

Facts from the livestream (By Craithub community)

<http://craithub.net/2011/08/26/pax-conference-reveals-details-on-1-8/>

- **Release date is unknown!**
- Mobs
 - Endermen are rare
 - They do carry blocks. Places them randomly.
 - They die in water.
 - They get red hot when attacked.
 - Endermen appear to teleport like Nightcrawler, aka, in a cloud of smoke
 - As leaked before the endermen will attack only after you have looked directly at them.
 - Zombies drop (rotten?) brown meat when killed.
 - When animals are killed they will remain dead, (adding breeding system ?)(*)
 - All of the tame mobs give meat except for sheep (*)
 - Silverfish spawn from blocks when you destroy them, the pattern is unknown.
- Stats
 - XP was unused in the demo, will be used for leveling up - confirmed before
 - Represented as orbs when you kill a (evil?) mob. These flash fancy yellow and green.
 - You lose all your xp when you die (will you also lose your level?)
 - Eating has a fancy animation now
 - Food will now stack.
 - Eating takes time.
 - (You have to eat regularly to keep your hunger bar higher. Life regenerates when it's fuller, and you lose health when the bar is emptier.)
 - You can dash/run, but it takes(more?) food. (More than what?)
 - Dashing seemed to generate some movement blur, could be the streaming.
- Food
 - Multiple types of meat.
 - Rotten meat.
 - At least 3 kinds of seeds.
- Blocks
 - Smoothstone and cobble stairs added.
 - Watermelons are added and farmable, but in a different way than wheat. Also have seeds.
 - Pumpkins are now also farmable.(*). Also have seeds.
 - Iron bars (?)
 - Vines/Mossy bars
 - Glass panes, they are quite thin and span the middle of a block.
 - Stone Brick Stairs, blocks and halfstone
- Cloud level raised.
- Snow blocks now fall(?)

- 5 biomes, 7 with river and ocean, will be a few more
 - They are a lot larger than before.
 - Swamps and rain forests might be added, notch wants them
 - Mountain biome, can be very high.
 - Ocean biomes involves deeper oceans.
 - Rivers do not flow.
 - Volcanoes might get added
- No more Void, just particle and you take damage.
- Towns
 - NPC's don't talk (yet) (Demo didn't have NPC's at all).
 - Notch doesn't want NPC's to talk, Jeb does. Since Jeb does towns, he does the final decision.
 - Towns have wells.
 - No good solution on town borders yet. There is on solution, but it wasn't in the demo.
 - There should be a village everytime near spawn (might be just for the demo).
 - Also you can find strong holds near villages.
 - Will contain (a) mineshaft(s) with minecart tracks (leading to somewhere?)
 - Stronghold is mentioned.
- Settings and tech
 - Torches in hand might emit light now.
 - There is a brightness slider now, might function the same as the optifine slider.(real crafters plays on darkest)
 - There is a FoV (Field of View) slider now, going up to "Quake pro".
 - Rain is a lot faster now. Same amount of rain.
 - Height limit does not change.
 - The further you go down the darker it gets and fog creeps closer.
 - The menu shows an animated overview of some world in the background, possible one of your saves.
 - Background seems slightly blurred.
 - Chunk generation is a lot faster.(Thank god!)
 - (TNT) explosions seem alot smoother, and seem to have gotten a nice "cloud" particle thingy around them.
 - New lighting - confirmed before.
 - Sky lighting will have a different shade than the other lights.
 - Also faster than previous lighting, since when the sun goes down, it's just a fastly recalculated layer on top of the other lighting. No more lights updating per chunk, but smooth transition in day/night change.
 - Torches has a red tint, while night has a blue tint.
- Nether will probably not be updated in 1.8, but 1.9.
- Exploring will be more rewarding
- Tnt will now be activated by fire.
- Combat has been revamped, it is more rewarding.

- Double tapping forward to sprint, attacking at the same time will cause a large knock back on mobs.
- Exp bubbles from monsters
- Shooting with a bow has a nice animation now.
 - Is chargeable. Does more damage and goes straighter the more you pull it up.
- Creative
 - You can't die
 - You instabreak blocks.
 - You can break bedrock.
 - You can fly by double tap jump.
 - Instead of an inventory you will have a spawn window. Possibly <http://imgur.com/zBy9W>
 - Admins can switch to creative mode on a survival server, so the system is per user.
 - You have a option in the world creation menu to select creative or survival, no world on smp.

*: gotten from the Q&A stream and hard to hear what they are saying.

Sources:

- http://www.youtube.com/watch?v=v_jJTROkJO
- Notch's stream.
- <http://kotaku.com/5835043/notch-gives-us-a-tour-of-the-ever+expanding-radical-minecra-ft-18-update?popular=true>