---- Minecraft Crash Report ----

// Shall we play a game?

Time: 6/29/13 10:08 AM

Description: Exception while updating neighbours

java.lang.StackOverflowError

at java.lang.ClassLoader.defineClass1(Native Method)

at java.lang.ClassLoader.defineClass(Unknown Source)

at java.security.SecureClassLoader.defineClass(Unknown Source)

at java.net.URLClassLoader.defineClass(Unknown Source)

at java.net.URLClassLoader.access$100(Unknown Source)

at java.net.URLClassLoader$1.run(Unknown Source)

at java.net.URLClassLoader$1.run(Unknown Source)

at java.security.AccessController.doPrivileged(Native Method)

at java.net.URLClassLoader.findClass(Unknown Source)

at java.lang.ClassLoader.loadClass(Unknown Source)

at sun.misc.Launcher$AppClassLoader.loadClass(Unknown Source)

at java.lang.ClassLoader.loadClass(Unknown Source)

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A detailed walkthrough of the error, its code path and all known details is as follows:

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-- Head --

Stacktrace:

at java.lang.ClassLoader.defineClass1(Native Method)

at java.lang.ClassLoader.defineClass(Unknown Source)

at java.security.SecureClassLoader.defineClass(Unknown Source)

at java.net.URLClassLoader.defineClass(Unknown Source)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3030,29,-2223), Chunk: (at 10,1,1 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

Stacktrace:

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at abr.f(SourceFile:317)

at abr.i(SourceFile:379)

at aqy.m(SourceFile:91)

at aqy.a(SourceFile:85)

at abr.g(SourceFile:470)

at abr.f(SourceFile:446)

at abr.d(SourceFile:416)

at abr.f(SourceFile:317)

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at abr.d(SourceFile:416)

at abr.f(SourceFile:317)

at abr.i(SourceFile:379)

at aqy.m(SourceFile:91)

at aqy.a(SourceFile:85)

at abr.g(SourceFile:470)

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at abr.g(SourceFile:470)

at abr.f(SourceFile:450)

at abr.d(SourceFile:416)

at abr.f(SourceFile:317)

at abr.i(SourceFile:379)

at aqy.m(SourceFile:91)

at aqy.a(SourceFile:85)

at abr.g(SourceFile:470)

at abr.f(SourceFile:447)

at abr.d(SourceFile:416)

at abr.f(SourceFile:317)

at abr.i(SourceFile:379)

at aqy.m(SourceFile:91)

at aqy.a(SourceFile:85)

at abr.g(SourceFile:470)

at abr.f(SourceFile:447)

at abr.d(SourceFile:416)

at abr.f(SourceFile:317)

at abr.i(SourceFile:379)

at aqy.m(SourceFile:91)

at aqy.a(SourceFile:85)

at abr.g(SourceFile:470)

at abr.f(SourceFile:447)

at abr.d(SourceFile:416)

at abr.f(SourceFile:317)

at abr.i(SourceFile:379)

at aqy.m(SourceFile:91)

at aqy.a(SourceFile:85)

at abr.g(SourceFile:470)

at abr.f(SourceFile:447)

at abr.d(SourceFile:416)

at abr.f(SourceFile:317)

at abr.i(SourceFile:379)

at aqy.m(SourceFile:91)

at aqy.a(SourceFile:85)

at abr.g(SourceFile:470)

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at abr.d(SourceFile:416)

at abr.f(SourceFile:317)

at abr.i(SourceFile:379)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3031,29,-2223), Chunk: (at 9,1,1 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3032,29,-2223), Chunk: (at 8,1,1 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3033,29,-2223), Chunk: (at 7,1,1 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3034,29,-2223), Chunk: (at 6,1,1 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3035,29,-2223), Chunk: (at 5,1,1 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3036,29,-2223), Chunk: (at 4,1,1 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3037,29,-2223), Chunk: (at 3,1,1 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3038,29,-2223), Chunk: (at 2,1,1 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3039,29,-2223), Chunk: (at 1,1,1 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3040,29,-2223), Chunk: (at 0,1,1 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3041,29,-2223), Chunk: (at 15,1,1 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3042,29,-2223), Chunk: (at 14,1,1 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3043,29,-2223), Chunk: (at 13,1,1 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3044,29,-2223), Chunk: (at 12,1,1 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3044,29,-2222), Chunk: (at 12,1,2 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3043,29,-2222), Chunk: (at 13,1,2 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3042,29,-2222), Chunk: (at 14,1,2 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3041,29,-2222), Chunk: (at 15,1,2 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3040,29,-2222), Chunk: (at 0,1,2 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3039,29,-2222), Chunk: (at 1,1,2 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3038,29,-2222), Chunk: (at 2,1,2 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3037,29,-2222), Chunk: (at 3,1,2 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3036,29,-2222), Chunk: (at 4,1,2 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3035,29,-2222), Chunk: (at 5,1,2 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3034,29,-2222), Chunk: (at 6,1,2 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3033,29,-2222), Chunk: (at 7,1,2 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3032,29,-2222), Chunk: (at 8,1,2 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3031,29,-2222), Chunk: (at 9,1,2 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3030,29,-2222), Chunk: (at 10,1,2 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3029,29,-2222), Chunk: (at 11,1,2 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3028,29,-2222), Chunk: (at 12,1,2 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3027,29,-2222), Chunk: (at 13,1,2 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3026,29,-2222), Chunk: (at 14,1,2 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3025,29,-2222), Chunk: (at 15,1,2 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3024,29,-2222), Chunk: (at 0,1,2 in -189,-139; contains blocks -3024,0,-2224 to -3009,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3023,29,-2222), Chunk: (at 1,1,2 in -189,-139; contains blocks -3024,0,-2224 to -3009,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3022,29,-2222), Chunk: (at 2,1,2 in -189,-139; contains blocks -3024,0,-2224 to -3009,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3022,29,-2221), Chunk: (at 2,1,3 in -189,-139; contains blocks -3024,0,-2224 to -3009,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3023,29,-2221), Chunk: (at 1,1,3 in -189,-139; contains blocks -3024,0,-2224 to -3009,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3024,29,-2221), Chunk: (at 0,1,3 in -189,-139; contains blocks -3024,0,-2224 to -3009,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3025,29,-2221), Chunk: (at 15,1,3 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3026,29,-2221), Chunk: (at 14,1,3 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3027,29,-2221), Chunk: (at 13,1,3 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3028,29,-2221), Chunk: (at 12,1,3 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3029,29,-2221), Chunk: (at 11,1,3 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3030,29,-2221), Chunk: (at 10,1,3 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3031,29,-2221), Chunk: (at 9,1,3 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3032,29,-2221), Chunk: (at 8,1,3 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3033,29,-2221), Chunk: (at 7,1,3 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3034,29,-2221), Chunk: (at 6,1,3 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3035,29,-2221), Chunk: (at 5,1,3 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3036,29,-2221), Chunk: (at 4,1,3 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3037,29,-2221), Chunk: (at 3,1,3 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3038,29,-2221), Chunk: (at 2,1,3 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3039,29,-2221), Chunk: (at 1,1,3 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3040,29,-2221), Chunk: (at 0,1,3 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3041,29,-2221), Chunk: (at 15,1,3 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3042,29,-2221), Chunk: (at 14,1,3 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3043,29,-2221), Chunk: (at 13,1,3 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3044,29,-2221), Chunk: (at 12,1,3 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3045,29,-2221), Chunk: (at 11,1,3 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3045,29,-2220), Chunk: (at 11,1,4 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3044,29,-2220), Chunk: (at 12,1,4 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3043,29,-2220), Chunk: (at 13,1,4 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3042,29,-2220), Chunk: (at 14,1,4 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3041,29,-2220), Chunk: (at 15,1,4 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3040,29,-2220), Chunk: (at 0,1,4 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3039,29,-2220), Chunk: (at 1,1,4 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3038,29,-2220), Chunk: (at 2,1,4 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3037,29,-2220), Chunk: (at 3,1,4 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3036,29,-2220), Chunk: (at 4,1,4 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3035,29,-2220), Chunk: (at 5,1,4 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3034,29,-2220), Chunk: (at 6,1,4 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3033,29,-2220), Chunk: (at 7,1,4 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3032,29,-2220), Chunk: (at 8,1,4 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3031,29,-2220), Chunk: (at 9,1,4 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3030,29,-2220), Chunk: (at 10,1,4 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3029,29,-2220), Chunk: (at 11,1,4 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3028,29,-2220), Chunk: (at 12,1,4 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3027,29,-2220), Chunk: (at 13,1,4 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3026,29,-2220), Chunk: (at 14,1,4 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3025,29,-2220), Chunk: (at 15,1,4 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3024,29,-2220), Chunk: (at 0,1,4 in -189,-139; contains blocks -3024,0,-2224 to -3009,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3023,29,-2220), Chunk: (at 1,1,4 in -189,-139; contains blocks -3024,0,-2224 to -3009,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3022,29,-2220), Chunk: (at 2,1,4 in -189,-139; contains blocks -3024,0,-2224 to -3009,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3022,29,-2219), Chunk: (at 2,1,5 in -189,-139; contains blocks -3024,0,-2224 to -3009,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3023,29,-2219), Chunk: (at 1,1,5 in -189,-139; contains blocks -3024,0,-2224 to -3009,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3024,29,-2219), Chunk: (at 0,1,5 in -189,-139; contains blocks -3024,0,-2224 to -3009,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3025,29,-2219), Chunk: (at 15,1,5 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3026,29,-2219), Chunk: (at 14,1,5 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3027,29,-2219), Chunk: (at 13,1,5 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3028,29,-2219), Chunk: (at 12,1,5 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3029,29,-2219), Chunk: (at 11,1,5 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3030,29,-2219), Chunk: (at 10,1,5 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3031,29,-2219), Chunk: (at 9,1,5 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3032,29,-2219), Chunk: (at 8,1,5 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3033,29,-2219), Chunk: (at 7,1,5 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3034,29,-2219), Chunk: (at 6,1,5 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3035,29,-2219), Chunk: (at 5,1,5 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3036,29,-2219), Chunk: (at 4,1,5 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3037,29,-2219), Chunk: (at 3,1,5 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3038,29,-2219), Chunk: (at 2,1,5 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3039,29,-2219), Chunk: (at 1,1,5 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3040,29,-2219), Chunk: (at 0,1,5 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3041,29,-2219), Chunk: (at 15,1,5 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3042,29,-2219), Chunk: (at 14,1,5 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3043,29,-2219), Chunk: (at 13,1,5 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3044,29,-2219), Chunk: (at 12,1,5 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3045,29,-2219), Chunk: (at 11,1,5 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3046,29,-2219), Chunk: (at 10,1,5 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3047,29,-2219), Chunk: (at 9,1,5 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3047,29,-2218), Chunk: (at 9,1,6 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3046,29,-2218), Chunk: (at 10,1,6 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3045,29,-2218), Chunk: (at 11,1,6 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3044,29,-2218), Chunk: (at 12,1,6 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3043,29,-2218), Chunk: (at 13,1,6 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3042,29,-2218), Chunk: (at 14,1,6 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3041,29,-2218), Chunk: (at 15,1,6 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3040,29,-2218), Chunk: (at 0,1,6 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3039,29,-2218), Chunk: (at 1,1,6 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3038,29,-2218), Chunk: (at 2,1,6 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3037,29,-2218), Chunk: (at 3,1,6 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3036,29,-2218), Chunk: (at 4,1,6 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3035,29,-2218), Chunk: (at 5,1,6 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3034,29,-2218), Chunk: (at 6,1,6 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3033,29,-2218), Chunk: (at 7,1,6 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3032,29,-2218), Chunk: (at 8,1,6 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3031,29,-2218), Chunk: (at 9,1,6 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3030,29,-2218), Chunk: (at 10,1,6 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3029,29,-2218), Chunk: (at 11,1,6 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3028,29,-2218), Chunk: (at 12,1,6 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3027,29,-2218), Chunk: (at 13,1,6 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3027,29,-2217), Chunk: (at 13,1,7 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3028,29,-2217), Chunk: (at 12,1,7 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3029,29,-2217), Chunk: (at 11,1,7 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3030,29,-2217), Chunk: (at 10,1,7 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3031,29,-2217), Chunk: (at 9,1,7 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3032,29,-2217), Chunk: (at 8,1,7 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3033,29,-2217), Chunk: (at 7,1,7 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3034,29,-2217), Chunk: (at 6,1,7 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3035,29,-2217), Chunk: (at 5,1,7 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3036,29,-2217), Chunk: (at 4,1,7 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3037,29,-2217), Chunk: (at 3,1,7 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3038,29,-2217), Chunk: (at 2,1,7 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3039,29,-2217), Chunk: (at 1,1,7 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3040,29,-2217), Chunk: (at 0,1,7 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3041,29,-2217), Chunk: (at 15,1,7 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3042,29,-2217), Chunk: (at 14,1,7 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3043,29,-2217), Chunk: (at 13,1,7 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3044,29,-2217), Chunk: (at 12,1,7 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3045,29,-2217), Chunk: (at 11,1,7 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3046,29,-2217), Chunk: (at 10,1,7 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3047,29,-2217), Chunk: (at 9,1,7 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3048,29,-2217), Chunk: (at 8,1,7 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3049,29,-2217), Chunk: (at 7,1,7 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3050,29,-2217), Chunk: (at 6,1,7 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3051,29,-2217), Chunk: (at 5,1,7 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3052,29,-2217), Chunk: (at 4,1,7 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3053,29,-2217), Chunk: (at 3,1,7 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3054,29,-2217), Chunk: (at 2,1,7 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3055,29,-2217), Chunk: (at 1,1,7 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3056,29,-2217), Chunk: (at 0,1,7 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3057,29,-2217), Chunk: (at 15,1,7 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3058,29,-2217), Chunk: (at 14,1,7 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3059,29,-2217), Chunk: (at 13,1,7 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3060,29,-2217), Chunk: (at 12,1,7 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3061,29,-2217), Chunk: (at 11,1,7 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3062,29,-2217), Chunk: (at 10,1,7 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3063,29,-2217), Chunk: (at 9,1,7 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3064,29,-2217), Chunk: (at 8,1,7 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3065,29,-2217), Chunk: (at 7,1,7 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3066,29,-2217), Chunk: (at 6,1,7 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3067,29,-2217), Chunk: (at 5,1,7 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3067,29,-2216), Chunk: (at 5,1,8 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3066,29,-2216), Chunk: (at 6,1,8 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3065,29,-2216), Chunk: (at 7,1,8 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3064,29,-2216), Chunk: (at 8,1,8 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3063,29,-2216), Chunk: (at 9,1,8 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3062,29,-2216), Chunk: (at 10,1,8 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3061,29,-2216), Chunk: (at 11,1,8 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3060,29,-2216), Chunk: (at 12,1,8 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3059,29,-2216), Chunk: (at 13,1,8 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3058,29,-2216), Chunk: (at 14,1,8 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3057,29,-2216), Chunk: (at 15,1,8 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3056,29,-2216), Chunk: (at 0,1,8 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3055,29,-2216), Chunk: (at 1,1,8 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3054,29,-2216), Chunk: (at 2,1,8 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3053,29,-2216), Chunk: (at 3,1,8 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3052,29,-2216), Chunk: (at 4,1,8 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3051,29,-2216), Chunk: (at 5,1,8 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3050,29,-2216), Chunk: (at 6,1,8 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3049,29,-2216), Chunk: (at 7,1,8 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3048,29,-2216), Chunk: (at 8,1,8 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3047,29,-2216), Chunk: (at 9,1,8 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3046,29,-2216), Chunk: (at 10,1,8 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3045,29,-2216), Chunk: (at 11,1,8 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3044,29,-2216), Chunk: (at 12,1,8 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3043,29,-2216), Chunk: (at 13,1,8 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3043,29,-2215), Chunk: (at 13,1,9 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3044,29,-2215), Chunk: (at 12,1,9 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3045,29,-2215), Chunk: (at 11,1,9 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3046,29,-2215), Chunk: (at 10,1,9 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3047,29,-2215), Chunk: (at 9,1,9 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3048,29,-2215), Chunk: (at 8,1,9 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3049,29,-2215), Chunk: (at 7,1,9 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3050,29,-2215), Chunk: (at 6,1,9 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3051,29,-2215), Chunk: (at 5,1,9 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3052,29,-2215), Chunk: (at 4,1,9 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3053,29,-2215), Chunk: (at 3,1,9 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3054,29,-2215), Chunk: (at 2,1,9 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3055,29,-2215), Chunk: (at 1,1,9 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3056,29,-2215), Chunk: (at 0,1,9 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3057,29,-2215), Chunk: (at 15,1,9 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3058,29,-2215), Chunk: (at 14,1,9 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3059,29,-2215), Chunk: (at 13,1,9 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3060,29,-2215), Chunk: (at 12,1,9 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3061,29,-2215), Chunk: (at 11,1,9 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3062,29,-2215), Chunk: (at 10,1,9 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3063,29,-2215), Chunk: (at 9,1,9 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3064,29,-2215), Chunk: (at 8,1,9 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3065,29,-2215), Chunk: (at 7,1,9 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3066,29,-2215), Chunk: (at 6,1,9 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3067,29,-2215), Chunk: (at 5,1,9 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3068,29,-2215), Chunk: (at 4,1,9 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3068,29,-2214), Chunk: (at 4,1,10 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3067,29,-2214), Chunk: (at 5,1,10 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3066,29,-2214), Chunk: (at 6,1,10 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3065,29,-2214), Chunk: (at 7,1,10 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3064,29,-2214), Chunk: (at 8,1,10 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3063,29,-2214), Chunk: (at 9,1,10 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3062,29,-2214), Chunk: (at 10,1,10 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3061,29,-2214), Chunk: (at 11,1,10 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3060,29,-2214), Chunk: (at 12,1,10 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3059,29,-2214), Chunk: (at 13,1,10 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3058,29,-2214), Chunk: (at 14,1,10 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3057,29,-2214), Chunk: (at 15,1,10 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3056,29,-2214), Chunk: (at 0,1,10 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3055,29,-2214), Chunk: (at 1,1,10 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3055,29,-2213), Chunk: (at 1,1,11 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3056,29,-2213), Chunk: (at 0,1,11 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3057,29,-2213), Chunk: (at 15,1,11 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3058,29,-2213), Chunk: (at 14,1,11 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3059,29,-2213), Chunk: (at 13,1,11 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3060,29,-2213), Chunk: (at 12,1,11 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3061,29,-2213), Chunk: (at 11,1,11 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3062,29,-2213), Chunk: (at 10,1,11 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3063,29,-2213), Chunk: (at 9,1,11 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3067,29,-2213), Chunk: (at 5,1,11 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3068,29,-2213), Chunk: (at 4,1,11 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Source block type: ID #78 (tile.snow // aqy)

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Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3069,29,-2213), Chunk: (at 3,1,11 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Block location: World: (-3069,29,-2212), Chunk: (at 3,1,12 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3064,29,-2212), Chunk: (at 8,1,12 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3062,29,-2212), Chunk: (at 10,1,12 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3061,29,-2212), Chunk: (at 11,1,12 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3060,29,-2212), Chunk: (at 12,1,12 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3059,29,-2212), Chunk: (at 13,1,12 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3058,29,-2212), Chunk: (at 14,1,12 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3057,29,-2212), Chunk: (at 15,1,12 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3056,29,-2212), Chunk: (at 0,1,12 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3056,29,-2211), Chunk: (at 0,1,13 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3057,29,-2211), Chunk: (at 15,1,13 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3061,29,-2211), Chunk: (at 11,1,13 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3062,29,-2211), Chunk: (at 10,1,13 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3067,29,-2211), Chunk: (at 5,1,13 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3068,29,-2211), Chunk: (at 4,1,13 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3069,29,-2211), Chunk: (at 3,1,13 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Block location: World: (-3067,29,-2210), Chunk: (at 5,1,14 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3062,29,-2210), Chunk: (at 10,1,14 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3061,29,-2210), Chunk: (at 11,1,14 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3060,29,-2210), Chunk: (at 12,1,14 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3059,29,-2210), Chunk: (at 13,1,14 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3058,29,-2210), Chunk: (at 14,1,14 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3057,29,-2210), Chunk: (at 15,1,14 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3056,29,-2210), Chunk: (at 0,1,14 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3056,29,-2209), Chunk: (at 0,1,15 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3057,29,-2209), Chunk: (at 15,1,15 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3059,29,-2209), Chunk: (at 13,1,15 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3060,29,-2209), Chunk: (at 12,1,15 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3061,29,-2209), Chunk: (at 11,1,15 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3062,29,-2209), Chunk: (at 10,1,15 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Block location: World: (-3064,29,-2209), Chunk: (at 8,1,15 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Block location: World: (-3065,29,-2209), Chunk: (at 7,1,15 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3067,29,-2209), Chunk: (at 5,1,15 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3068,29,-2209), Chunk: (at 4,1,15 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3069,29,-2209), Chunk: (at 3,1,15 in -192,-139; contains blocks -3072,0,-2224 to -3057,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3069,29,-2208), Chunk: (at 3,1,0 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3068,29,-2208), Chunk: (at 4,1,0 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3067,29,-2208), Chunk: (at 5,1,0 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3066,29,-2208), Chunk: (at 6,1,0 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3064,29,-2208), Chunk: (at 8,1,0 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Block location: World: (-3063,29,-2208), Chunk: (at 9,1,0 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3062,29,-2208), Chunk: (at 10,1,0 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3061,29,-2208), Chunk: (at 11,1,0 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3060,29,-2208), Chunk: (at 12,1,0 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3058,29,-2208), Chunk: (at 14,1,0 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3057,29,-2208), Chunk: (at 15,1,0 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3057,29,-2207), Chunk: (at 15,1,1 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3058,29,-2207), Chunk: (at 14,1,1 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Block location: World: (-3060,29,-2207), Chunk: (at 12,1,1 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3061,29,-2207), Chunk: (at 11,1,1 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3062,29,-2207), Chunk: (at 10,1,1 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Block location: World: (-3066,29,-2207), Chunk: (at 6,1,1 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3067,29,-2207), Chunk: (at 5,1,1 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3068,29,-2207), Chunk: (at 4,1,1 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3068,29,-2206), Chunk: (at 4,1,2 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Block location: World: (-3064,29,-2206), Chunk: (at 8,1,2 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3061,29,-2206), Chunk: (at 11,1,2 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3060,29,-2206), Chunk: (at 12,1,2 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3058,29,-2205), Chunk: (at 14,1,3 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

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Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3064,29,-2205), Chunk: (at 8,1,3 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3065,29,-2205), Chunk: (at 7,1,3 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3066,29,-2205), Chunk: (at 6,1,3 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3067,29,-2205), Chunk: (at 5,1,3 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3067,29,-2204), Chunk: (at 5,1,4 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3066,29,-2204), Chunk: (at 6,1,4 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3065,29,-2204), Chunk: (at 7,1,4 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3064,29,-2204), Chunk: (at 8,1,4 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3063,29,-2204), Chunk: (at 9,1,4 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3062,29,-2204), Chunk: (at 10,1,4 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3061,29,-2204), Chunk: (at 11,1,4 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3060,29,-2204), Chunk: (at 12,1,4 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3059,29,-2204), Chunk: (at 13,1,4 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3058,29,-2204), Chunk: (at 14,1,4 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3058,29,-2203), Chunk: (at 14,1,5 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3059,29,-2203), Chunk: (at 13,1,5 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3060,29,-2203), Chunk: (at 12,1,5 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3061,29,-2203), Chunk: (at 11,1,5 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3062,29,-2203), Chunk: (at 10,1,5 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3063,29,-2203), Chunk: (at 9,1,5 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3064,29,-2203), Chunk: (at 8,1,5 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3065,29,-2203), Chunk: (at 7,1,5 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3066,29,-2203), Chunk: (at 6,1,5 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3067,29,-2203), Chunk: (at 5,1,5 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3068,29,-2203), Chunk: (at 4,1,5 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3069,29,-2203), Chunk: (at 3,1,5 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3070,29,-2203), Chunk: (at 2,1,5 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3071,29,-2203), Chunk: (at 1,1,5 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3072,29,-2203), Chunk: (at 0,1,5 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3073,29,-2203), Chunk: (at 15,1,5 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3074,29,-2203), Chunk: (at 14,1,5 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3075,29,-2203), Chunk: (at 13,1,5 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3076,29,-2203), Chunk: (at 12,1,5 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3077,29,-2203), Chunk: (at 11,1,5 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3078,29,-2203), Chunk: (at 10,1,5 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3079,29,-2203), Chunk: (at 9,1,5 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3080,29,-2203), Chunk: (at 8,1,5 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3081,29,-2203), Chunk: (at 7,1,5 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3082,29,-2203), Chunk: (at 6,1,5 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3083,29,-2203), Chunk: (at 5,1,5 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3084,29,-2203), Chunk: (at 4,1,5 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3085,29,-2203), Chunk: (at 3,1,5 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3086,29,-2203), Chunk: (at 2,1,5 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3087,29,-2203), Chunk: (at 1,1,5 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3088,29,-2203), Chunk: (at 0,1,5 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3089,29,-2203), Chunk: (at 15,1,5 in -194,-138; contains blocks -3104,0,-2208 to -3089,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3089,29,-2204), Chunk: (at 15,1,4 in -194,-138; contains blocks -3104,0,-2208 to -3089,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3088,29,-2204), Chunk: (at 0,1,4 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3087,29,-2204), Chunk: (at 1,1,4 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3086,29,-2204), Chunk: (at 2,1,4 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3085,29,-2204), Chunk: (at 3,1,4 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3084,29,-2204), Chunk: (at 4,1,4 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3083,29,-2204), Chunk: (at 5,1,4 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3082,29,-2204), Chunk: (at 6,1,4 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3081,29,-2204), Chunk: (at 7,1,4 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3080,29,-2204), Chunk: (at 8,1,4 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3079,29,-2204), Chunk: (at 9,1,4 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3078,29,-2204), Chunk: (at 10,1,4 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3077,29,-2204), Chunk: (at 11,1,4 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3076,29,-2204), Chunk: (at 12,1,4 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3075,29,-2204), Chunk: (at 13,1,4 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3075,29,-2205), Chunk: (at 13,1,3 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3076,29,-2205), Chunk: (at 12,1,3 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3077,29,-2205), Chunk: (at 11,1,3 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3078,29,-2205), Chunk: (at 10,1,3 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3079,29,-2205), Chunk: (at 9,1,3 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3080,29,-2205), Chunk: (at 8,1,3 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3081,29,-2205), Chunk: (at 7,1,3 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3082,29,-2205), Chunk: (at 6,1,3 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3083,29,-2205), Chunk: (at 5,1,3 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3084,29,-2205), Chunk: (at 4,1,3 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3085,29,-2205), Chunk: (at 3,1,3 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3086,29,-2205), Chunk: (at 2,1,3 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3087,29,-2205), Chunk: (at 1,1,3 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3088,29,-2205), Chunk: (at 0,1,3 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3089,29,-2205), Chunk: (at 15,1,3 in -194,-138; contains blocks -3104,0,-2208 to -3089,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3090,29,-2205), Chunk: (at 14,1,3 in -194,-138; contains blocks -3104,0,-2208 to -3089,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3091,29,-2205), Chunk: (at 13,1,3 in -194,-138; contains blocks -3104,0,-2208 to -3089,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3091,29,-2206), Chunk: (at 13,1,2 in -194,-138; contains blocks -3104,0,-2208 to -3089,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3090,29,-2206), Chunk: (at 14,1,2 in -194,-138; contains blocks -3104,0,-2208 to -3089,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

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Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3089,29,-2206), Chunk: (at 15,1,2 in -194,-138; contains blocks -3104,0,-2208 to -3089,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3088,29,-2206), Chunk: (at 0,1,2 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3087,29,-2206), Chunk: (at 1,1,2 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3086,29,-2206), Chunk: (at 2,1,2 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3085,29,-2206), Chunk: (at 3,1,2 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3084,29,-2206), Chunk: (at 4,1,2 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3083,29,-2206), Chunk: (at 5,1,2 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3082,29,-2206), Chunk: (at 6,1,2 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3081,29,-2206), Chunk: (at 7,1,2 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3080,29,-2206), Chunk: (at 8,1,2 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3079,29,-2206), Chunk: (at 9,1,2 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

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Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3078,29,-2206), Chunk: (at 10,1,2 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3077,29,-2206), Chunk: (at 11,1,2 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3077,29,-2207), Chunk: (at 11,1,1 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3078,29,-2207), Chunk: (at 10,1,1 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

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Details:

Source block type: ID #78 (tile.snow // aqy)

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Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3079,29,-2207), Chunk: (at 9,1,1 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3080,29,-2207), Chunk: (at 8,1,1 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3081,29,-2207), Chunk: (at 7,1,1 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3082,29,-2207), Chunk: (at 6,1,1 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3083,29,-2207), Chunk: (at 5,1,1 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

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Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3084,29,-2207), Chunk: (at 4,1,1 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3085,29,-2207), Chunk: (at 3,1,1 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3086,29,-2207), Chunk: (at 2,1,1 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3087,29,-2207), Chunk: (at 1,1,1 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3088,29,-2207), Chunk: (at 0,1,1 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3089,29,-2207), Chunk: (at 15,1,1 in -194,-138; contains blocks -3104,0,-2208 to -3089,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3090,29,-2207), Chunk: (at 14,1,1 in -194,-138; contains blocks -3104,0,-2208 to -3089,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3091,29,-2207), Chunk: (at 13,1,1 in -194,-138; contains blocks -3104,0,-2208 to -3089,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3092,29,-2207), Chunk: (at 12,1,1 in -194,-138; contains blocks -3104,0,-2208 to -3089,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3093,29,-2207), Chunk: (at 11,1,1 in -194,-138; contains blocks -3104,0,-2208 to -3089,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3094,29,-2207), Chunk: (at 10,1,1 in -194,-138; contains blocks -3104,0,-2208 to -3089,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3094,29,-2206), Chunk: (at 10,1,2 in -194,-138; contains blocks -3104,0,-2208 to -3089,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3093,29,-2206), Chunk: (at 11,1,2 in -194,-138; contains blocks -3104,0,-2208 to -3089,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3093,29,-2205), Chunk: (at 11,1,3 in -194,-138; contains blocks -3104,0,-2208 to -3089,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3092,29,-2205), Chunk: (at 12,1,3 in -194,-138; contains blocks -3104,0,-2208 to -3089,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3092,29,-2204), Chunk: (at 12,1,4 in -194,-138; contains blocks -3104,0,-2208 to -3089,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3091,29,-2204), Chunk: (at 13,1,4 in -194,-138; contains blocks -3104,0,-2208 to -3089,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3091,29,-2203), Chunk: (at 13,1,5 in -194,-138; contains blocks -3104,0,-2208 to -3089,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3090,29,-2203), Chunk: (at 14,1,5 in -194,-138; contains blocks -3104,0,-2208 to -3089,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3090,29,-2202), Chunk: (at 14,1,6 in -194,-138; contains blocks -3104,0,-2208 to -3089,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3089,29,-2202), Chunk: (at 15,1,6 in -194,-138; contains blocks -3104,0,-2208 to -3089,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3089,29,-2201), Chunk: (at 15,1,7 in -194,-138; contains blocks -3104,0,-2208 to -3089,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3088,29,-2201), Chunk: (at 0,1,7 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3087,29,-2201), Chunk: (at 1,1,7 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3086,29,-2201), Chunk: (at 2,1,7 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3085,29,-2201), Chunk: (at 3,1,7 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3084,29,-2201), Chunk: (at 4,1,7 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3083,29,-2201), Chunk: (at 5,1,7 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3082,29,-2201), Chunk: (at 6,1,7 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3081,29,-2201), Chunk: (at 7,1,7 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3080,29,-2201), Chunk: (at 8,1,7 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3079,29,-2201), Chunk: (at 9,1,7 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3078,29,-2201), Chunk: (at 10,1,7 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3077,29,-2201), Chunk: (at 11,1,7 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3076,29,-2201), Chunk: (at 12,1,7 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3075,29,-2201), Chunk: (at 13,1,7 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3074,29,-2201), Chunk: (at 14,1,7 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3073,29,-2201), Chunk: (at 15,1,7 in -193,-138; contains blocks -3088,0,-2208 to -3073,255,-2193), Region: (-7,-5; contains chunks -224,-160 to -193,-129, blocks -3584,0,-2560 to -3073,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3072,29,-2201), Chunk: (at 0,1,7 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3071,29,-2201), Chunk: (at 1,1,7 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3070,29,-2201), Chunk: (at 2,1,7 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3069,29,-2201), Chunk: (at 3,1,7 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3068,29,-2201), Chunk: (at 4,1,7 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3067,29,-2201), Chunk: (at 5,1,7 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3066,29,-2201), Chunk: (at 6,1,7 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3065,29,-2201), Chunk: (at 7,1,7 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3064,29,-2201), Chunk: (at 8,1,7 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3063,29,-2201), Chunk: (at 9,1,7 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3062,29,-2201), Chunk: (at 10,1,7 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3061,29,-2201), Chunk: (at 11,1,7 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3060,29,-2201), Chunk: (at 12,1,7 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3059,29,-2201), Chunk: (at 13,1,7 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3058,29,-2201), Chunk: (at 14,1,7 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3057,29,-2201), Chunk: (at 15,1,7 in -192,-138; contains blocks -3072,0,-2208 to -3057,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3056,29,-2201), Chunk: (at 0,1,7 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3055,29,-2201), Chunk: (at 1,1,7 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3054,29,-2201), Chunk: (at 2,1,7 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3053,29,-2201), Chunk: (at 3,1,7 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3052,29,-2201), Chunk: (at 4,1,7 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3051,29,-2201), Chunk: (at 5,1,7 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3050,29,-2201), Chunk: (at 6,1,7 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3049,29,-2201), Chunk: (at 7,1,7 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3048,29,-2201), Chunk: (at 8,1,7 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3047,29,-2201), Chunk: (at 9,1,7 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3046,29,-2201), Chunk: (at 10,1,7 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3045,29,-2201), Chunk: (at 11,1,7 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3044,29,-2201), Chunk: (at 12,1,7 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3043,29,-2201), Chunk: (at 13,1,7 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3042,29,-2201), Chunk: (at 14,1,7 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3041,29,-2201), Chunk: (at 15,1,7 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3040,29,-2201), Chunk: (at 0,1,7 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3039,29,-2201), Chunk: (at 1,1,7 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3038,29,-2201), Chunk: (at 2,1,7 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3037,29,-2201), Chunk: (at 3,1,7 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3036,29,-2201), Chunk: (at 4,1,7 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3035,29,-2201), Chunk: (at 5,1,7 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3034,29,-2201), Chunk: (at 6,1,7 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3033,29,-2201), Chunk: (at 7,1,7 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3033,29,-2202), Chunk: (at 7,1,6 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3034,29,-2202), Chunk: (at 6,1,6 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3035,29,-2202), Chunk: (at 5,1,6 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3036,29,-2202), Chunk: (at 4,1,6 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3037,29,-2202), Chunk: (at 3,1,6 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3038,29,-2202), Chunk: (at 2,1,6 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3039,29,-2202), Chunk: (at 1,1,6 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3040,29,-2202), Chunk: (at 0,1,6 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3041,29,-2202), Chunk: (at 15,1,6 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3042,29,-2202), Chunk: (at 14,1,6 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3043,29,-2202), Chunk: (at 13,1,6 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3044,29,-2202), Chunk: (at 12,1,6 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3045,29,-2202), Chunk: (at 11,1,6 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3046,29,-2202), Chunk: (at 10,1,6 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3047,29,-2202), Chunk: (at 9,1,6 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3048,29,-2202), Chunk: (at 8,1,6 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3049,29,-2202), Chunk: (at 7,1,6 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3050,29,-2202), Chunk: (at 6,1,6 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3051,29,-2202), Chunk: (at 5,1,6 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3052,29,-2202), Chunk: (at 4,1,6 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3053,29,-2202), Chunk: (at 3,1,6 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3054,29,-2202), Chunk: (at 2,1,6 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3055,29,-2202), Chunk: (at 1,1,6 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3056,29,-2202), Chunk: (at 0,1,6 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3056,29,-2203), Chunk: (at 0,1,5 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3055,29,-2203), Chunk: (at 1,1,5 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3054,29,-2203), Chunk: (at 2,1,5 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3053,29,-2203), Chunk: (at 3,1,5 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3052,29,-2203), Chunk: (at 4,1,5 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3051,29,-2203), Chunk: (at 5,1,5 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3050,29,-2203), Chunk: (at 6,1,5 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3049,29,-2203), Chunk: (at 7,1,5 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3048,29,-2203), Chunk: (at 8,1,5 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3047,29,-2203), Chunk: (at 9,1,5 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3046,29,-2203), Chunk: (at 10,1,5 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3045,29,-2203), Chunk: (at 11,1,5 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3044,29,-2203), Chunk: (at 12,1,5 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3043,29,-2203), Chunk: (at 13,1,5 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3042,29,-2203), Chunk: (at 14,1,5 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3041,29,-2203), Chunk: (at 15,1,5 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3040,29,-2203), Chunk: (at 0,1,5 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3039,29,-2203), Chunk: (at 1,1,5 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3038,29,-2203), Chunk: (at 2,1,5 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3037,29,-2203), Chunk: (at 3,1,5 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3036,29,-2203), Chunk: (at 4,1,5 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3035,29,-2203), Chunk: (at 5,1,5 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3034,29,-2203), Chunk: (at 6,1,5 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3033,29,-2203), Chunk: (at 7,1,5 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3032,29,-2203), Chunk: (at 8,1,5 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3032,29,-2204), Chunk: (at 8,1,4 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3033,29,-2204), Chunk: (at 7,1,4 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3034,29,-2204), Chunk: (at 6,1,4 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3035,29,-2204), Chunk: (at 5,1,4 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3036,29,-2204), Chunk: (at 4,1,4 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3037,29,-2204), Chunk: (at 3,1,4 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3038,29,-2204), Chunk: (at 2,1,4 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3039,29,-2204), Chunk: (at 1,1,4 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3040,29,-2204), Chunk: (at 0,1,4 in -190,-138; contains blocks -3040,0,-2208 to -3025,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3041,29,-2204), Chunk: (at 15,1,4 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3042,29,-2204), Chunk: (at 14,1,4 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3043,29,-2204), Chunk: (at 13,1,4 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3044,29,-2204), Chunk: (at 12,1,4 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3045,29,-2204), Chunk: (at 11,1,4 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3046,29,-2204), Chunk: (at 10,1,4 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3047,29,-2204), Chunk: (at 9,1,4 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3048,29,-2204), Chunk: (at 8,1,4 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3049,29,-2204), Chunk: (at 7,1,4 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3050,29,-2204), Chunk: (at 6,1,4 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3050,29,-2205), Chunk: (at 6,1,3 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3049,29,-2205), Chunk: (at 7,1,3 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3048,29,-2205), Chunk: (at 8,1,3 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3048,29,-2206), Chunk: (at 8,1,2 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3047,29,-2206), Chunk: (at 9,1,2 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3047,29,-2207), Chunk: (at 9,1,1 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3046,29,-2207), Chunk: (at 10,1,1 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3046,29,-2208), Chunk: (at 10,1,0 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3045,29,-2208), Chunk: (at 11,1,0 in -191,-138; contains blocks -3056,0,-2208 to -3041,255,-2193), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3045,29,-2209), Chunk: (at 11,1,15 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3044,29,-2209), Chunk: (at 12,1,15 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3044,29,-2210), Chunk: (at 12,1,14 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3043,29,-2210), Chunk: (at 13,1,14 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3043,29,-2211), Chunk: (at 13,1,13 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3042,29,-2211), Chunk: (at 14,1,13 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3042,29,-2212), Chunk: (at 14,1,12 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3041,29,-2212), Chunk: (at 15,1,12 in -191,-139; contains blocks -3056,0,-2224 to -3041,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3040,29,-2212), Chunk: (at 0,1,12 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3039,29,-2212), Chunk: (at 1,1,12 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3038,29,-2212), Chunk: (at 2,1,12 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3037,29,-2212), Chunk: (at 3,1,12 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3036,29,-2212), Chunk: (at 4,1,12 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3035,29,-2212), Chunk: (at 5,1,12 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3034,29,-2212), Chunk: (at 6,1,12 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3033,29,-2212), Chunk: (at 7,1,12 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Block being updated --

Details:

Source block type: ID #78 (tile.snow // aqy)

Block type: ID #78 (tile.snow // aqy)

Block data value: 0 / 0x0 / 0b0000

Block location: World: (-3032,29,-2212), Chunk: (at 8,1,12 in -190,-139; contains blocks -3040,0,-2224 to -3025,255,-2209), Region: (-6,-5; contains chunks -192,-160 to -161,-129, blocks -3072,0,-2560 to -2561,255,-2049)

-- Ticking connection --

Details:

Connection: jx@14f309d

-- System Details --

Details:

Minecraft Version: 1.6.1

Operating System: Windows 8 (x86) version 6.2

Java Version: 1.7.0\_17, Oracle Corporation

Java VM Version: Java HotSpot(TM) Client VM (mixed mode), Oracle Corporation

Memory: 79918920 bytes (76 MB) / 327421952 bytes (312 MB) up to 1037959168 bytes (989 MB)

JVM Flags: 1 total; -Xmx1G

AABB Pool Size: 272 (15232 bytes; 0 MB) allocated, 183 (10248 bytes; 0 MB) used

Suspicious classes: ~~ERROR~~ StackOverflowError: null

IntCache: cache: 0, tcache: 0, allocated: 1, tallocated: 63

Profiler Position: N/A (disabled)

Vec3 Pool Size: 27 (1512 bytes; 0 MB) allocated, 20 (1120 bytes; 0 MB) used

Player Count: 1 / 8; [js['sargentmeep11'/0, l='Super Hostile - Nightmare Realm', x=-3028.56, y=25.70, z=-2211.97]]

Type: Integrated Server (map\_client.txt)

Is Modded: Probably not. Jar signature remains and both client + server brands are untouched.