
JourneyMap Documentation

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1	Licensing	3
1.1	What you CAN do	3
1.2	What you CANNOT do	3
1.3	Approved launchers	4
1.4	Other notes	4
2	Installing	5
2.1	Video Guide	5
2.2	Textual Guide	5
3	Basic Usage	7
3.1	Key Mappings	7
3.2	Markers	8
3.3	The Minimap	8
3.4	The Full-Screen Map	10
3.5	The Webmap	10
4	Full-Screen Map	13
4.1	Basic Usage	13
4.2	Buttons	14
5	Waypoints	17
5.1	Waypoint Management	17
6	Settings	21
6.1	Grid Settings	22
6.2	Minimap Settings	23
6.3	Full-Screen Map Settings	27
6.4	Webmap Settings	28
6.5	Waypoint Settings	29
6.6	Waypoint Beacon Settings	30
6.7	Cartography Settings	31
6.8	Advanced Settings	32
7	Webmap	35
8	Data Files	37

9	Current Version	39
10	Bukkit & Spigot	41
11	Minecraft 1.11 and older	43
12	Tools & Customisation	45
13	Development	47

JourneyMap is a popular mapping mod for [Minecraft](#). Originally released by techbrew in 2011, it's gone from strength to strength and today stands as the most popular mapping mod in the world.



JourneyMap includes an in-game minimap and full-screen map, as well as a webmap that can be viewed in a browser.

If you'd like a featureful, easy-to-use mapping mod then why not give JourneyMap a try? You can [find it on Curse](#) and install it just like any other [Forge](#) mod - or continue reading if you need help.

CHAPTER 1

Licensing

JourneyMap is distributed under an All Rights Reserved license. This means that you may not alter, host or distribute JourneyMap yourself.

1.1 What you CAN do

- Create a modpack containing JourneyMap, as long as JourneyMap is downloaded from CurseForge as part of the modpack installation or launch process. This includes modpacks hosted directly on CurseForge.
- If you're using solder.io with Technic to allow each user to download the mod directly from CurseForge, you may also include JourneyMap. Just ensure that you're [following these directions](#).
- Interact and make use of our open-source projects [on GitHub](#) under the terms of the individual licenses of those projects.
- Decompile the mod for the purpose of inspecting how it works and what it does, under the relevant laws in the USA.
- Work with our mod contrary to this license **when given explicit written permission to do so by techbrew**.

1.2 What you CANNOT do

- Modify the mod in any way, even for personal use.
- Re-host, redistribute or bundle the mod in any way, including as part of a larger distribution such as a modpack. This includes Technic modpacks, which bundle all of the mods into a single zip file.
If you're unhappy with the way Technic handles this, please feel free to drop a comment on [this GitHub issue](#).
- Decompile our mod or extract the contents of the JAR and make use of the code or assets therein for any purpose.
- Extract code or assets from our otherwise open-source projects from the mod JAR and make use of them. The JAR itself is distributed under an All Rights Reserved license. If you want to work with our open-source projects, please find them [on GitHub](#) instead.

1.3 Approved launchers

The following launchers are all explicitly approved for use with JourneyMap, providing they continue to meet the above licensing conditions.

- [ATLauncher](#) is granted [direct link permission](#) to include JourneyMap in both public and private modpacks.
- [FeedTheBeast](#) is granted permission to include JourneyMap in both public and private modpacks.
- [MCUpdater](#) is granted permission to link to JourneyMap on CurseForge in serverpack XML files.
- [MultiMC](#) is granted permission to install modpacks containing JourneyMap provided the modpacks are in CurseForge format and download JourneyMap from CurseForge.
- [The Pixelmon Launcher](#) is granted permission to link to JourneyMap on CurseForge in both public and private modpacks.
- [The SKCraft launcher](#) (or a fork, assuming it meets the above conditions) is granted permission to use the [custom URL mechanism](#) to link to JourneyMap on CurseForge in both public and private modpacks.
- [The Technic launcher](#), provided the modpack is a Solder modpack set up by [following these directions](#). You may not directly rehost JourneyMap using Solder, so make sure you follow the linked directions correctly.
- [The Twitch client](#) is granted permission to include JourneyMap in both public and private modpacks.

1.4 Other notes

You don't need to notify us if you make use of JourneyMap in your modpack, but we do like to hear from users that enjoy our work and it helps us to know how JourneyMap is being used. If you like, feel free to send a tweet to [@JourneyMapMod](#) with the name of your modpack and the launcher you're using!

If you have any questions about our licensing (or wish to report a violation), please feel free to contact us directly [on Discord](#).

JourneyMap can be found [on CurseForge](#). This is the only legitimate place to download it from - if you see it on another website then please avoid downloading it from there. **Copies of JourneyMap obtained from unofficial sources may be old, broken or contain viruses, and they break our license.**

2.1 Video Guide

If you prefer a video guide, the below video will show you how to install Forge for [the official Minecraft launcher](#). You can apply these instructions to any version of Minecraft - not just Minecraft 1.15.2.

This video is by [The Breakdown](#).

2.2 Textual Guide

If you prefer a more complete guide you can read and follow along with at your own pace, then you can follow these instructions:

1. Decide how you're going to work with Minecraft. Some options include (from easiest to hardest):
 - [The Twitch client](#)
 - [MultiMC](#)
 - [The official Minecraft launcher](#)

We recommend MultiMC for ease of use, but any launcher will work just fine.

2. Ensure that you have a copy of Java installed. If not, you can download a copy from the [AdoptOpenJDK website](#).

Most mods are intended to be run under Java 8, and JourneyMap is no exception. Please ensure that you aren't using a newer version of Java to run Minecraft.

3. Install Forge. You should **always use the recommended version of Forge** for your version of Minecraft. You can also check the changelog for the version of JourneyMap you're downloading if you'd like to see what version of Forge we've used.
 - If you're using [the official Minecraft launcher](#), you can follow [this guide from RockPaperShotgun](#).
 - If you're using [MultiMC](#), create a new instance for the Minecraft version you wish to use. Edit that instance, select **Version** on the left, and then click on **Install Forge** on the right, and select the version you want to use.
 - If you're using [the Twitch client](#), click on **Mods** at the top and select **Minecraft**, and create a new profile with the version of Minecraft you want.
 4. Go to the [files page on CurseForge](#) and download the latest version of JourneyMap for your version of Minecraft.
 - If you're using [the Twitch client](#), then you can click on the Twitch button next to the version you'd like to use and it'll be installed for you. Otherwise, click the download button and wait for the JAR to finish downloading.
 - If you're using [MultiMC](#), edit the instance you're using, select **Loader mods** on the left, and then drag-and-drop the JAR you downloaded into the list on the right.
 - If you're using [the official Minecraft launcher](#), find the **mods** folder for your Forge profile and copy the JAR you downloaded into it.
- If no download is available for your version of Minecraft, then we haven't released one yet! Please have patience - JourneyMap is a large, complicated mod and it takes a long time for us to port it to new versions of Minecraft.
5. That's everything, you're done - launch the game and JourneyMap should be available!

Once you have JourneyMap *installed*, all you need to do is join a server or load up a single-player world.

For the most part, JourneyMap works right out of the box. All you need to do to start mapping your world is to begin exploring it! The area around you will be mapped automatically as you travel, and will be visible in each of the three types of map that JourneyMap supports.

3.1 Key Mappings




The following key mappings are available by default when you're playing on a world or multiplayer server.




- `J` - Show/hide the full-screen map
- `Ctrl J` - Show/hide the minimap
- `=` and `-` - Zoom the minimap in and out respectively
- `[` - Cycle the map type shown in the minimap
- `|` - Switch between minimap presets
- `B` - Create *a waypoint* where you're currently standing
- `Ctrl B` - Open the *waypoint manager* (this conflicts with the narrator keybind, so you may want to change or disable that)
- `Z` - Toggle the visibility of all waypoints





All keys specified in the documentation can be customized in Minecraft's own settings. Just open the menu (by default, with the `Esc` key), click on `Options` and then `Controls`, and you'll see two new categories for all of JourneyMap's keys.

3.2 Markers

All map types contain markers. These markers denote various pieces of information - such as the position of an entity or *a waypoint* on the map.

	Your position on the map. <i>Note: This icon has a white border ingame.</i>		
	A <i>waypoint</i> . The colour can be set in the waypoint manager.		A <i>death waypoint</i> .

	A marker denoting an entity on the map. The colour of the marker denotes the type of entity.		
	An entity below you.		An entity above you.

	A neutral entity, like an animal.		A villager.
	Another player.		A hostile entity, like a monster.

Markers and their display can be customized in the [settings manager](#).

3.3 The Minimap

By default, the minimap will be displayed in the top-right corner of your screen.

This is your minimap. By default, it displays the area around your character, as well as some basic information and the positions of your character, other players, animals and monsters.

The minimap can be zoomed in and out at any time by pressing either of the **zoom keys** (by default, the = and – keys).

The four lines of text above and below the minimap are known as **info slots**. By default, they show (in order):

- The current time in the real world
- The current time ingame
- The coordinates of your character
- The current biome your character is in

The minimap and its info slots may be customized in the [settings manager](#).



3.4 The Full-Screen Map

By pressing the **full-screen map key** (by default, the `J` key), you can open the full-screen map.



This map gives you a scrollable view of all of the areas of the map you've explored so far, displayed as it was when you discovered them. It also provides access to JourneyMap's [Settings](#) and a number of map display options.

For more information on the full-screen map, please see [the full-screen map page](#).

3.5 The Webmap

Once enabled in the [settings manager](#), the webmap allows you to view and explore your generated map in a web browser, including accessing it from another device (such as a phone or tablet). This will work as long as the game is running.

For more information on the webmap map, please see [the webmap page](#).



CHAPTER 4

Full-Screen Map

By pressing the **full-screen map key** (by default, the \mathcal{T} key), you can open the full-screen map.



The full-screen map is a scrollable, customisable view of everything you've explored in your world so far. It provides access to a myriad of options which will be covered below, but you can also customize it in the [full-screen settings](#).

4.1 Basic Usage

Once you have the full-screen map open, you can scroll and zoom, or use the buttons around the edge of the screen to change various options and access different parts of the mod, including the settings. Here are the basic controls:

- Click and drag the map to scroll around
- Use the mouse wheel to change the zoom level
- Double-click on a block to create *a waypoint*






The following keybinds are available, and they may be changed in Minecraft's options:






- C Copy the coordinates of the block your cursor is pointing at to the chat box
- B Create *a waypoint* at the block your cursor is pointing at
- O Open JourneyMap's *settings manager*
- Scroll the map 16 blocks in each direction

4.2 Buttons

Around the edge of the full-screen map is a set of buttons, which you can use to customize the full-screen map view and access other areas of the mod. Icons can differ between themes; the below icons come from the themes that are bundled with JourneyMap.

4.2.1 Top Buttons

	Switch the map to day mode.		Switch the map to night mode.
	Switch the map to topographical mode.		Switch the map to cave mode.
	Switch between layers when in cave mode.		





	Toggle visibility of monsters.		Toggle visibility of animals.
	Toggle visibility of pets.		Toggle visibility of villagers.
	Toggle visibility of other players.		

	Toggle visibility of the grid. Hold <code>Shift</code> and click to change the <i>grid settings</i> .		Toggle visibility of the keybinds.
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4.2.2 Upper-Right Buttons

	Close the full-screen map.		Get the latest version of JourneyMap.
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4.2.3 Left Buttons

	Open the location finder.		Center the map on your character.
	Zoom in.		Zoom out.

4.2.4 Bottom Buttons

	Open the <i>waypoint manager</i> .		Open the <i>settings manager</i>
	Open the About screen.		Open the <i>Webmap</i> , if enabled.
	Cycle through the available themes.		Reset the colour palette.
	Delete the map in one or more dimensions.		Save the whole map to a file.
	Map the explored world, in single-player.		Toggle mapping on and off.

CHAPTER 5

Waypoints

Waypoints allow you to mark specific locations on your map, in order to keep track of those locations or easily find your way back to them later.

Additionally, death waypoints are created when, for example, you're blown off the edge of a cliff by [a trumpet-wielding skeleton](#).

By default, they're shown using a coloured beacon beam, and the name and icon for the waypoint will be displayed when you look towards it - but this behaviour can be changed in the [settings manager](#). Death waypoints may also be disabled there, if preferred.

Warning: If you're using OptiFine, it's likely that you won't be able to see waypoints in the world. We're not sure what causes this. For more information, please see our [troubleshooting page](#).

You can create waypoints using one of the following methods:

- By pressing B ingame to create one where you're standing
- By double-clicking or pressing B in [the full-screen map](#) to create a waypoint at the cursor
- By opening the waypoint manager and manually creating a waypoint

5.1 Waypoint Management

The waypoint manager provides a single place for - as you may expect - managing your waypoints. You can open it in the following ways:

- By pressing `Ctrl B` ingame
- By opening [the full-screen map](#) and clicking on the waypoint manager button at the bottom

The waypoint manager gives you a list of all of your waypoints, and provides some options to manage them. At the bottom are the following buttons:

- **Options:** Open the [settings manager](#)



- **New:** Create a new waypoint
- **Dimension:** Filter shown waypoints based on dimension
- **Close:** Close the waypoint manager

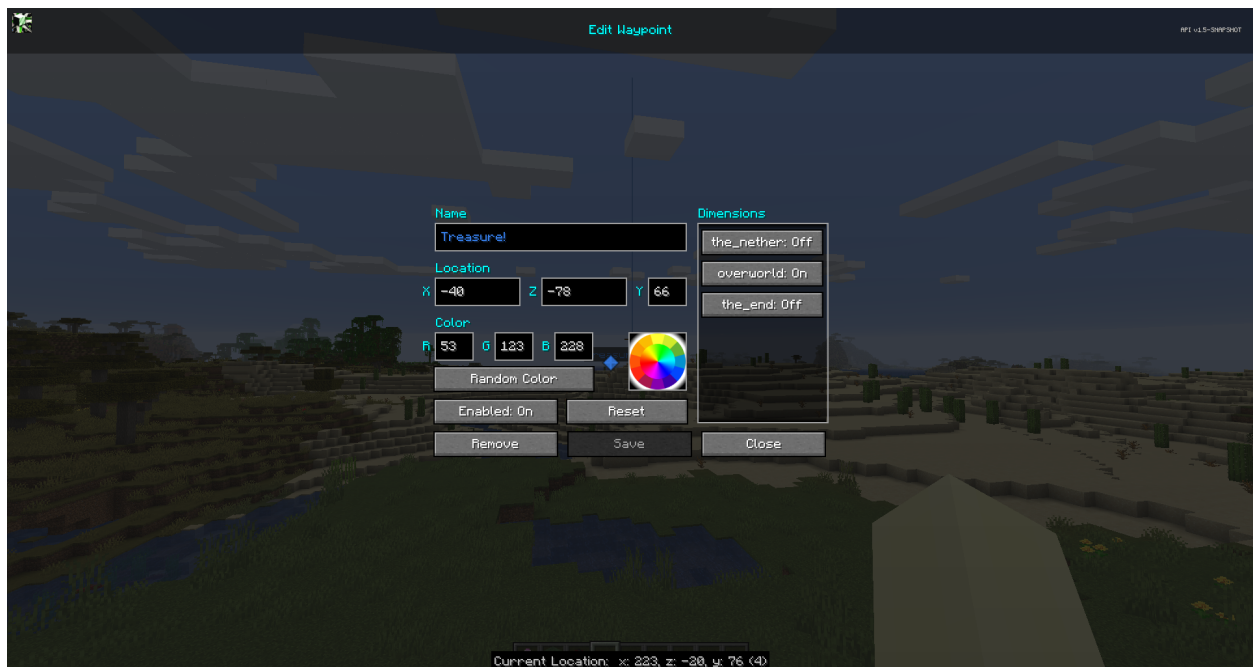
Each waypoint has the following options available:

- **Teleport:** If allowed by the server, teleport directly to the waypoint
- **Find:** Find the waypoint on *the full-screen map*
- **On/Off:** Toggle the waypoint's visibility ingame
- **Remove:** Delete the waypoint
- **Edit:** Open the waypoint editor
- **Chat:** Copy the waypoint's information to the chat box, as shown:



5.1.1 Editing waypoints

When creating or editing a waypoint, the following screen is shown:



The waypoint editor provides the following settings for each waypoint:

- **Name:** This display name for the waypoint
- **Location:** The position for this waypoint
- **Dimensions:** Toggles for the dimensions the waypoint should be enabled within
- **Enabled:** Whether this waypoint is enabled and should be visible

- **Colour:** The waypoint's color, given as red, green and blue values

You can also click on the colour wheel to pick a colour, or click on the **Random Colour** button to get a new colour

Here's what each of the other buttons do:

- **Remove:** Delete the waypoint entirely
- **Reset:** Undo your edits to the current waypoint
- **Save:** Save the changes you've made to the waypoint
- **Close:** Close the editor and discard your changes

CHAPTER 6

Settings

JourneyMap provides more than a few configuration options, allowing you to customize the behaviour and appearance of many different aspects of the mod. All of these settings are made available through the settings manager.



To get to the settings manager, open the *full-screen map* and click the settings button at the bottom, or press the `O` key. Each entry in the list represents a specific category of settings - click on it to expand and see the settings within.

Note: Each category has a **Reset** button. Please note that **pressing this button will reset the settings in that category to the default settings** bundled with JourneyMap, instead of simply discarding your changes.

Some of these categories have quite a few settings. Feel free to skip to a specific category by clicking on one of the links below.

- *Grid Settings*
- *Minimap Settings*
- *Full-Screen Map Settings*
- *Webmap Settings*
- *Waypoint Settings*
- *Waypoint Beacon Settings*
- *Cartography Settings*
- *Advanced Settings*

6.1 Grid Settings

Both minimap presets and the full-screen map may have a configurable grid overlay. You can customize this overlay by clicking on the **Edit Grid...** button below the settings in each respective category.

You can also reach this from *the full-screen map* by holding the `Shift` key and clicking on the grid button at the top.



The grid outlines individual chunks on the map. Grid styles that include region lines will draw an extra grid with differently-coloured lines to outline world regions on the map.

- Select a colour for the grid lines by clicking on the colour wheel.
- Select the map type (day, night or caves) to edit on the left side.
- Click the **Reset** button to reset the current map type to the default grid settings.
- Click the **Cancel** button to discard your changes and close the grid editor.
- Click the **Save** button to save your changes and close the grid editor.

Setting	Options	Description
Style	<ul style="list-style-type: none"> • Squares • SquaresWithRegion • GridRegion • Dots • Checkers 	Change the type of grid overlaid on the map
Opacity	Percentage: (default: 50)	How opaque the grid should be drawn

6.2 Minimap Settings

JourneyMap allows you to have two minimap presets. Each preset represents a separate set of settings - essentially allowing you to have two distinct minimaps available to switch between.

Note: The settings for each minimap are identical, so we'll only cover a single preset below.

To switch between minimap presets, press the switch minimap preset key (the # key by default).



6.2.1 Toggles

By default, all of the following toggle settings are enabled.

Toggle	Description
Enable Minimap	Enable or disable this minimap preset
Show Animals	Show or hide animals
Show Caves	Toggle automatically switching to cave mode
Show Compass	Toggle showing compass points around the edge of the minimap
Show Day/Night	Toggle automatically switching between day and night mode
Show Entity Names	Show or hide entity names
Show Grid	Show or hide the grid overlay
Show Mob Headings	Toggle showing which way mobs are facing
Show Mobs	Show or hide mobs
Show Pets	Show or hide pets
Show Player Headings	Toggle showing which way other players are facing
Show Players	Show or hide other players
Show Reticle	Show or hide midpoint lines pointing to the center of the minimap
Show Self	Show or hide your own location and heading
Show Villagers	Show or hide villagers
Show Waypoint Labels	Show or hide the names of waypoints
Show Waypoints	Show or hide all waypoints
Verbose Location	Toggle between a long or short form of your current coordinates

6.2.2 Info Slots

Info slots are text areas above and below the minimap that show extra contextual information. There are four of them, numbered from top to bottom.

All info slots can be set to one of the following:

- **Blank**: Nothing, hide this info slot
- **Biome**: The biome you're currently in
- **Dimension**: The dimension you're currently in
- **FPS**: The game's FPS counter
- **Game Time**: The current ingame time, as represented by Minecraft's daylight cycle
- **Game Time Real**: The current ingame time, shifted to match a real clock
- **Light Level**: The light level of the block you're standing in
- **Location**: Your current coordinates
- **Region**: Your current region coordinates
- **System Time**: The current real time, according to your computer

6.2.3 Other Settings

The default option for each setting below is marked with **bold text**.



Setting	Options	Description
Location	<ul style="list-style-type: none"> • x, z, y (v) • x, y (v), z • x, z, y • x, y, z • x, z 	The format of your coordinates, as shown in an info slot
Map Heading	<ul style="list-style-type: none"> • North • Old North • My Heading 	Which direction the top of the map should face - Note: only circle maps support the “My Heading” setting
Mob Display	<ul style="list-style-type: none"> • Small Dots • Large Dots • Small Icons • Large Icons 	How mobs should be displayed on the minimap
Player Display	<ul style="list-style-type: none"> • Small Dots • Large Dots • Small Icons • Large Icons 	How other players should be displayed on the minimap
Position	<ul style="list-style-type: none"> • Top Right • Bottom Right • Bottom Left • Top Left • Top Center • Center 	The location of the minimap on your screen
Real Game Time Format	<ul style="list-style-type: none"> • HH:mm:ss • H:mm:ss • HH:mm • H:mm • hh:mm:ss a • h:mm:ss a • hh:mm:ss • h:mm:ss • h:mm a • h:mm a • hh:mm • h:mm 	The text format of the real game time, as shown in an info slot <ul style="list-style-type: none"> • H: Hours (24-hour, without leading 0) • HH: Hours (24-hour, with leading 0) • h: Hours (12-hour, without leading 0) • hh: Hours (12-hour, with leading 0) • mm: Minutes • ss: Seconds • a: Time of day (AM/PM)
Reticle Heading	<ul style="list-style-type: none"> • Compass • My Heading 	Change the orientation of the reticle
Shape	<ul style="list-style-type: none"> • Circle • Square • Rectangle 	Change the shape of the minimap
System Time Format	<ul style="list-style-type: none"> • HH:mm:ss • H:mm:ss • HH:mm • H:mm • hh:mm:ss a • h:mm:ss a 	The text format of the system time, as shown in an info slot <ul style="list-style-type: none"> • H: Hours (24-hour, without leading 0) • HH: Hours (24-hour, with leading 0) • h: Hours (12-hour, without leading 0) • hh: Hours (12-hour, with leading 0) • mm: Minutes • ss: Seconds

6.3 Full-Screen Map Settings

The *full-screen map* provides a large, scrollable view of your entire map. Just like the minimap presets, it can be customized to a great deal.

To switch open the full-screen map, press the full-screen map key (the `J` key by default).



Note: A handful of the following options are also available as buttons on the full-screen map view itself. For more information on this, please see [the full-screen map page](#).

6.3.1 Toggles

By default, all of the following toggle settings are enabled.

Toggle	Description
Show Animals	Show or hide animals
Show Caves	Toggle automatically switching to cave mode
Show Entity Names	Show or hide entity names
Show Grid	Show or hide the grid overlay
Show Keys	Show or hide the keybind list
Show Mob Headings	Toggle showing which way mobs are facing
Show Mobs	Show or hide mobs
Show Pets	Show or hide pets
Show Player Headings	Toggle showing which way other players are facing
Show Players	Show or hide other players
Show Self	Show or hide your own location and heading
Show Villagers	Show or hide villagers
Show Waypoint Labels	Show or hide the names of waypoints
Show Waypoints	Show or hide all waypoints
Verbose Location	Toggle between a long or short form of your current coordinates

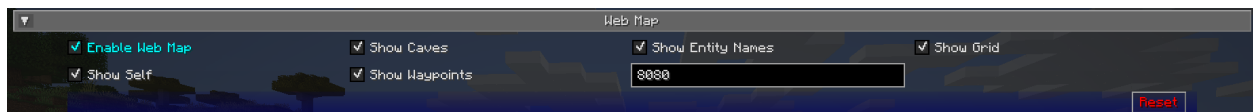
6.3.2 Other Settings

The default option for each setting below is marked with **bold text**.

Setting	Options	Description
Location	<ul style="list-style-type: none"> • x, z, y (v) • x, y (v), z • x, z, y • x, y, z • x, z 	The format of your coordinates, as shown on the map
Mob Display	<ul style="list-style-type: none"> • Small Dots • Large Dots • Small Icons • Large Icons 	How mobs should be displayed on the map
Player Display	<ul style="list-style-type: none"> • Small Dots • Large Dots • Small Icons • Large Icons 	How other players should be displayed on the map
UI Theme	<ul style="list-style-type: none"> • OceanMonument • Purist • Stronghold • DesertTemple • EndCity • ForestMansion • NetherFortress 	Change the theme of the buttons around the fullscreen map - Note: If you have extra themes installed, there will be more to toggle through than shown here
Font Scale	Range: 1 - 4	How large the text should be relative to the GUI scale setting

6.4 Webmap Settings

The *webmap* is an entirely different way to view your map - in a web browser instead of from directly within Minecraft. This allows you to have a map view visible on another screen, or even another device!



Important: There are a lot of settings in this category that don't do anything at the moment. Instead, the webmap is configured using its own interface - see [the webmap page](#) for more information on this.

Because of this, only the settings that actually do anything are documented below.

6.4.1 Toggles

By default, **none** of the following toggle settings are enabled. You will need to enable the webmap before you can use it.

Toggle	Description
Enable Web Map	Whether the webmap should be enabled and accessible

Note: While there is an input to provide a port for the webmap to use, it is currently ignored. JourneyMap will attempt to use port 8080 by default - if that isn't available, it'll attempt to find a port that is.

The correct port is always shown in chat when the webmap is enabled.

6.5 Waypoint Settings

This category allows you to change some settings relating to how *waypoints* behave and are displayed. Waypoints also have a number of individual settings - you can find out about those on *the waypoints page*.



6.5.1 Toggles

The **bold** toggle settings below are enabled by default.

Toggle	Description
Enable Waypoint Manager	Enable the waypoint manager - you can disable this if you use another mod to manage waypoints
Auto Remove Death Waypoints	Whether death waypoints should be removed when you approach them
Create Deathpoints	Whether death waypoints should be created when you die
Display Death Waypoint Label on map overlay	Whether to show the name for death waypoints on your minimap and full-screen map

6.5.2 Other Settings

The default option for each setting below is marked with **bold text**.

Setting	Options	Description
Custom Waypoint Teleport Command	Text input: <code>/tp {name} {x} {y} {z}</code>	The teleport command that should be used when you teleport to a waypoint, using the following placeholders: <ul style="list-style-type: none"> {name}: Your player name {dim}: The target dimension {x}: The waypoint's X coordinate {y}: The waypoint's Y coordinate {z}: The waypoint's Z coordinate This setting is ignored in single player or if JourneyMap is installed on a server; teleportation happens without a command in that case.
Death Date Format	<ul style="list-style-type: none"> MM-dd-yyyy MM-dd-yy dd-MM-yyyy dd-MM-yy yyyy-MM-dd yy-MM-dd 	The text format of the date of death, as shown in the death waypoint label <ul style="list-style-type: none"> dd: Day MM: Month yy: Year (2 digits) yyyy: Year (4 digits)
Death Time Format	<ul style="list-style-type: none"> HH:mm:ss H:mm:ss HH:mm H:mm hh:mm:ss a h:mm:ss a hh:mm:ss h:mm:ss h:mm a h:mm a hh:mm h:mm 	The text format of the time of death, as shown in the death waypoint label <ul style="list-style-type: none"> H: Hours (24-hour, without leading 0) HH: Hours (24-hour, with leading 0) h: Hours (12-hour, without leading 0) hh: Hours (12-hour, with leading 0) mm: Minutes ss: Seconds a: Time of day (AM/PM)
Auto Remove Death Waypoint Distance	Range: 2 - 64 (in blocks)	How close you need to be to a death waypoint for it to be deleted automatically, if Auto Remove Death Waypoints is enabled
Maximum Distance	Range: 0 - 10,000 (in blocks)	How far away you need to be from a waypoint for it to be displayed, including in the world, on the minimap and the full-screen map

6.6 Waypoint Beacon Settings

By default, waypoints are displayed in the world using a beacon beam in the distance, which allows you to see where they are from anywhere in the world. By default, you can look towards the beam and see the waypoint's icon and label as well. This behaviour can be customized below.



6.6.1 Toggles

The **bold** toggle settings below are enabled by default.

Toggle	Description
Enable Waypoint Beacons	Toggle whether waypoint beacons are visible
Auto-Hide Label	Whether waypoint labels should be hidden until you look at them
Bold Label	Whether waypoint labels should be displayed with bold text
Rotating Beam	Whether to show a rotating outer beam for the waypoint beacon
Show Distance	Whether to show how far away you are from the waypoint on its label
Show Icon	Whether to show the waypoint icon
Show Name	Whether to show the waypoint name on its label
Small Icon	Whether the waypoint icon should be small
Stationary Beam	Whether to show a stationary inner beam for the waypoint beacon

6.6.2 Other Settings

The default option for each setting below is marked with **bold text**.

Setting	Options	Description
Font Scale	Range: 1 - 4	How large the label text should be relative to the GUI scale setting
Minimum Distance	Range: 0 - 64 (in blocks, default: 4)	How far away you need to be from a waypoint for its beacon to be displayed

6.7 Cartography Settings

The cartography settings allow you to customize precisely how JourneyMap generates the map from world data. You can change how some things look here, and you can also tweak various performance-related options.



This screen also displays render statistics - specifically the number of chunks that were rendered during the last render pass, and how long it took. You can use this as a performance metric for when you're tweaking these settings.

6.7.1 Toggles

The **bold** toggle settings below are enabled by default.

Toggle	Description
Always Map Caves	Whether to map caves below you when you're on the surface
Always Map Surface	Whether to map the surface above you when you're in caves
Blend Foliage	Whether to apply biome colours to foliage
Blend Grass	Whether to apply biome colours to grass
Blend Water	Whether to apply biome colours to water
Ignore Glass Ceilings	Whether to remain in surface mode when under a glass ceiling
Map Topography	Whether to generate a contour map that shows elevation
Show Bathymetry	Whether to show underwater terrain on the map
Show Crops	Whether to show crops on the map
Show Plant Shadows	Whether to plants and crops should cast shadows on the map
Show Plants	Whether to show plants on the map
Show Surface Above Caves	Whether to show a dimmed view of the surface when in cave mode
Use Antialiasing	Whether to use anti-aliasing to improve the shading effect used to show elevation
Use Cave Lighting	Whether to show lights underground - disable for a fully bright map
Use Transparency	Whether transparent blocks should reveal what's below them on the map

6.7.2 Other Settings

The default option for each setting below is marked with **bold text**.

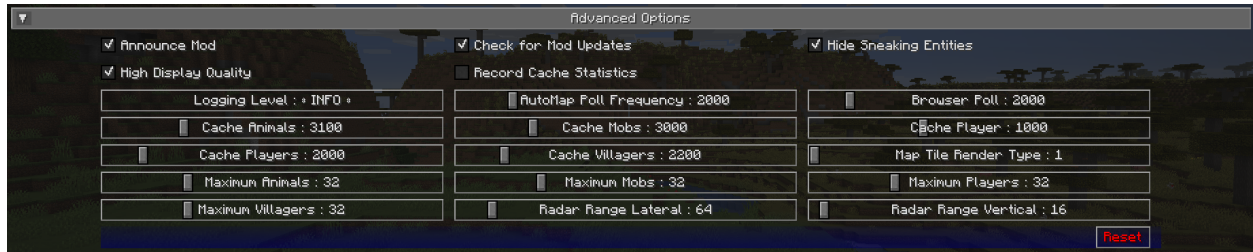
Setting	Options	Description
Reveal Shape	<ul style="list-style-type: none"> • Circle • Square 	Whether to reveal chunks in a circle or square - circle reveals show fewer chunks at once, and so perform better
Render Delay	Range: 0 - 10 (in seconds, default: 2)	How often JourneyMap should try to render the chunks around you - Higher values can result in better performance, but may result in chunks being missed when travelling at high speed
Cave Max Distance	Range: 1 - 32 (in chunks, default: 3)	The maximum distance within which to attempt to render the map while in a cave - if you set this higher than your render distance, then this will use that instead
Surface Max Distance	Range: 1 - 32 (in chunks, default: 7)	The maximum distance within which to attempt to render the map while above ground - if you set this higher than your render distance, then this will use that instead

6.8 Advanced Settings

This section contains advanced settings for power users and those that may wish to tweak some of JourneyMap's internals.

Warning: The settings in this section can have extreme effects on the performance of your client. We don't recommend touching these settings unless you have a good understanding of what you're doing, or you're directed to do so by a member of the JourneyMap support staff.

If tweaking these settings crashes your client or causes your computer to lag horribly, don't say we didn't warn you.



6.8.1 Toggles

The **bold** toggle settings below are enabled by default.

Toggle	Description
Announce Mod	Whether to announce in chat when JourneyMap is ready to use
Check for Mod Updates	Whether JourneyMap should check for updates on Curse
Hide Sneaking Entities	Whether sneaking/crouching creatures should be hidden
High Display Quality	Uncheck to improve zoom performance and memory usage, but reduce display quality and lower performance of minimap rotation when set to “My Heading”
Record Cache Statistics	This is intended for beta testers - enable to record statistics for each cache

6.8.2 Other Settings

The default option for each setting below is marked with **bold text**.

Setting	Options	Description
Logging Level	<ul style="list-style-type: none"> • INFO • ALL • DEBUG • ERROR • FATAL • OFF • TRACE • WARN 	Set how verbose JourneyMap's logs are, but note that some log levels can cause serious performance problems
AutoMap Poll Frequency	Range: 500 - 10000 (in ms, default: 2000)	Delay between automap region tasks - lower values will make the map generate faster, but will cause significant performance drops while mapping
Browser Poll	Range: 1000 - 10000 (in ms, default: 2000)	This setting isn't currently implemented and may be removed in a later version of JourneyMap
Cache Animals	Range: 1000 - 10000 (in ms, default: 3100)	How long radar data for animals is cached for - lower values will impact performance
Cache Mobs	Range: 1000 - 10000 (in ms, default: 3000)	How long radar data for mobs is cached for - lower values will impact performance
Cache Player	Range: 500 - 2000 (in ms, default: 1000)	How long data for your character is cached for - lower values will impact performance
Cache Players	Range: 1000 - 10000 (in ms, default: 2000)	How long radar data for other players is cached for - lower values will impact performance
Cache Villagers	Range: 1000 - 10000 (in ms, default: 2200)	How long radar data for villagers is cached for - lower values will impact performance
Map Tile Render Type	Range: 1 - 4	Change rendering strategy for map tiles if they appear blurry on your video card: <ol style="list-style-type: none"> 1. Linear & mirrored 2. Linear & clamped 3. Nearest & mirrored 4. Nearest & clamped
Maximum Animals	Range: 1 - 128 (default: 32)	Maximum number of animals displayed on the radar
Maximum Mobs	Range: 1 - 128 (default: 32)	Maximum number of mobs displayed on the radar
Maximum Players	Range: 1 - 128 (default: 32)	Maximum number of players displayed on the radar
Maximum Villagers	Range: 1 - 128 (default: 32)	Maximum number of villagers displayed on the radar
Radar Range Lateral	Range: 16 - 512 (in blocks, default: 64)	Lateral distance to search for entities to display on the radar - high values will cause a significant performance hit
Radar Range Vertical	Range: 8 - 256 (in blocks, default: 16)	Vertical distance to search for entities to display on the radar - high values will cause a significant performance hit

CHAPTER 7

Webmap

CHAPTER 8

Data Files

CHAPTER 9

Current Version

CHAPTER 10

Bukkit & Spigot

CHAPTER 11

Minecraft 1.11 and older

CHAPTER 12

Tools & Customisation

CHAPTER 13

Development
