

BETA builds are always unstable, and things may change. Please report bugs to us developers on Patreon or in the patron-exclusive chats in our Discord server.

This is the 1.21.1 version of the CWSM: Renovation Update! *PLEASE see the 4.3-pre4 changelog, as all changes included there are in this build:* ***4.3-pre4***

Please note that some issues present in the 4.3-pre4 BETA build have been fixed in this version, but not yet for the 1.20.1 build. We will be backporting those fixes and releasing them in the near future.

A special thanks to Naza, as they have done the brunt work of porting the mod to this version!

Known Issues (Exclusive to 1.21.1):

- The mod does not load on dedicated servers
- Formidibombs blow up when at low fuse and a player enters creative/spectator
- The entity scale command has not been tested with the Wither Storm, and will eventually be disabled… use at your own risk
- Cat/dog collar colors are not copied when converted to their sickened variants

- Sickened wandering traders will forever throw healing potions at sickened cave spiders (and possibly other sickened mobs) since they aren't affected by them, causing them to never heal

Added/Tweaked:

- Many tags have been updated
    - Added the "commanded" tag as a replacement to the sickened mob type, which has been removed. Mobs in this tag cannot attach each other
- Cave rumbles shatter decorated pots and cause copper bulbs to flicker
- Locked amulets can now be unlocked
- Command block tools now display in their tooltip that they're unbreakable
- The Withered Symbiont's throwing spell now includes wind charges
- The ender pearl crossbow no longer overrides the original vanilla model, removing conflicts with resource pack hierarchy
- Debris clusters floating around the Wither Storm are now individually culled when not looked at
- Super TNT and formidibomb explosions no longer check for mob visibility for large mobs, fixing major lag spikes
- New night time sky colors for the Wither Storm
- Added a challenge mode server config preset
- Experience orbs, magma cubes, puffer fish, and tadpoles are now picked up by the Wither Storm without tractor beams if close enough
- Block clusters now split along random, angled axes instead of the three dimensions
- Block clusters split more often based on how many blocks they contain
- Light emitting blocks (i.e. torches) now glow in block clusters (but do not cast light to other blocks)
- Flaming wither skulls now pierce softer blocks, behaving like "bunker busters"
- The flames of flaming wither skulls are now animated
- The explosion radius and other parameters of flaming skulls are now stored in entity data and can be modified using /data or when a skull is summoned
- The chance for blue flaming wither skulls to naturally spawn when a Wither Storm roars is now configurable
- Dyeable phlegm blocks

Bug Fixes:

- Fixed broken mob AI

- The render buffering system now properly uses multiple threads to construct vertex buffers when async buffer building is on
- The other heads, when disabled during the Wither Storm's phase 6, would still shoot normal wither skulls
- Fixed particle effects not working for Wither Storms in the distant renderer
- Block clusters consisting of blocks with no hitboxes would fall through the world, ignoring collisions
- Fixed flaming skulls have weird, jittery rotation when hit with a sword
- Fixed a crash when using the Wither Storm debug command