

26.2 just ruined the balance of Minecraft's music, and no-one noticed. In the latest Chaos Cubed snapshot, Mojang silently ruined the balance of all Overworld music pools, both for C418 and older "new" tracks, in an incredibly damaging move that's gone entirely unreported by the community. If you care about Minecraft, please take a moment to read this. A full explanation continues below.

The latest Chaos Cubed snapshot silently changed internal biome music pools in a disastrous way which seems to have gone largely unnoticed by the community, bar the occasional "new music plays too frequently / repetitively". This includes a major reduction in the frequency of C418 and already-rare 1.18 music, alongside a massive bias to the new 26.2 tracks by fingerspit. Let me make this clear - this is not an attack on new vanilla music, in fact I quite enjoy it overall, but rather on the severe degradation of music balance Mojang enacted in 26.2 snapshot 7.

First, we need some historical context. In 1.18, new music was added to the Overworld for the first time in the post-C418 era. However, most of this music was balanced to be rare, and relegated to new cave and mountainous biomes, with a couple tracks also being added to `music.game`, the base track that C418 music was heavily present in and used for the rest of the Overworld at the time.

In 1.20, however, Mojang moved from simply adding music to new areas of the game to sectioning off vanilla Overworld music into separate pools. Rather than just using `music.game` for classic biomes, music pools were split into sub areas including forests, deserts, jungles, badlands and more (`music.game` remains as the fallback for other biomes still). Here's the thing, though - not all C418 tracks, which could previously play in these biomes, were retained - in fact many of these specific pools for pre-existing biomes contain as few as 6 of the 12 base C418 Overworld tracks. This went mostly unnoticed back then, and whilst new 1.20 music was biased somewhat aggressively, this was toned down somewhat in 1.21, even if it still wasn't perfect (though the removal of C418 music that used to be present in these biomes before the pool system rework is notable).

In 1.21 and 1.21.6, Mojang expanded on these existing pools with new tracks and slight weighting changes. No systematic changes were made - Mojang stuck with their traditional post-1.20 pattern of having biome-specific music pools that they would continuously expand upon, and this was handled pretty well in both of these updates, better than in 1.20, in fact.

And that brings us to 26.2 snapshot 7, where fingerspit's 5 new tracks have been added to the game. I actually like all 5 personally, but this is not where the problem lies. Firstly, it's important to establish the frequency of previously-added music post-caves-and-cliffs. 1.18 music tracks were added in 2-4 pools each, with some (like Infinite Amethyst) only in 1 or 2, making many of the tracks from this era particularly rare. This was partially offset by some having a weight of 2 or 3, with the default for other tracks being 1, which I would argue is a good thing in that case. 1.20 tracks had 4-6 pools each, making them somewhere in the middle for pool frequency, though they were quite common when first added due to high biases (such as weights of 3), but this was toned down in later music updates. 1.21 and 1.21.6 tracks were actually decent from the get-go, being in 4-7 pools each with typically no weight biases.

However, 26.2 changed everything. They outright removed all weights from all pre-existing tracks, which at this point effectively only means that 1.18 tracks, many of which are already easily the rarest in the game, become up to half as common yet again with the removal of weighting. This, on its own, is a concerning change, and yet it's not even the reason I'm writing this. All 5 new tracks are in 7-9 pools each, which is slightly more than the average but perfectly fine. However, EVERY SINGLE ENTRY of EVERY SINGLE 26.2 TRACK has a weight of 2! This includes, for the first time ever, music.menu and music.game, both of which have never had biases before.

To put this in perspective, you now have just a 28.5% chance of hearing the menu-only music tracks in the menu, as opposed to one of the 26.2 tracks. Further, you are almost as likely to hear any of the 5 new tracks in the base music.game pool as you are to hear any of the 12(!) C418 tracks in a ton of vanilla biomes which still use that pool. Not only that, but every other base pool - desert, jungle, forest etc - are influenced in the same way. You are vastly more likely to hear a 26.2 track vs anything else, including not only C418 music but other great tracks that have been added to the Overworld over the past few years.

Before we all become conspiracy-theorists and start saying stuff like "Microsoft wants to remove C418 music" or "this must be a mistake", let me make myself clear: this does not just make C418 music substantially rarer - it also does the same for other tracks, with 1.18 music being hit the hardest, whilst us players are more likely to hear the same 5 tracks than anything else. And I too thought this might be a mistake at first - until I realised two things; Mojang went through and manually removed bonus weighting from all other tracks, and they only touch music pools once a year - whenever they add new background tracks.

Simply put, the latest 26.2 snapshot has massacred the balance of Minecraft's music, hurts the entire game as a whole, and sets a concerning precedence for the future, regardless of which era of Minecraft music you're a fan of. I've made this post to spread awareness, so please, share this with anyone you think can bring more attention to this! It's a long shot, but the only hope is to spread community awareness in an area oft-overlooked in the hopes that we can persuade Mojang to restore the balance of Minecraft's music, both old and new.