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I happen to be running a little Minecraft server, mostly vanilla. The other day, I was playing there with some friends in a location in the middle of nowhere. I slept in bed at the base, thinking it would be enough to get me back later. After I went back to spawning, installing a warp plug-in (and learning that warp comes from Essentials), rebooting the server, and launching to several other coordinates to install their detestments, I tried to kill my avatar to get it back to its bed. Instead of waking up in bed, he reappeared with the creep. Since my friends had long since signed for the night, I couldn't just beam at them. And I didn't write down the base coordinates. How could I go back? Some of the excavation in the documents revealed that there did not appear to be any terminal command to get a server to reveal the last-seen location, or even the bed location, of an arbitrary player to the manager. However, the server must know something about the players, because it will usually remember where their beds were when they join the game. On the server, there is a world / playerdata / library, containing one file per player that the server has ever seen. The file names are Player user IDs, which can be pasted into this tool to make them user names. But I skipped the tool, because the last timestamps that were changed in the files told me which two belonged to friends who were both on our base. So, I copied .dat a file that seemed suitable for an actor whose bed placement or location would be useful to me. Playing the file indicated that it was gzipped, but eliminating this zipper and checking the result for anything useful with strings yielded nothing understandable. Hoy reminded me that .dat NBT encoded. The recommended NBT Explorer tool seemed to require a bunch of mono runtime stuff to be compatible with Linux, so instead I caught some code that claimed to be a Python NBT wrapper to see if it would do anything useful. With a little help from its examples, I will return the player's bed location: from nbt import *n=nbt. NBTFile (myfile.dat,'rb') printing (x==x-x=s, y=%s, z=%s % (n[SpawnX], n[SpawnY,n[SpawnZ])) launching to these coordinates revealed that this was indeed the player's bed, at the base I searched everywhere! The moral of this story is twofold: first, I don't need to stop writing coordinates that I care about on paper, and secondly, minecraft nearby programming is not yet my idea of a good time. I found ways to find a way back to your home. Maps make sure that when you travel, you bring a map, otherwise you won't find your way back. Usually when you spawn in the world, you get a map in your inventory so you don't have to design one. A useful tool since then is pointing to your scratch point. The creative recipe is down. Don't worry if you're missing these materials, there's more! Beacon in case you get lost, always mark your house using beacons. Make sure they're taller than trees and your house. You can make a big tower of dirt stones with torches, or out of the [best] glowstone. If you haven't marked a beacon, you won't be able to find a way back. Build a new home If you're still lost, it's best to do another shelter before tonight. Build your house using wood or build it in mountains. Be sure to use some of the nail you've collected from presses and wooden blocks to design a bed. coal or charcoal, and sticks, which are made of 2 wooden blocks; Used to make torches. 4 wooden blocks are for a creation table. Eight paved blocks are for the furnace. Eight blocks of wood make a box. Make sure you brought too much food in case you're starving. If it's night, then you have to wait till morning. Don't make a bed, it'll change your creep point! Make sure you bring you a Beacon Mark in case you still can't find a home, and bring a map too! These are my ways of finding my way back home. If these don't work, then you're lost! If you successfully connect to your game, sometimes you can still find problems communicating between your computer/network and the server you're trying to connect to. Possible solutions are: it's easy to get lost in Minecraft while exploring or searching for resources, but a little forethought helps you stay in the direction. This tutorial focuses on some of the easier ways to navigate Minecraft landscapes. Each world has a definite running point where players are placed when they first enter the game, and each time they die (see below on beds). The world has one running point, and all the players spawn a few blocks from that point. (In the past, single-player games had a specific running point, but now they use the same system as multiplayer.) In multiple participants, the area around a spades is protected, so only server operators can build or destroy blocks there. Creating a base too close to the multiplayer spatial area can also expose it to grief, so in most players it's generally better to move distance before haggling. Each player can change their personal sludge point by sleeping in bed. In versions 1.16, using a respawn anchor loaded with a snout also determines your creep point. If the bed is removed, destroyed or blocked, the creep point is lost, and the player re-intensifies near the original creep point of his world. The world's original scratch point can be easily found using a compass. In addition, from 1.16, compasses can be set towards the Ludstone. X, Y, and Z coordinates [Edit] Main article: Coordinates in Java, F3 opens the debugging screen, which includes the current coordinates of the player in the world. All three coordinates In blocks, which are considered equivalent to meters of distance. These coordinates are interpreted as follows: X gives your distance east of the original, and Z gives the distance south. These two can be negative, for positions west or north of the source. The Y coordinate displays the height in meters, which is negative only in the rare event of falling through the vacuum. The water level is Y level 63. A scratch point is a few hundred blocks from the map source (X and Z of 0). Debugging also shows the direction you're heading. It is presented as north, south, east or west. It is also presented as a numeric value, though this is not always useful. In the Bedrock premiere, there's a global possibility that always shows the coordinates. They are measured in the same way as in java. The simplest way to avoid losing completely is to register the X and Z coordinates of your main base and other locations of interest. Then simply compare your current coordinates to the recorded coordinates and drive in the appropriate directions until the points match. This method of navigation is especially important for exploring the router, subject, and maps that do not work. Note that many servers have the 'ReducedDebugInfo' game enabled, which prevents these coordinates from appearing on the debug screen. [Edit] External links to Minecraft have an accurate set of cardinal directions. The sun and moon shine in the east and sunsets in the west. Their paths are always the same, and they are fixed against the stars. The stars turn counterclockwise around the Arctic and clockwise around the South Pole. Clouds always float west, visible above ground during the day and night. You may want to build your main base away from the global scratch point, in which case it's worth building a series of landmarks to follow, especially if the road is long. The use of trail drugs is much more resourceful and time-saving than building long roads. Place all the trail markers like this, so you can always see two markers from the cursor you're standing on: the cursor you came from, and the cursor you're walking from. This prevents you from losing the trail. It is also recommended that you place or position the cursor in such a way that you always know which way it will lead to the source of the path. Here are some methods for marking the trail: torches: offer an easy method of making quick visible markers to follow, and they stop monsters from squirting nearby. Jack O'Lanterns: There's a face pointed in one direction. Signs: Although they are not glowing, torches illuminate them, and the player can write useful information or half ASCII on the sign. Wool: One color or combination can be used to identify the target (different cities, buildings or an entire biomes). Multiple colors can even display Bonfires: produce smoke that can be seen from a distance; Placing bales of hay under the fire increases the height of the smoke. Sand: Sand is easily mines, often plentiful, and very visible in most of the terrain. Placing another block on the ground near a sand tower is an easy method to show the right direction. Grass paths: An ideal navigation block for marking a trail while on patrol, requiring only a shovel. Arrows: Simple arrows of blocks in colors turned off, such as a stone wall with a dirt arrow, can point the way. Pillars: Visible from a distance, made of snow, sand, stone, dirt or other brightly colored or reflective blocks, then lined with torches or covered with lava or a flaming bottom. A quick way to create a tall pillar is to clean the leaves from one or more wood in the area of the landmark or perhaps along a track. No need for tool, and clear ficqua can help uncover landmarks and create paths. Gate markers: Two blocks or towers located side by side with an area of one block between an optional arch on the path. The space between the blocks directs the player to the next goal. A torch or other marker can be placed on the side of one of the blocks to indicate the origin of the path. It's usually better to build the markers from something that stands out, like paved stone or sandstone. Placing the base near a village with towers, a desert temple, or another marker makes it difficult to miss from a distance. Roads and rails To connect two places, dug a canal two or three blocks wide between the two locations. Later this canal can be filled to create a beautiful road or road. Light the path to make the night commute safer, and fences will be placed along the side of the road to keep the crowds away. To connect the road to other places, create a plug on the road with signs detailing the directions to different places. You can also add carat rails to speed up travel. Maps[Edit] Main article: Mapping tutorials/maps can be used to track different locations in the world. Maps aren't exactly concentrated where they're turned on, because they cling to the grid. They also start on a very small scale, and should zoom out on a reasonable scale after activation. Each zoom level takes one paper in a cartography table and doubles the map scale and clears all current content. The new map remains roughly concentrated where the previous map was activated. It takes 3 zooms to scale pre-1.4 maps; The fourth zoom reaches the maximum scale of one share per pixel. You can use colored banners to mark locations on maps (Java Edition only). In the Bedrock series, locations can be marked using large structures of colored wool or other prominent material. (You can also simply track the coordinates of different locations on the map.) In addition, making a map room of The area gives you an insight into the area around their base and shows points of interest, not to mention looking nice. Mark a tower in the distance. A lava-covered dirt tower. Map Room (before 1.7.2). [Editing] External links See also: Tutorials / Cave Exploration § Exploring tips for both natural caves and artificial mines can be quite confusing without some kind of navigation or trail marking system. Here are some tips to avoid losing. Trail markers [editing] There are a variety of markers the player can leave behind to make the trails, with a slightly different selection being useful underground. Torches: Place all the torches on one side of the cave when entering a new passage. Follow the torches on the other side to find the exit. When the cave branches, first explore the leftmost path, then move to the right until all the swipe is explored. You can also place torches to point back towards the exit. Signs: Located on nodes marked with arrows or ASCII messages can help track ports, unexplored areas, and more. The signs are cheap, but they only pile up to 16, so it's always going to be a good idea to have a stack of logs and a creative table on every mining trip. Lax Stone: Rarely occurs naturally and can be used to mark sections that have already been mined. In addition, arrows made of floor-paved stone or cave walls can point towards the exit. Jack O'Lantern: Can be placed at intersections with the face pointed towards the exit. It doubles as a source of light and direction outward. In cases where there is one path on top of the other, place the jack lantern higher (using piles of gravel or other temporary block to place it on top) to indicate the exit is the upper path. Netherrack: Conspicuous, easy to obtain, and rarely appears naturally in the overworld world. You can also turn on Netherrack to create light and highlight completed areas. Minecart Rails: You can use both to mark paths to move the player. Wool: Different colors can be used to mark different things, such as completed tunnels, unexplored areas and exits. Redstone: Lines and arrows can be made from a spare red stone dust, and placing red stone torches nearby can make a floodlit path that fades away. It could serve as a directional clue. String: You can place on the ground to leave a trail behind you. Terracotta Glazed Magenta: The arrows in the design can be used to point you in the right direction. Mushrooms: Can be found in caves and can be used to leave footprints. While other clues don't help in navigating the cave itself, it might be wise to bring a map to a large cave. This way, if you get lost and have to dig your way out, you can steer back to familiar territory above ground. A good mining practice is to fully explore and light a cave system, or at least an entire tunnel, before starting to mine any resources. It's very dangerous. And mine's in a dark cave system. As part of an investigation, try cleaning up the area, lowering block residue, filling small pits and usually smoothing things over. In abandoned mine fruit, evacuate most of the fence's supporter and plank as a loader player to the area. It improves both visibility and mobility, and cuts out unpleasant surprises. Some of the water flows come from openness in the development of the beach. The entrance can be marked with Jack O'Lantern, which is usually visible from the sea level. If you get completely lost, dig your way out on the fashion stairs. Listen to lava and running water, and don't break blocks right above you. If you must dig straight up, be sure to place a torch at your feet to break any sand or gravel that can fall on you. It can be useful to check the map to figure out where you would go (for example, you probably want to avoid going underwater). [Edit] External links Here are some helpful tips to avoid losing in the middle of the great oceans. Maps: Very useful in navigating large oceans. Enlarge them to avoid having an entire map covered in blue. Jack-o-Lanterns: Can be placed underwater and direction to show the direction home. Lily Pads: Can be placed below to create a path. It can also be used to make small lava islands. Place the lily cushion, then use a lava bucket on top of it. It creates a stone island with flowing lava. If you remove the lava, the island can serve as a small base, which has enough room for a chest, a creative table and even a bed. Towers: Built from the sea dikvet to the surface, topped by a light source. Glass blocks or panes also carry light into the depths. Also, consider designing the waterways, adding canals and/or building a lighthouse to show the way to shore. Many blocks are fixed in a fixed direction. Knowing this, textures can be used on the last face of the blocks to direct yourself without a compass. Note that actual block formatting may vary depending on resource packages. Brick description block solid mortar line is on the south side. A cake contains four 2×2 squares, three of them towards the southeast corner. Clay in the northwest corner of the top of a clay block has a noticeably darker pixel than the other three corners. A stone is 100, whose arms lie northwest. The creative table design table consists of two sides with one tool, these orient east and west. A diamond block contains one dark, southeast-oriented corner. A fence on a fence has a 4-pixel brown strip; This strip's heading for the north side. The feather gatherer table on the winding table always faces west. Kiln like a loose stone, it contains L whose arms are oriented northeast. One corner glass is completely white; It points to the northwest. Galveston Galveston contains one Southeast-oriented L corner. Note that glowstone is an inefficient choice for the direction yourself, because it does not regain its full value when broken unless broken with a magical silk touch tool. One corner gravel contains a light pixel surrounded by three darker pixels; This is Northwest. A slot juke machine is always tuned from north to south. Lafis Lazli One corner block consists of three dark blue pixels; This is southeast. Off-post levers always point east or south. Ore (coal, diamond, iron, gold, redstone) that applies to all ore except lapis lazuli and emerald ore. The biggest ore web is towards the southeast corner. Rail Rail is located separately from north to south. When one is located in the middle of four others, it connects south and east. Moss Cobbleston One corner is 2x2 square of bright pixels; This is Northwest. Obsidian contains one string of 3 pixels diagonally in a northerly direction. The Redstone Redstone wire attached in all four directions contains two individual points at two separate ends, those north and west orient. Sandstone contains one lightly colored square. It's east to north. Snow snow contains one dark edge, it orients east. A block of snow and snow blocks, like snow, contain one dark edge guided east. Sand sand soul is described as having three faces on it, the bottom of which faces south. Brick and brick blocks or panels have a shorter crack (the pointy part of T) that is guided south. Stone pressure plates contain a bright color 2×2 square guided south. This smooth stone stoning also contains 2×2 mr. South. Sunflowers always face east. Alon Alon Log contains one bright square heading west. Oak-textured planks (planks, stairs, bookshelves) contain east-west lines; A darker pixel is in the southeast corner. The stem pumpkins on top of pumpkins always point to the northwest. [Edit Source Code