

Ore Finder Wand

Ore Finder

With an **Ore Finder** (gated by Gold, Redstone & Iron) walking close enough to a vein with the corresponding resource in the Finder will add it to the JourneyMap GT Ore Veins overlay. The Ore Finder will alert to the presence of the inserted resource by slowly changing its icon to point downward and with a noisy tone as more blocks are detected. Bring a backpack with one of every primary vein resource when out prospecting. They can be used to quickly test new ore chunks without digging by putting the ores one at a time into the Ore Finder while near sea level or slightly below.



Any unusual small ores will generally correspond to a nearby ore vein, so those should be tested first if spotted. Sample ores for many desirable resources can be bought from the Quest Book under the Coins Coins Coins tab, "Can't Find Those Ores?" for 60x Technician and 60x Blacksmith coins. Players may only have one active Ore Finder at a time, but it will work on the hotbar or in inventory slots. Ore Finders in backpacks or other storage containers cannot detect anything.

| Ores | Ore Finder Behavior |
|------|-----------------------------|
| 0 | no movement / fully upright |
| 1-3 | first tilt |
| 4 | horizontal |
| 5-6 | horizontal, sound |
| 7-9 | tilted down |
| 10+ | fully pointing down |

Limitations

The Ore Finder has a depth range of Y60 blocks, but a radius of only three (7x7 centered on the player). It can miss deep veins if used well above sea level or if the player is flying. Any ingots, dusts, crushed ore, or raw resource such as Redstone Dust/Lapis Lazuli, blocks or even parts like bolts and plates will work when hunting ores. The Ore Finder uses the GregTech Materials system, which has some side effects. Natural alloy ores such as Chalcopyrite, Limonite and Magnetite do not react to ingots or processed materials at all. Cassiterite Sand and Cassiterite Ore are considered separate ores, and neither reacts to processed Tin.

X: 237 Y: 63

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Dusts, crushed ores or ore blocks are the most reliable items to use for prospecting with the Ore Finder. It will react both vanilla and modded ore blocks, naturally spawned or player-placed. The Ore Finder does not work with stone dusts, but can accept and seek out most block types that are not blacklisted. Certain blocks are banned, such as Mossy Cobblestone. Banned blocks and other behavior are controlled by the `/your_instance/config/ifu.cfg` config file.

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