Known Bugs in Chocolate Minecraft:  
  
**1. Creepers spawn in with charged overlay, on 1 frame**

Because Minecraft likes being Minecraft, there is no current or possible solution for this feature. If you were to get a lightning strike on the creeper, the overlay would become animated, and they would become actually charged. If it’s on 1 frame however, it is just a visual glitch.

**2. Furnace arrow doesn’t line up with the time it takes for the item to return**

Yes, I am fully aware of this. No, I do not have a solution, but I am working on trying to fix it.

**3. Ice walls having missing faces/textures**

I’m aware of this too. This is because of how I had to cull the block file for it to render properly. Without the block culling file, the ice walls would look like this:

A video game of a room with a green grass field and a blue sky

AI-generated content may be incorrect.

With this block culling file, the blocks look like this:  
A video game of a room with a window

AI-generated content may be incorrect.

Much prettier in my opinion. However if the missing faces in certain states bothers you, if you install your packs through the development folders, you can go into RP > block\_culling and delete the ice\_wall.json, or if you don’t want to remove the file, you can go into BP > blocks > walls > ice\_wall.json and remove part that says ("culling": "ve:culling.ice\_wall",).