

Minecraft 1.4.1

Posted by Tunes - 23 Oct 2012 16:52

Well here it come, was supposed to be 24th, but got delayed to 25th

I still don't know if we'll reset the map, maybe not this time... i think, I'll test regenerations first, if it works, no reset, if it doesnt... well you know what's comming.

The Post from mojang

Minecraft 1.4.1 Pre-release!

by Jens Bergensten on October 23, 2012

A day -1 patch! Lovely! No but seriously, there was a big issue causing mobs to suffocate and fall through wooden floors that we really needed to fix. The full list of fixes are...

Fixed mobs glitching through wooden floors

Fixed players glitching through Beacons

Fixed Redstone Repeaters getting stuck in 'on' state

Bats spawn less frequently

A number of minor font fixes

Activated the Wither painting

Fixed wet wolves looking way too scary

Tweaked naming costs in the Anvil

Tweaked enchantment points reward for smelting

Fixed bug that allowed any item to be placed in the armor slots

Fixed mob spawners spawning too quickly

Since we do these pre-releases mainly to prepare modders and server admins (and not to find and fix bugs), we've decided to push the release of 1.4(.1) one day to Thursday, October 25. Again, since I

know this is a lot of text to read:

Release date: Thursday October 25

Download the pre-release here:

Client: assets.minecraft.net/1.4.1/minecraft.jar

Server: assets.minecraft.net/1.4.1/minecraft_server.jar (or EXE)

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Re: Minecraft 1.4.1

Posted by Tunes - 26 Oct 2012 07:48

Getting the server up to 1.4.2 will take a bit of time, bukkit team needs to update bukkit and I must test all 37 server plugins for stability, so.. it will take some time.

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Re: Minecraft 1.4.2

Posted by Tunes - 26 Oct 2012 23:18

U gotta wait it, before ya kick it! ☹️
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Beware of a fake 1.4 "updated" servers it may contain malware.

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## Re: Minecraft 1.4.1

Posted by Tunes - 28 Oct 2012 14:13

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Well, I know there is already a few 1.4.2 releases out there from bukkit, I'll work on it during this day a bit later to see if any of them works properly.

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