

This is a record of the changes made in the 1.21.5 version of MCStacker how it handles import and conversion of 1.21.4 style commands to the 1.21.5 format. Most of the changes in this version are with text components and how they are no longer encased in single quotes (strings). Other changes affect item components.

In order for conversion to work, the “Load Item User Interface” setting (in Settings) needs to be on.

Version 4 . Updated 16 Feb 2025

TestCase	A multipart /tellraw command	
1.21.4 Import	/tellraw @p ["A Multi",{"bold":true,"color":"red","text":"Part"}," tellraw example"]	
1.21.5 Output	/tellraw @p ["A Multi",{"bold":true,"color":"red","text":"Part"}," tellraw example"]	
Notes	No Change	
1.21.5 Reimports Yes	Tips updated NA	Tested in game Yes

TestCase	Tellraw with hoverEvent converting to hover_event	
1.21.4 Import	/tellraw @p [{"bold":true,"hoverEvent":{"action":"show_text","value":[{"text":"Multi"},{"text":" part","color":"red","bold":true},{"text":" hover text"}]},"text":"Hover me, "},{"hoverEvent":{"action":"show_text","value":[{"text":"Plain hover text"}]},"text":" Hover Again"}]	
1.21.5 Output	/tellraw @p [{"bold":true,"hover_event":{"action":"show_text","value":[{"text":"Multi"},{"text":" part","color":"red","bold":true},{"text":" hover text"}]},"text":"Hover me, "},{"hover_event":{"action":"show_text","value":[{"text":"Plain hover text"}]},"text":" Hover Again"}]	
Notes	show_entity is not implemented.	
1.21.5 Reimports Yes	Tips updated Yes	Tested in game Yes

TestCase	tellraw show_item on hoverEvent.value converting to hover_event.id	
1.21.4 Import	/tellraw @p {"hoverEvent":{"action":"show_item","value":"white_wool"},"text":"It's white and looks like wool"}	
1.21.5 Output	/tellraw @p {"hover_event":{"action":"show_item","id":"white_wool"},"text":"It's white and looks like wool"}	

Notes		
1.21.5 Reimports Yes	Tips updated Yes	Tested in game Yes

TestCase	written_book show_item. hoverEvent.value converting to hover_event.id	
1.21.4 Import	/give @p written_book[written_book_content={title:"",author:"",pages:[{"text":"It's white and looks like wool","hoverEvent":{"action":"show_item","value":"white_wool"}}]}] 1	
1.21.5 Output	/give @p written_book[written_book_content={title:"",author:"",pages:[{"text":"It's white and looks like wool","hover_event":{"action":"show_item","id":"white_wool"}}]}] 1	
Notes		
1.21.5 Reimports Yes	Tips updated Yes	Tested in game Yes

TestCase	tellraw show_item on hoverEvent.value converting to hover_event.id. A more complex example.	
1.21.4 Import	/tellraw @p { "hoverEvent": { "action": "show_item", "value": "{id:\\"minecraft:golden_chestplate\",count:1,components:{\\"minecraft:unbreakable\\":{}}}" , "text": "XXXX" }	
1.21.5 Output	/tellraw @p { "hover_event": { "action": "show_item", "id": "minecraft:golden_chestplate", "count": 1, "components": { "minecraft:unbreakable": {} }, "text": "XXXX" }	
Notes		
1.21.5 Reimports Yes	Tips updated Yes	Tested in game Yes

TestCase	written_book show_item. hoverEvent.value converting to hover_event.id A more complex example.	
1.21.4 Import	/give @p written_book[written_book_content={title:"",author:"",pages:[{"text":"ZXXZX","hoverEvent":{"action":"show_item","value":{"id":"minecrafteraft:golden_chestplate\\",count:1,components:{\\"minecraft:unbreakable\\":{}}}}]}]} 1	
1.21.5 Output	/give @p written_book[written_book_content={title:"",author:"",pages:[{"text":"ZXXZX","hover_event":{"action":"show_item","id":"minecraft:golden_chestplate","count":1,"components":{"minecraft:unbreakable":{}}}}]}]} 1	
Notes		
1.21.5 Reimports Yes	Tips updated Yes	Tested in game Yes

TestCase	A multi page written book with multiple sections. Pages are no longer encased between single quotes	
1.21.4 Import	/give @p written_book[written_book_content={title:"",author:"",pages:[["Page 1",{"text":"\nNext Section.", "bold":true}, {"text":"Another Section. ", "color":"light_purple", "bold":true, "No Formatting"}], [{"text":"Page 2\n"}, "Just", " plain", " sections."]]]} 1	
1.21.5 Output	/give @p written_book[written_book_content={title:"",author:"",pages:[["Page 1", {"text":"\nNext Section.", "bold":true}, {"text":"Another Section. ", "color":"light_purple", "bold":true, "No Formatting"}], [{"text":"Page 2\n"}, "Just", " plain", " sections."]]]} 1	
Notes	The new line character is being ignored in the book when tested in game. The command is valid. Apparently it's a known issue in Minecraft that should be fixed before release	
1.21.5 Reimports Yes	Tips updated NA	Tested in game Newline characters don't work. I think Mojang will fix this

TestCase	A written book with hoverEvent converting to hover_event	
1.21.4 Import	/give @p written_book[written_book_content={title:"",author:"",pages:[{"text":"Hover Me	

	", "bold":true,"hoverEvent":{"action":"show_text","value":[{"text":"Some"}, {"text":" hover","color":"red","bold":true}, {"text":"text"}]}, {"text":"Another Hover. ", "color":"light_purple","bold":true,"hoverEvent":{"action":"show_text","value":[{"text":"More Hover Text"}]}}]]]] 1	
1.21.5 Output	/give @p written_book[written_book_content={title:"",author:"",pages:[{"text":"Hover Me", "bold":true,"hover_event":{"action":"show_text","value":[{"text":"Some"}, {"text":" hover","color":"red","bold":true}, {"text":"text"}]}, {"text":"Another Hover. ", "color":"light_purple","bold":true,"hover_event":{"action":"show_text","value":[{"text":"More Hover Text"}]}}]]]] 1	
Notes		
1.21.5 Reimports Yes	Tips updated NA	Tested in game Yes

TestCase	Same as above but with two pages	
1.21.4 Import	/give @p written_book[written_book_content={title:"",author:"",pages:[{"text":"Hover Me", "bold":true,"hover_event":{"action":"show_text","value":[{"text":"Some"}, {"text":" hover","color":"red","bold":true}, {"text":"text"}]}, {"text":"Another Hover. ", "color":"light_purple","bold":true,"hover_event":{"action":"show_text","value":[{"text":"More Hover Text"}]}}]]]] 1	
1.21.5 Output	/give @p written_book[written_book_content={title:"",author:"",pages:[{"text":"Hover Me", "bold":true,"hover_event":{"action":"show_text","value":[{"text":"Some"}, {"text":" hover","color":"red","bold":true}, {"text":"text"}]}, {"text":"Another Hover. ", "color":"light_purple","bold":true,"hover_event":{"action":"show_text","value":[{"text":"More Hover Text"}]}}], "Page 2"}]] 1	
Notes		
1.21.5 Reimports Yes	Tips updated NA	Tested in game Yes

TestCase	Single quotes around custom_name/item_name are removed	
1.21.4 Import	/give @p acacia_sapling[custom_name="Simple Name"] 1 /give @p acacia_sapling[custom_name=["Simple", " Multi", " Part"]] 1 /give @p acacia_sapling[custom_name={"bold":true,"color":"blue","text":"Single Formatted Part","underlined":true}] 1 /give @p acacia_sapling[custom_name=["Simple", " Multi", {"bold":true,"color":"red","text":" Part with formatting"}]] 1	

1.21.5 Output	<pre> /give @p acacia_sapling[custom_name="Simple Name"] 1 /give @p acacia_sapling[custom_name=["Simple", " Multi", " Part"]] 1 /give @p acacia_sapling[custom_name={"bold":true,"color":"blue","text":"Single Formatted Part","underlined":true}] 1 /give @p acacia_sapling[custom_name=["Simple", " Multi",{ "bold":true,"color":"red","text":" Part with formatting"}]] 1 </pre>	
Notes	This works exactly the same with item_name	
1.21.5 Reimports Yes	Tips updated NA	Tested in game Yes

TestCase	clickEvent in tellraw converting to click_event. Also 'value' is renamed to context specific keys.	
1.21.4 Import	<pre> /tellraw @p [{"clickEvent":{"action":"run_command","value":"/playsound ambient.cave master @p ~ ~ ~"},"text":"Run A Command,"}, {"clickEvent":{"action":"suggest_command","value":"/playsound ambient.cave master @p ~ ~ ~"},"text":"Suggest a Command,"}, {"clickEvent":{"action":"open_url","value":"https://mcstacker.net"},"text":" Open a website,"}, {"clickEvent":{"action":"copy_to_clipboard","value":"Hi from PyroStunts"},"text":"and Copy to Clipboard"}] </pre>	
1.21.5 Output	<pre> /tellraw @p [{"click_event":{"action":"run_command","command":"/playsound ambient.cave master @p ~ ~ ~"},"text":"Run A Command,"}, {"click_event":{"action":"suggest_command","command":"/playsound ambient.cave master @p ~ ~ ~"},"text":"Suggest a Command,"}, {"click_event":{"action":"open_url","url":"https://mcstacker.net"},"text":" Open a website,"}, {"click_event":{"action":"copy_to_clipboard","value":"Hi from PyroStunts"},"text":"and Copy to Clipboard"}] </pre>	
Notes		
1.21.5 Reimports Yes	Tips updated NA	Tested in game Yes

TestCase	clickEvent in written_book converting to click_event. Also 'value' is renamed to context specific keys.	
1.21.4 Import	<pre> /give @p written_book[written_book_content={title:"",author:"",pages:[{"text":"Run A Command,"}, {"clickEvent":{"action":"run_command","value":"/playsound ambient.cave master @p ~ ~ ~"}}, {"text":"Suggest a Command,"}, {"clickEvent":{"action":"suggest_command","value":"/playsound ambient.cave master @p ~ ~ ~"}}, {"text":" Open a website,"}, {"clickEvent":{"action":"open_url","value":"https://mcstacker.net"}}, {"text":"Copy to Clipboard,"}, {"clickEvent":{"action":"copy_to_clipboard","value":"Hi from PyroStunts"}}, {"text":" and Go to Page 2"}, {"clickEvent":{"action":"change_page","value":"2"}}], "Its page 2"}]] 1 </pre>	
1.21.5 Output	<pre> /give @p written_book[written_book_content={title:"",author:"",pages:[{"text":"Run A Command,"}, {"click_event":{"action":"run_command","command":"/playsound ambient.cave master @p ~ ~ ~"}}, {"text":"Suggest a </pre>	

	Command,"click_event":{"action":"suggest_command","command":"/playsound ambient.cave master @p ~ ~ ~"},"text":" Open a website,","click_event":{"action":"open_url","url":"https://mcstacker.net"},"text":"Copy to Clipboard,","click_event":{"action":"copy_to_clipboard","value":"Hi from PyroStunts"},"text":" and Go to Page 2","click_event":{"action":"change_page","page":2}},,"Its page 2"]}] 1	
Notes	Is suggest_command not actually supposed to be on a written_book????	
1.21.5 Reimports Yes	Tips updated NA	Tested in game Yes but suggest_command does nothing in game.

TestCase	A mob with all equipment slots and drop chances set..	
1.21.4 Import	/summon zombie ~ ~ ~ {HandItems:[{id:"minecraft:diamond_sword",count:1},{id:"minecraft:shield",count:1}],HandDropChances:[0.100F,0.200F],ArmorItems:[{id:"minecraft:netherite_boots",count:1},{id:"minecraft:iron_leggings",count:1},{id:"minecraft:diamond_chestplate",count:1},{id:"minecrafter:golden_helmet",count:1}],ArmorDropChances:[0.600F,0.500F,0.400F,0.300F],body_armor_item:{id:"minecraft:acacia_sapling",count:1},body_armor_drop_chance:0.700F}	
1.21.5 Output	/summon zombie ~ ~ ~ {equipment:{feet:{id:"minecraft:netherite_boots",count:1},legs:{id:"minecraft:iron_leggings",count:1},chest:{id:"minecraft:diamond_chestplate",count:1},head:{id:"minecraft:golden_helmet",count:1},body:{id:"minecraft:acacia_sapling",count:1},mainhand:{id:"minecraft:diamond_sword",count:1},offhand:{id:"minecraft:shield",count:1}},drop_chances:{feet:0.600,legs:0.500,chest:0.400,head:0.300,body:0.700,mainhand:0.100,offhand:0.200}}	
Notes		
1.21.5 Reimports Yes	Tips updated Yes	Tested in game Yes

TestCase	Saddle and SaddleItem are now removed	
1.21.4 Import	/summon horse ~ ~ ~ {SaddleItem:{id:"minecraft:saddle",count:1b}} /summon pig ~ ~ ~ {Saddle:1b} /summon strider ~ ~ ~ {Saddle:1b}	
1.21.5 Output	/summon horse ~ ~ ~ {equipment:{saddle:{id:"minecraft:saddle",count:1}}}	

	/summon pig ~ ~ ~ {equipment:{saddle:{id:"minecraft:saddle",count:1}}} /summon strider ~ ~ ~ {equipment:{saddle:{id:"minecraft:saddle",count:1}}}	
Notes		
1.21.5 Reimports Yes	Tips updated NA	Tested in game Yes

TestCase	potion entity is removed. potion converts to a splash_potion	
1.21.4 Import	/summon potion ~ ~5 ~ {item:{id:"minecraft:splash_potion",count:1,components:{"minecraft:potion_contents":{custom_effects:[{id:"minecraft:jump_boost",amplifier:3,duration:66}]}}}}	
1.21.5 Output	/summon splash_potion ~ ~5 ~ {item:{id:"minecraft:splash_potion",count:1,components:{"minecraft:potion_contents":{custom_effects:[{id:"minecraft:jump_boost",amplifier:3,duration:66}]}}}}	
Notes	If the inner id can be any item which is used to render the potion as that item before it hits a block. Leaving this unset results in the output defaulting to the entity type (splash or lingering).	
1.21.5 Reimports	Tips updated	Tested in game

TestCase	potion entity is removed. potion converts to a lingering_potion	
1.21.4 Import	/summon potion ~ ~ ~ {item:{id:"minecraft:lingering_potion",count:1,components:{"minecraft:potion_contents":{custom_effects:[{id:"minecraft:jump_boost",amplifier:3,duration:66}]}}}}	
1.21.5 Output	/summon lingering_potion ~ ~ ~ {item:{id:"minecraft:lingering_potion",count:1,components:{"minecraft:potion_contents":{custom_effects:[{id:"minecraft:jump_boost",amplifier:3,duration:66}]}}}}	
Notes	If the inner id can be any item which is used to render the potion as that item before it hits a block. Leaving this unset results in the output defaulting to be the same as the entity type (splash or lingering).	

1.21.5 Reimports Yes	Tips updated Yes	Tested in game Yes
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TestCase	Show_in_tooltip removed on attribute_modifiers.	
1.21.4 Import	/give @p diamond_sword[attribute_modifiers={modifiers:[{id:"attack_damage",type:"attack_damage",amount:2,operation:"add_value"}],show_in_tooltip:false}] 1	
1.21.5 Output	/give @p diamond_sword[attribute_modifiers=[{id:"attack_damage",type:"attack_damage",amount:2,operation:"add_value"}],tooltip_display={hidden_components:["attribute_modifiers"]} 1	
Notes	This component now always uses its simplified form, with the modifiers field inlined to top-level	
1.21.5 Reimports Yes	Tips updated Yes	Tested in game Yes

TestCase	hide_tooltip removed on dyed_color. Attribute modifiers are also in this example to demonstrated how more than one component type can be hidden	
1.21.4 Import	/give @p leather_helmet[hide_tooltip={},dyed_color={rgb:4718487,show_in_tooltip:false},attribute_modifiers={modifiers:[{id:"armor",type:"armor",amount:1,operation:"add_value"}],show_in_tooltip:false}]	
1.21.5 Output	/give @p leather_helmet[tooltip_display={hide_tooltip:true,hidden_components:["dyed_color","attribute_modifiers"]},dyed_color=4718487,attribute_modifiers=[{id:"armor",type:"armor",amount:1,operation:"add_value"}]] 1	
Notes	This component now always uses its simplified form, with the rgb field inlined to top-level	
1.21.5 Reimports Yes	Tips updated Yes	Tested in game Yes



TestCase	show_in_tooltip removed on can_break and can_place_on .	
1.21.4 Import	/give @p diamond_axe[can_break={predicates:[{blocks:"jungle_wood"}],show_in_tooltip:false}] 1 /give @p waxed_copper_block[can_place_on={predicates:[{blocks:"sand"}],show_in_tooltip:false}] 1	
1.21.5 Output	/give @p diamond_axe[can_break=[{blocks:"jungle_wood"}],tooltip_display={hidden_components:["can_break"]}] 1 /give @p waxed_copper_block[can_place_on=[{blocks:"sand"}],tooltip_display={hidden_components:["can_place_on"]}] 1	
Notes	The predicates field has been inlined to top-level, and supports either a single element or list	
1.21.5 Reimports Yes	Tips updated NA	Tested in game Yes

TestCase	show_in_tooltip removed on enchantments and stored_enchantments. This enchanted_book is also enchanted (2 stored and 2 on the item)	
1.21.4 Import	/give @p enchanted_book[stored_enchantments={levels:["minecraft:blast_protection":1,"minecraft:feather_falling":2],show_in_tooltip:false},enchantments={levels:["minecraft:fire_protection":3,"minecraft:protection":4],show_in_tooltip:false}] 1	
1.21.5 Output	/give @p enchanted_book[stored_enchantments=["minecraft:blast_protection":1,"minecraft:feather_falling":2],tooltip_display={hidden_components:["stored_enchantments","enchantments"]},enchantments=["minecraft:fire_protection":3,"minecraft:protection":4}] 1	
Notes	These components now always use their simplified form, with the levels field inlined to top-level	
1.21.5 Reimports Yes	Tips updated NA	Tested in game Yes

TestCase	show_in_tooltip removed on jukebox_playable	
1.21.4 Import	/give @p bucket[jukebox_playable={song:"minecraft:precipice",show_in_tooltip:false}] 1	
1.21.5 Output	/give @p bucket[jukebox_playable="minecraft:precipice",tooltip_display={hidden_components:["jukebox_playable"]}] 1	
Notes	These components now always use their simplified form, with the songfield inlined to top-level	
1.21.5 Reimports	Tips updated	Tested in game

Yes	Yes	Yes
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TestCase	show_in_tooltip removed on trim	
1.21.4 Import	/give @p iron_leggings[trim={material:"minecraft:emerald",pattern:"minecraft:tide",show_in_tooltip:false}] 1	
1.21.5 Output	/give @p iron_leggings[trim={material:"minecraft:emerald",pattern:"minecraft:tide"},tooltip_display={hidden_components:["trim"]}]] 1	
Notes		
1.21.5 Reimports Yes	Tips updated NA	Tested in game Yes

TestCase	Hide_additional_tooltip is removed	
1.21.4 Import	/give @p chainmail_helmet[hide_additional_tooltip={}] 1	
1.21.5 Output	/give @p chainmail_helmet 1	
Notes	MCStacker can't know what tips you wanted to hide so you have to manually choose them yourself from tooltip_display component	
1.21.5 Reimports Yes	Tips updated NA	Tested in game NA

TestCase	hide_tooltip is removed	
1.21.4 Import	/give @p chainmail_helmet[hide_tooltip={}] 1	
1.21.5 Output	/give @p chainmail_helmet[tooltip_display={hide_tooltip:true}] 1	
Notes		
1.21.5 Reimports Yes	Tips updated NA	Tested in game Yes

TestCase	Sign with a mix of empty lines, unformatted lines and multi section lines.	
1.21.4 Import	/setblock ~ ~1 ~ bamboo_sign{back_text:{color:"magenta",has_glowing_text:1b,messages:[["text":"Multi","color":"red"],{"text":"Part","bold":true}],{"text":""},{"text":""},{"text":""}],front_text:{color:"orange",has_glowing_text:1b,messages:["Line 1",{"text":""},{"text":"Formatted","color":"red","bold":true},"Line 4"]}} replace	
1.21.5 Output	/setblock ~ ~1 ~ bamboo_sign{back_text:{color:"magenta",has_glowing_text:1b,messages:[["text":"Multi","color":"red"],{"text":"Part","bold":true}],"", "", ""}],front_text:{color:"orange",has_glowing_text:1b,messages:["Line 1", "", {"text":"Formatted","color":"red","bold":true},"Line 4"]}} replace	
Notes		
1.21.5 Reimports Yes	Tips updated NA	Tested in game Yes

TestCase	Sign (as an item with block_entity_data) with a mix of empty lines, unformatted lines and multi section lines.	
1.21.4 Import	/give @p birch_sign[block_entity_data={id:"sign",back_text:{color:"blue",has_glowing_text:0b,messages:[["Multi",{"text":"Part","bold":true}],{"text":""},{"text":""},{"text":""}],front_text:{color:"red",has_glowing_text:1b,messages:["Line 1",{"text":""},{"text":"Formatted","color":"red","bold":true},"Line 4"]}] 1	
1.21.5 Output	/give @p birch_sign[block_entity_data={id:"sign",back_text:{color:"blue",has_glowing_text:0b,messages:[["Multi",{"text":"Part","bold":true}],"", "", ""}],front_text:{color:"red",has_glowing_text:1b,messages:["Line 1", "", {"text":"Formatted","color":"red","bold":true},"Line 4"]}] 1	
Notes		
1.21.5 Reimports Yes	Tips updated NA	Tested in game Yes

TestCase	A sign with clickEvent	
1.21.4 Import	/setblock ~ ~ ~ birch_sign{front_text:{messages:[{"text":"Click Me","clickEvent":{"action":"run_command","value":"/say Hello"}}, {"text":""}, {"text":""}, {"text":""}]} replace	



```
"pools": [
  {
    "rolls": 1,
    "entries": [
      {
        "type": "item",
        "weight": 1,
        "name": "minecraft:birch_sign",
        "functions": [
          {
            "function": "set_count",
            "count": 1
          },
          {
            "function": "set_components",
            "components": {
              "minecraft:block_entity_data": {
                "id": "sign",
                "back_text": {
                  "color": "blue",
                  "has_glowing_text": false,
                  "messages": [
                    [
                      "Multi",
                      {
                        "text": " Part",
                        "bold": true
                      }
                    ],
                    {
                      "text": "Click Me",
                      "click_event": {
                        "action": "run_command",
                        "command": "/say Hello"
                      }
                    }
                  ],
                  ""
                }
              }
            }
          },
          {
            "function": "set_count",
            "count": 1
          }
        ]
      },
      {
        "function": "set_components",
        "components": {
          "minecraft:block_entity_data": {
            "id": "sign",
            "back_text": {
              "color": "red",
              "has_glowing_text": true,
              "messages": [
                [
                  "Multi",
                  {
                    "text": " Part",
                    "bold": true
                  }
                ],
                {
                  "text": "Click Me",
                  "click_event": {
                    "action": "run_command",
                    "command": "/say Hello"
                  }
                }
              ],
              ""
            }
          }
        }
      }
    ]
  }
]
```



```
    "messages": [
      [
        "Multi",
        {
          "text": " Part",
          "bold": true
        }
      ],
      {
        "text": "Click Me",
        "click_event": {
          "action": "run_command",
          "command": "/say Hello"
        }
      },
      ""
    ]
  },
  "front_text": {
    "color": "red",
    "has_glowing_text": true,
    "messages": [
      "Line 1",
      "",
      {
        "text": "Formatted",
        "color": "red",
        "bold": true
      },
      "Line 4"
    ]
  }
}
```

Notes		
1.21.5 Reimports Yes	Tips updated NA	Tested in game Yes

TestCase	Loot table with spawn egg with custom_name
1.21.4 Import	<pre>{   "pools": [     {       "rolls": 1,       "entries": [         {           "type": "item",           "weight": 1,           "name": "minecraft:zombie_spawn_egg",           "functions": [             {               "function": "set_count",               "count": 1             },             {               "function": "set_components",               "components": {                 "minecraft:entity_data": {                   "id": "minecraft:zombie",                   "CustomName": "[{\\"bold\\":true,\\"color\\":\\"red\\",\\"text\\":\\"Zom\\"},{\\"bold\\":true,\\"color\\":\\"light_purple\\",\\"text\\":\\"bie\\"}]"                 }               }             }           ]         }       ]     }   ] }</pre>
1.21.5 Output	<pre>{   "pools": [</pre>



```

{
  "rolls": 1,
  "entries": [
    {
      "type": "item",
      "weight": 1,
      "name": "minecraft:zombie_spawn_egg",
      "functions": [
        {
          "function": "set_count",
          "count": 1
        },
        {
          "function": "set_components",
          "components": {
            "minecraft:entity_data": {
              "id": "minecraft:zombie",
              "CustomName": [
                {
                  "bold": true,
                  "color": "red",
                  "text": "Zom"
                },
                {
                  "bold": true,
                  "color": "light_purple",
                  "text": "bie"
                }
              ]
            }
          }
        }
      ]
    }
  ]
}

```

Notes

1.21.5 Reimports

Tips updated

Tested in game

Yes	NA	Yes
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TestCase	Sleeping mobs	
1.21.4 Import	/summon villager ~ ~ ~ {SleepingX:5,SleepingY:6,SleepingZ:7}	
1.21.5 Output	/summon villager ~ ~ ~ {sleeping_pos:[1;5,6,7]}	
Notes		
1.21.5 Reimports Yes	Tips updated NA	Tested in game Yes

TestCase	CanDuplicate removed from allay	
1.21.4 Import	/summon allay ~ ~ ~ {CanDuplicate:1b}	
1.21.5 Output	/summon allay ~ ~ ~	
Notes		
1.21.5 Reimports Yes	Tips updated NA	Tested in game No, should be fine

TestCase	Treasure removed from dolphin	
1.21.4 Import	/summon dolphin ~ ~ ~ {TreasurePosX:4,TreasurePosY:5,TreasurePosZ:6}	
1.21.5 Output	/summon dolphin ~ ~ ~	
Notes		
1.21.5 Reimports	Tips updated	Tested in game

Yes	NA	No, should be fine
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TestCase	Phantom anchor position and size	
1.21.4 Import	/summon phantom ~ ~ ~ {AX:1,AY:2,AZ:3,Size:4}	
1.21.5 Output	/summon phantom ~ ~ ~ {size:4,anchor_pos:[!;1,2,3]}	
Notes		
1.21.5 Reimports Yes	Tips updated Yes	Tested in game Yes

TestCase	Player spawn values	
1.21.4 Import	/execute if entity @p[nbt={SpawnX:22,SpawnY:33,SpawnZ:44,SpawnDimension:"minecraft:the_end",SpawnForced:0b,SpawnAngle:45}]	
1.21.5 Output	/execute if entity @p[nbt={respawn:{pos:[!;22,33,44],angle:45,dimension:"minecraft:the_end",forced:false}}]	
Notes	SpawnDimension and SpawnAngle were never implemented in MCStacker in 1.21.4 and below.	
1.21.5 Reimports Yes	Tips updated Yes	Tested in game No. Time constraints. but it looks right. Let me know if it needs fixing

TestCase	Turtles	
1.21.4 Import	/summon turtle ~ ~ ~ {HomePosX:11,HomePosY:22,HomePosZ:33,TravelPosX:44,TravelPosY:55,TravelPosZ:66,HasEgg:0b}	
1.21.5 Output	/summon turtle ~ ~ ~ {has_egg:0b,home_pos:[!;11,22,33]}	
Notes	TravelPos is removed	

1.21.5 Reimports Yes	Tips updated Yes	Tested in game No, but looks correct
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TestCase	Vex	
1.21.4 Import	/summon vex ~ ~ ~ {BoundX:11,BoundY:22,BoundZ:33,LifeTicks:44}	
1.21.5 Output	/summon vex ~ ~ ~ {life_ticks:44,bound_pos:[1;11,22,33]}	
Notes		
1.21.5 Reimports Yes	Tips updated Yes	Tested in game No, but looks correct

TestCase	CustomDisplayTile removed from Minecarts	
1.21.4 Import	/summon minecart ~ ~ ~ {CustomDisplayTile:1b,DisplayOffset:16,DisplayState:{Name:"minecraft:birch_stairs"}}	
1.21.5 Output	/summon minecart ~ ~ ~ {DisplayOffset:16,DisplayState:{Name:"minecraft:birch_stairs"}}	
Notes	Same for all Minecarts. Leaving CustomDisplayTile in the command does not cause the command to fail.	
1.21.5 Reimports Yes	Tips updated Yes	Tested in game Yes

TestCase		
1.21.4 Import		
1.21.5 Output		

Notes		
1.21.5 Reimports	Tips updated	Tested in game

TestCase		
1.21.4 Import		
1.21.5 Output		
Notes		
1.21.5 Reimports	Tips updated	Tested in game