

[{"name": "Parkour Over Water", "link": "https://github.com/cabaletta/baritone/issues/2583"}, {"name": "Panic Button (Fast control override)", "link": "https://github.com/cabaletta/baritone/issues/2580"}, {"name": "Water bucket jumps fail to pick water back up when falling onto walkable blocks", "link": "https://github.com/cabaletta/baritone/issues/2578"}, {"name": "#chests (or containerMemory) is broken", "link": "https://github.com/cabaletta/baritone/issues/2568"}, {"name": "Baritone - Bug selection", "link": "https://github.com/cabaletta/baritone/issues/2547"}, {"name": "Out of memory crash with cleararea and vertical buildrepeat", "link": "https://github.com/cabaletta/baritone/issues/2534"}, {"name": "Dependent block coeficient ", "link": "https://github.com/cabaletta/baritone/issues/2532"}, {"name": "Can't make Baritone work with Forge", "link": "https://github.com/cabaletta/baritone/issues/2523"}, {"name": "Better haste mining", "link": "https://github.com/cabaletta/baritone/issues/2518"}, {"name": "Experimental support for modded blocks.", "link": "https://github.com/cabaletta/baritone/issues/2508"}, {"name": "allowDiagonalAscend failure", "link": "https://github.com/cabaletta/baritone/issues/2486"}, {"name": "LegitMine should get a little extra lucky", "link": "https://github.com/cabaletta/baritone/issues/2485"}, {"name": "#goto can't find a block point-blank", "link": "https://github.com/cabaletta/baritone/issues/2477"}, {"name": "Rework of #maxFallHeightNoWater", "link": "https://github.com/cabaletta/baritone/issues/2467"}, {"name": "The apache logger can't find method info() and crushes the game during initialization (BaritownedDeveloperEnvironment 1.15.x, 1.16.x)", "link": "https://github.com/cabaletta/baritone/issues/2464"}, {"name": "Baritone throws unhandled error when starting to mine", "link": "https://github.com/cabaletta/baritone/issues/2391"}, {"name": "Mining without breaking blocks", "link": "https://github.com/cabaletta/baritone/issues/2379"}, {"name": "Can't path while immersive-portals is installed (forge 1.16.4)", "link": "https://github.com/cabaletta/baritone/issues/2369"}, {"name": "Does not Finish block breaking when new one appears - sel set air", "link": "https://github.com/cabaletta/baritone/issues/2364"}, {"name": "Built-in schematics", "link": "https://github.com/cabaletta/baritone/issues/2363"}, {"name": "1.16.4 forge, #minedroploiterdurationms not working.", "link": "https://github.com/cabaletta/baritone/issues/2356"}, {"name": "ParkourPlace for shorter parkour jumps", "link": "https://github.com/cabaletta/baritone/issues/2350"}, {"name": "Crashes when standing on certain blocks from immersive engineering", "link": "https://github.com/cabaletta/baritone/issues/2349"}, {"name": "[1.16.4] Endless pathing", "link": "https://github.com/cabaletta/baritone/issues/2344"}, {"name": "1.12.2: Crash on goto \"crafting\_table\"", "link": "https://github.com/cabaletta/baritone/issues/2342"}]