

Technical Bugs (Minecraft Bedrock Edition 1.19.51)

Related to issues which cause limitations with basic technical gameplay experience.

If you can please vote, update the bugs and share them to speed up the process.

Related list: [Quality of Life](#)

Unresolved issues - should be fixed (Pages 1-6)

'OPEN', 'IN PROGRESS' or 'REOPENED' issues

- Issues with relogging and chunk borders.....Page 1
- Unusual physics behavior with items or pistons in action.....Page 2
- Issues with loading or unloading items using hoppers.....Page 3
- Issues related to observers or block updates.....Page 4
- Other technical issues and wrong behaviors.....Pages 5-6
- Graphic issues or sound problems related to redstone.....Page 7

Total reports: 48

'Works as intended' but are still issues and should be fixed (Page 8)

'WORKS AS INTENDED' issues that should be 'OPEN', 'IN PROGRESS' or 'REOPENED'

Total reports: 4

Reports that should marked as 'works as intended' (Page 9)

'OPEN', 'IN PROGRESS' or 'REOPENED' issues that should be 'WORKS AS INTENDED'

Total reports: 4

Unresolved issues - should be fixed

1. *Issues with relogging and chunk borders:*

- MCPE-15793: Redstone components don't apply the correct amount of delay when activated by world changes.
<https://bugs.mojang.com/browse/MCPE-15793>
- MCPE-29548: Relogging can cause observers to emit pulses.
<https://bugs.mojang.com/browse/MCPE-29548>
- MCPE-34622: Relogging makes tripwire hooks stop working.
<https://bugs.mojang.com/browse/MCPE-34622>
- MCPE-58151: Repeaters don't save pending tick information.
<https://bugs.mojang.com/browse/MCPE-58151>
- MCPE-92122: Detector rail detection range restricted on chunk borders.
<https://bugs.mojang.com/browse/MCPE-92122>
- MCPE-99462: Hoppers don't pickup items parallel to chunk border.
<https://bugs.mojang.com/browse/MCPE-99462>
- MCPE-105821: Observers are inconsistent on chunk borders.
<https://bugs.mojang.com/browse/MCPE-105821>

2. Unusual physics behavior with pistons in action:

- MCPE-84281: Moving blocks don't drop items.
<https://bugs.mojang.com/browse/MCPE-84281>
- MCPE-63428: Entities on top of moving blocks create particles with "update" dirt block texture instead of the blocks' texture.
<https://bugs.mojang.com/browse/MCPE-63428>

3. *Issues related to hoppers:*

- MCPE-36388: Hoppered furnace timing error.
<https://bugs.mojang.com/browse/MCPE-36388>
- MCPE-109449: Hopper/hopper-minecart with container block above pulls from hopper/chest-minecarts.
<https://bugs.mojang.com/browse/MCPE-109449>
- MCPE-57637: Hopper minecarts pull items from other hopper minecarts which are diagonally up to the south or east.
<https://bugs.mojang.com/browse/MCPE-57637>
- MCPE-55824: Hoppers don't pick up items above non full blocks > 5/8 block tall.
<https://bugs.mojang.com/browse/MCPE-55824>

4. Issues related to observers or block updates:

- MCPE-30544: Observer doesn't detect curved rail changing direction.
<https://bugs.mojang.com/browse/MCPE-30544>
- MCPE-33886: Permanently powered rails.
<https://bugs.mojang.com/browse/MCPE-33886>
- MCPE-46345: Observers do not detect an entity entering / exiting a bed.
<https://bugs.mojang.com/browse/MCPE-46345>
- MCPE-41074: Observer not detecting nether wart growing.
<https://bugs.mojang.com/browse/MCPE-41074>
- MCPE-75742: Observer doesn't detect respawn anchor charges.
<https://bugs.mojang.com/browse/MCPE-75742>
- MCPE-61978: Observer doesn't detect several block state changes.
<https://bugs.mojang.com/browse/MCPE-61978>
- MCPE-153821: Observers don't detect sculk shrieker shrieking properly
<https://bugs.mojang.com/browse/MCPE-153821>
- MCPE-53919: Observers don't detect changes to note blocks.
<https://bugs.mojang.com/browse/MCPE-53919>
- MCPE-84391: Observers don't detect target block updates.
<https://bugs.mojang.com/browse/MCPE-84391>
- MCPE-156762: Comparator outputs the power level of moved blocks (and sometimes of placed blocks) before it evaluates container fullness
<https://bugs.mojang.com/browse/MCPE-156762>
- MCPE-105749: Rails powered by an unpowered-source.
<https://bugs.mojang.com/browse/MCPE-105749>
- MCPE-165337: Observers fire when placed by structure block
<https://bugs.mojang.com/browse/MCPE-165337>

5. Other technical issues and wrong behaviors:

- MCPE-33946: Shulker box is not dispensed upright on hoppers.
<https://bugs.mojang.com/browse/MCPE-33946>
- MCPE-42666: When firing a trident from a dispenser, a new one will appear.
<https://bugs.mojang.com/browse/MCPE-42666>
- MCPE-80145: Dispenser can't place armor stands.
<https://bugs.mojang.com/browse/MCPE-80145>
- MCPE-59928: Stairs / scaffolding / hoppers / piston-heads have an inaccurate hitbox outline.
<https://bugs.mojang.com/browse/MCPE-59928>
- MCPE-61245: Redstone wire hitbox is too large.
<https://bugs.mojang.com/browse/MCPE-61245>
- MCPE-93646: Dispensers add a glowstone to the player's helmet inventory slot.
<https://bugs.mojang.com/browse/MCPE-93646>
- MCPE-122611: Comparator does not recognise redstone block as side input.
<https://bugs.mojang.com/browse/MCPE-122611>
- MCPE-113619: Using redstone to ring a bell does not work properly.
<https://bugs.mojang.com/browse/MCPE-113619>
- MCPE-160549: Redstone components don't work when attempting to power by target blocks on the z-axis.
<https://bugs.mojang.com/browse/MCPE-160549>
- MCPE-131556: Big dripleaf can conduct redstone.
<https://bugs.mojang.com/browse/MCPE-131556>
- MCPE-153838: Mangrove roots don't conduct redstone signals
<https://bugs.mojang.com/browse/MCPE-153838>
- MCPE-156386: Detector rails don't send a redstone signal to upper rails.
<https://bugs.mojang.com/browse/MCPE-156386>

- MCPE-163651: Comparators respond incorrectly to side + back input from redstone dust connected to a common power source.
<https://bugs.mojang.com/browse/MCPE-163651>
- MCPE-127687: Target blocks do not emit a redstone signal when hit by certain projectiles
<https://bugs.mojang.com/browse/MCPE-127687>
- MCPE-156773: Weighted pressure plates always output signal strength 1 for 1/2 second before they output the correct signal strength
<https://bugs.mojang.com/browse/MCPE-156773>
- MCPE-80152: Dispensers can't put carpets on tamed llamas
<https://bugs.mojang.com/browse/MCPE-80152>
- MCPE-80149: Dispensers can't put horse armor on tamed horses
<https://bugs.mojang.com/browse/MCPE-80149>
- MCPE-80155: Dispensers can't put chests on tamed llamas, donkeys and mules
<https://bugs.mojang.com/browse/MCPE-80155>

6. Graphic issues or sound problems related to redstone:

- MCPE-35240: Redstone dust doesn't appear on a side of a block & piston.
<https://bugs.mojang.com/browse/MCPE-35240>
- MCPE-151580: Redstone wire goes through corner of target block visually.
<https://bugs.mojang.com/browse/MCPE-151580>
- MCPE-60920: Observer left side texture is upside-down.
<https://bugs.mojang.com/browse/MCPE-60920>
- MCPE-101395: Observer top texture has not been fully updated with the texture update.
<https://bugs.mojang.com/browse/MCPE-101395>
- MCPE-44209: Piston arm side still uses old texture.
<https://bugs.mojang.com/browse/MCPE-44209>

'Works as intended' but are still issues and should be fixed in the future

- MCPE-16371: Multiple mechanism components are ticked in a random order when they are to be ticked in exactly the same rs tick.
<https://bugs.mojang.com/browse/MCPE-16371>
- MCPE-68912: Hopper below full block pulls items from hopper / chest-minecart on slanted track above and to the side.
<https://bugs.mojang.com/browse/MCPE-68912>
- MCPE-28890: Items in hoppers flowing out of order.
<https://bugs.mojang.com/browse/MCPE-28890>
Upvote the bug here:
<https://feedback.minecraft.net/hc/en-us/community/posts/360057935611-Hoppers-should-transfer-items-in-the-correct-order>
- MCPE-66650: Lever / buttons / pressure plates missing redstone particle effect when turned on.
<https://bugs.mojang.com/browse/MCPE-66650>
Upvote the bug here:
<https://feedback.minecraft.net/hc/en-us/community/posts/360048206252--Bedrock-Parity-Tiny-on-particle-for-levers>

Reports that should marked as 'works as intended'

- MCPE-16892: Redstone powering wrong side when redirected by piston.
<https://bugs.mojang.com/browse/MCPE-16892>
- MCPE-142182: Target blocks visually redirect redstone dust, but don't actually.
<https://bugs.mojang.com/browse/MCPE-142182>
- MCPE-138549: Comparators can read inventories through chains
<https://bugs.mojang.com/browse/MCPE-138549>
- MCPE-32437: Pistons are waterloggable.
<https://bugs.mojang.com/browse/MCPE-32437>