

Title

Minecraft Bedrock crashes on launch on iPadOS 13 due to `blitCommandEncoderWithDescriptor:` being unavailable

Platform

iPadOS

Device

iPad Air (3rd generation), A12 Bionic

OS Version

iPadOS 13.3.1

Minecraft Version

Minecraft Bedrock 1.26.45

Description

Minecraft crashes immediately during startup on an iPad Air 3 running iPadOS 13.3.1.

The game is installed normally from the App Store. The App Store currently lists iPadOS 13.0 or later as a supported system version.

Immediately after launching Minecraft, the display orientation changes from `landscapeRight` to `landscapeLeft`. The game then crashes before the Minecraft loading screen or main menu becomes visible.

The issue occurs consistently on every launch.

Reinstalling Minecraft and launching the game without a network connection do not resolve the issue.

System logs indicate that Minecraft attempts to call the following Metal method:

```
-[AGXA12FamilyCommandBuffer blitCommandEncoderWithDescriptor:]
```

The device reports:

```
unrecognized selector sent to instance
```

Immediately afterward, the Minecraft process terminates with:

```
SIGSEGV (11)
```

There is also an earlier Minecraft graphics message:

```
[Graphics] The graphics context was lost
```

This appears to indicate that Minecraft is calling a Metal API that is unavailable on iPadOS 13, despite iPadOS 13 currently being listed as a supported operating system on the App Store.

Steps to Reproduce

1. Use an iPad Air 3 running iPadOS 13.3.1.
2. Install the current Minecraft Bedrock version from the App Store.
3. Launch Minecraft.
4. The screen orientation changes.
5. Minecraft crashes approximately one second after launch, before reaching the loading screen.

Expected Result

Minecraft should launch normally because iPadOS 13.0 or later is listed as supported on the App Store.

Actual Result

Minecraft crashes during graphics initialization.

Relevant Log

```
minecraftpe(CoreFoundation):  
-[AGXA12FamilyCommandBuffer blitCommandEncoderWithDescriptor]:  
unrecognized selector sent to instance  
  
SpringBoard:  
Process exited:  
domain: signal (2);  
code: SIGSEGV (11)
```

The crash is reproducible on every launch.