Boats with chest (Oak, Birch, Spruce, Dark Oak, Acacia, Jungle, Mangrove, Palm, Baobab)
- Added Dry Mangrove Swamp biome
- Added new trading operations
- Added Support Version (1.18.x) - IMPORTANT!

### *MANGROVE ROOTS BLOCK:*

- A new block that spawns at the foot of the mangroves
- Completely lets light and water through
- Directly interacts with long roots

### *BOATS:*

- Added 3 new types of ordinary boats: Mangrove, Palm and Baobab
- Added crafting recipes for new boats (same as other types)

\*We know about the bug with the right oar. This will be fixed in future snapshots/pre-releases

### *BOATS WITH CHEST:*

- Added 9 new types of ordinary boats: Oak, Birch, Spruce, Dark Oak, Acacia, Jungle, Mangrove, Palm, Baobab
- Added crafting recipes for new boats (2 types: full and short)
- Added all functions to the chest

### *DRY MANGROVE SWAMP BIOME:*

- This is a rare biome, similar in temperature to the savannah
- Dried mangrove trees are used here
- Only here you can find dried mangroves, because you can't get them anymore

### *TRADING OPERATIONS:*

- You can now buy from the Wandering Trader:
  - a) Vulture feather for 2 emeralds
  - b) Boat with a chest (all types) for 4 emeralds
- You can now buy from the Fletcher:

a) Vulture arrow (5 pieces at once) for 3 emeralds and 5 arrows

#### *VERSION:*

- Mod version updated to 1.18
- This does not mean that the 1.16 version of the mod will not be released!
- It just means that subsequent snapshots will be released for 1.18, but the full release will be released under 1.16.x as well
- Unlike any other bark, this one is also obtained by overcooking regular mangrove bark
- You can also get charcoal and paper from it

### CHANGES IN SNAPSHOT 15:

#### *MANGROVE VALLEYS BIOME:*

- This biome has been completely redesigned
- Now the main ground and underground block of the biome is mud block
- Height has been reduced to similar to swamps
- The sounds inside the biome, the color of the water and the sky have been changed
- There is now an 85% chance to spawn mangrove trees without a grassy island in the water

#### *MANGROVE TREES:*

- Added more variations and shapes of mangroves

#### *COCONUT MILK:*

- Added coconut milk recipe

#### *MUD BLOCK:*

- Texture redrawn
- Updated all sounds of this block
- Now you're falling through this block a little

#### *MUD BLOCK:*

- You can now open the GUI inside a mud puddle

#### *PALM TREE:*

- The texture of the palm log has been reworked

*BERRY PIE:*

- Reworked pie texture

*LONG ROOTS:*

- Long Roots can now only be placed under a Mangrove Log or Mangrove Roots block

*MAIN MENU INTERFACE (TEST OPTION 2, WILL BE REFINED):*

- The panorama in the main menu has been updated to reflect changes in the mod.

*WATERFALLS:*

- We have stopped work on waterfalls, they will not be part of the mod

*ORDER:*

- The order of items in the creative inventory has been changed

*BUG FIX AND OPTIMISATION:*

- Fixed more bugs

**\*Suggest your ideas for improving textures, mechanics, functions and, in principle, for the development of the mod. The developers will be sincerely grateful to you!)**