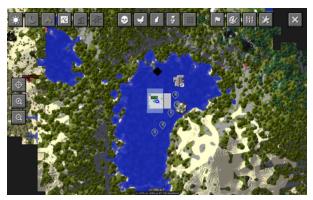**GT New Horizons**

# JourneyMap

JourneyMap (JM) is a map-making and waypoint system offering many configurable features to make travel and exploration easier. There are two major components - a MiniMap in the upper left hand corner (by default), and the Fullscreen Map that allows access to JourneyMap's utilities and options. GTNH includes visualprospecting, a custom add-on for JourneyMap that adds a toggleable Ore Vein, Underground Fluids and Thaumcraft Node tracking overlays.


JourneyMap in full screen mode.

## MiniMap


MiniMap (round)

JourneyMap's Minimap is a smaller version of the Fullscreen Map which sits in the upper right corner by default. It can be moved, resized and displayed elements adjusted with the Options Menu. There are actually two MiniMaps included, and each one can be configured independently. Keybinds are used to interact with JourneyMap while in the primary Minecraft window. Current MiniMap preset (default \), Mode (default [ and ]) and Zoom level (default + and -) can be switched on the fly.

The player's current coordinates, FPS and biome can be displayed with the MiniMap, or toggled off from the MiniMap Preset Options. As many of these extra info displays duplicate InGame Info XML's, players may prefer to use only one of the two to reduce screen clutter.

MiniMap visibility can be toggled with CTRL+(default J), or Command+(default J) on Macs.

## Fullscreen Map

JM's fullscreen map can be invoked with (default J). Buttons along the top and side(s) allow access to various features, toggleable overlays and tools. Note that the game does not pause when the fullscreen map is open; it can be used while travelling by minecart or glider. Opening the Options screen or another of the sub-menus will pause the game.



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**More information**     OK

The map can be panned with the WASD keys in 16 block increments, or by click-dragging with the mouse. Press ESC to exit Fullscreen Map mode or click the X button in the top right corner.

## Zoom

The view control buttons (shown right) center the map on the player's current location, and increase / decrease magnification between the six available zoom levels. The zoom controls can also be assigned keybinds or controlled with the mouse scroll wheel.
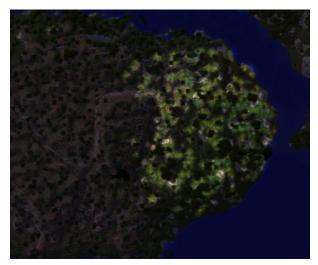
## Map Modes

There are three primary modes for JourneyMap and multiple overlays. Modes are available for both the fullscreen and minimap, and can be toggled independently. Day and Night modes are exclusive, only one can be active at a time. Cave mode is toggleable but only available when the player cannot see sky - indoors or underground. There are multiple Y level regions for cave mode which will automatically change as the player ascends or descends.

If JourneyMap doesn't have an icon for a given mob, it will show an empty pointer of the appropriate color instead.


Night Mode showing light sources.

- 🔆 Day Mode. This is the standard view.

- 🌙 Night mode. Makes artificial sources of illumination visible.

  - Useful for locating Bees and Nodes.

- ⛰ Cave Mode. Maps indoor and underground areas that are lit.

  - Unavailable if Fairplay version is used.
  - Has multiple levels for elevation regions.

- 💀 Show Mobs. Toggles visibility of hostile mobs on the map.

  - Hostile Mobs are outlined with red marker arrows.

- 🐤 Show Animals. Toggles visiblity of passive mobs that are not pets or villagers on the map.

  - Passive mobs are outlined with pale grey arrows.


Grid View options.

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More information

- ![icon] Show Pets. Toggles visibility of a player's tamed mobs such as cats and horses.

  - Pets are outlined with blue arrows.

  - ![icon] Show Villagers. Toggles visibility of nearby villagers on the map.

    - Villagers are outlined with pale grey arrows.

- ![icon] View Grid. Toggles the visibility of the grid overlay on and off. Useful for locating chunk borders and ore veins.

  - Shift-click to access Grid options for color, opacity, and style.

# Waypoints

![flag icon] Waypoints are a powerful system for keeping track of important locations. Each dimension has its own Waypoints list, and by default a waypoint is only enabled for the dimension it belongs to.

A waypoint can be dropped at the player's current location with (default B), or by double-clicking anywhere on the Fullscreen Map. Doing either will bring up the New Waypoint editor GUI, prompting the player to input a name and possibly a Y value if the waypoint is out of current render distance. By default new waypoints use their coordinates as the name and are assigned a random color. Once created, Waypoints are accessible from the Waypoints menu ![flag icon].


Waypoint on map / minimap.

The Waypoints menu has a list of all the player's waypoints sorted by distance or name. Clicking on the "Distance" or "Name" headers swtiches sort mode. Clicking again on the same header will toggle between A->Z/ Z->A or Nearest/Furthest. To the right of each waypoint row are six buttons. The header above these buttons "ALL X: On" can be clicked to quickly toggle all waypoints between visible/hidden. JourneyMap automatically makes a waypoint on player death. These can be deleted like any other and disabled from `Options > Waypoints > uncheck "Create Deathpoints"`

| Button | Waypoint Function |
|---|---|
| Teleport | Teleports the player to the waypoint. Only available if Cheats are enabled / admin. |
| Find | Centers the fullscreen map over the waypoint and exits the Waypoint menu. |
| On/Off | Toggles visibility of the waypoint. On is enabled, Off is hidden. |
| Remove | Deletes the waypoint. There is no undo, so be careful. |
| Edit | Brings up the Waypoint editor. Color, name, co-ordinates and other attributes can be changed. |
| Share | Prints a link in chat for other players to add the shared waypoint to their own Waypoints list. |

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**More information**

Waypoints can also display outside of the map interfaces, either as simple diamond icons, text, and/or beams of light similar to a Beacon. The display options can be customized from the fullscreen map, Options > Waypoint Beacons.

In-Game waypoints can be disabled completely if desired, set to only render within a specific distance from the player, or hide their labels unless looked at to reduce visual clutter. This can be particularly useful when a large number of Waypoints are in use. Only Waypoints set to "Enabled: On" will be visible in-game and on maps.

**Tip:** If cataloging a large number of related waypoints, such as biomes or villages, start each one with the same tag or letters such as "Biome: Canyon" or "Village - Desert NW". This makes sorting and finding a specific waypoint easier later on.

| In-game view of a waypoint. | Manage Waypoints List | Waypoint Editor |
| --- | --- | --- |

## Multiplayer Sharing

Waypoints can be shared with other players, as can the current location or area looked at. Clicking "Share" on a Waypoint from the Manage Waypoints screen prints a special chat message with [SAVE], [EDIT], [Enable/Disable] options. [SAVE] adds that waypoint to the player's Waypoints list. [EDIT] brings up the Waypoint editor, to set custom parameters first. [Enable/Disable] creates a temporary waypoint and does not save it to the Waypoints list.

To share a non-waypoint location, use the "Share Where I Am" keybind under `Esc > Options > Controls` (Default `INSERT`). `Shift (or Control) + INSERT` to share where you are standing. `/sharewhereiam` does the same thing. Thaumcraft Nodes and VisualProspecting Ore Veins can also be shared in chat by hovering the cursor over the icon in fullscreen map mode, and hitting the Share keybind key.

# GTNH Overlays

In addition to the three standard JourneyMap map modes (day, night, and caves), New Horizons has three custom options - Show Ore Veins, Underground Fluids, and TC Nodes.

- Show Server Utilities Claims Overlay marks claimed and chunkloaded chunks.
  - Only available if ServerUtilities is installed.

-  Show GT Ore Veins adds an overlay with icons of all the player's <u>discovered ore deposits</u>.

  - Use an <u>Ore Finder Wand</u>, Prospector's Scanner or touch ores to register a vein.
  - Hover over an ore icon and press DELETE to mark it as depleted. Does not remove the icon.
  - Use <u>NEI's Highlight Mode</u> to search ore veins. Ex. "copper" will highlight any known vein of copper ore.
  - Double-click on an ore icon to mark it as a temporary waypoint. Double-click again to remove.
  - A Prospector's Log can be used give registered Ore Vein data to another player.

-  Show GT Underground Fluids.

- Show TC Nodes overlays circular icons of scanned Thaumcraft nodes and their primary aspect.

  - Use a Thaumometer to register a node.
  - Hover over a node icon and press DELETE to remove it. Scan again to add back.
  - Hover over node icons to see their full list of aspects and type.

## Visual Prospecting Near Spawn

Prior to version 2.5.x, VisualProspecting did not trigger correctly near server spawn. Veins were still there, but no icon was added to JourneyMap in approximately a 200 block radius around chunk (0,0). There were several ways of mitigating the issue.

- If you are the server owner (or are playing on Single Player), you can run the command `/visualprospectingredoservercache` to force VisualProspecting to recache all veins. This is similar to setting `B:recacheVeins=true` in `*instance*/config/visualprospecting.cfg`, which triggers a recache the next time the game is launched. Note that this may take a long time, depending on the size of your world.
- Prospect away from spawn, 200+ blocks away in both in latitude and longitude.
- Use JourneyMap waypoints to record veins found near the spawn.
- In some rare cases no vein is generated at all in a chunk, so (accordingly) no icon is added.

# Customizaton & Configuration

## Keybinds

Keybinds for JourneyMap are available from `ESC > Options... > Controls > JourneyMap`. The "Share" keybind is found in the Share Where I Am section, not with JourneyMap's other keybinds.

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| Action | Default | Description |
|---|---|---|
| Create Waypoint | B | Creates a Waypoint at the current location. |
| Fullscreen Map | J | Brings up the full screen map and buttons. |
| Switch Minimap | \ | (BACKSLASH) Swaps between Minimap Preset 1 and 2. |
| Switch between Day/Night/Caves | [ ] | (RBRACKET / LBRACKET) Cycle between the three options. |
| Zoom In | = | (EQUALS) Increase magnification of the minimap/full screen map. |
| Zoom Out | - | (MINUS) Decrease magnification of the minimap/full screen map. |
| Share Location | INSERT | Place a temporary beacon other players can see for a few seconds wherever you are looking. Observing players must have Rotating Beam or Stationary Beam enabled in their JourneyMap settings. |

## ⊞ Options Menu

The Options menu is JourneyMap's largest collection of controls, allowing precise tweaking of almost any aspect of the mod. Waypoint, beacon, minimap, fullscreen map and general mapping behavior can all be adjusted.



JourneyMap's top level Options.

### MiniMap Presets

MiniMap Presets 1 & 2 are identical sets of options for each of the two independently configurable MiniMaps. What types of information are displayed can be customized here, as well as the option to disable the MiniMaps completely.

| **Option** | **Effect on MiniMap** [Expand] |
|---|---|

### Fullscreen Map

| **Option** | **Effect on Fullscreen Map** [Expand] |
|---|---|

### Web Map

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|---|

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**More information**

Web Map allows the player's JourneyMap to be opened in a separate web browser or web-enabled device. The localhost link is given in chat whenever Web Map is enabled. Requires Google Maps API access to function.

| Option | Effect on Web Map [Expand] |
|--------|----------------------------|

## Waypoints

| Option | Effect on Waypoints [Expand] |
|--------|------------------------------|

## Waypoint Beacons

Beacons only show in the main window, with or without additional labelling. All of these options only apply to non-map (in-game) appearance of waypoints. If both beam options are turned off, waypoints will only be marked by icons and/or text, as specified.

| Option | Effect on Waypoint Beacons [Expand] |
|--------|-------------------------------------|

## Cartography

These options affect performance and overall map appearance. The speed of the latest map render is shown at the bottom of this section.

| Option | Effect on all Maps [Expand] |
|--------|-----------------------------|

## Advanced Options

Most of these options are best left on their default values unless intimately familiar with the workings of JourneyMap. Of interest to general players are disabling of start-up chat messages, number of mobs/per type rendered on maps, and the distance searched for entities to display.

| Option | Effect on JourneyMap [Expand] |
|--------|-------------------------------|

## ⚒ Actions Menu

The actions menu is accessed from the crossed screwdriver and wrench button.

- **Auto-Map** - Map missing (near player) / all (all generated) chunks of the current map layer. Single Player only.
- **Save Map** - Export a full map of the current layer to /screenshots/.
- **Reset VisualProspecting** - DELETES registered ore veins and underground fluids data. Don't do this without good reason.
- **Disable Mapping** - Toggle on/off JourneyMap's automatic mapping.
- **Delete Map...** - DELETES maps for the current or all [dimension]]s. Don't do this without good reason as well.
- **Check for Update** - Goes to a broken CurseForge page.
- **Close** - return to the fullscreen map.



Actions Menu

## ☺ Themes

The Themes button ☺ cycles between installed themes. By default there are only two; purist, the default plain grey that matches vanilla minecraft's GUIs, and Victorian which has larger, round buttons in a gold and dark red scheme. Custom themes (https://web.archive.org/web/201502150703 08/http://journeymap.techbrew.net/help/wiki/UI_Themes) can be made with a custom JSON file using CSS conventions.

## JourneyMap Fairplay

| Feature Comparison | Unlimited | FairPlay |
|:---:|:---:|:---:|
| **Web Map** | ✓ | ✓ |
| **Full Screen Map** | ✓ | ✓ |
| **MiniMap** | ✓ | ✓ |
| **Surface Mapping** | ✓ | ✓ |
| **Cave / Interior Mapping** | ✓ | x |
| **Nether Mapping** | ✓ | x |
| **End Mapping** | ✓ | x |
| **Mob Radar** | ✓ | x |
| **Animal / Pet Radar** | ✓ | ✓ |
| **Villager Radar** | ✓ | ? |
| **Other Player Radar** | ✓ | x |



FairPlay blocking indoor base mapping.

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More information

JourneyMap shipped with the mod serverpack uses the Fairplay version. This prevents players from seeing into caves or interior builds, mapping the Nether/End, and showing other entities such as monsters or players. If you are running a private server, you can remove the Journeymap Fairplay server mod and replace the client side Journeymap with the Unlimited version to enable full functionality.

Use of FairPlay can cause issues with indoor bases, as JourneyMap does not distinguish between player built indoor areas and natural underground generation, blocking out both. It also significantly increases the difficulty of locating Lootgames and Roguelike Dungeons.

### Switching from FairPlay to Unlimited

*IMPORTANT: Do not remove the top level JourneyMap folder. This contains your map and waypoints!*

1. Remove Journeymap .jar file from your server /mods/ directory
2. Remove Journeymap .jar file from your client /mods/ directory
3. Download Journeymap Unlimited 5.2.8 for 1.7.10 (https://modrinth.com/mod/journeymap/version/5.2.8). This is the latest as of January 2025. Click the download button at the top.
4. Place the JourneyMap Unlimited .jar file in your client /mods/ directory

## Data Locations

The player's map image files and waypoints are located here. If transferring or backing up a save, keep these files!

- *your_instance*/journeymap/data/sp/*world_name* for Single Player
- *your_instance*/journeymap/data/mp/*world_name* for Multiplayer/Servers

The 2D and 3D mob icons are located here. Blank icons will be generated for non-vanilla mobs JourneyMap doesn't have an icon for already. These can be replaced with 32x32px PNG files to show properly in-game. A copy of 2D or 3D can be made, customized, and placed in the /icon/ folder for a complete set of custom icons.
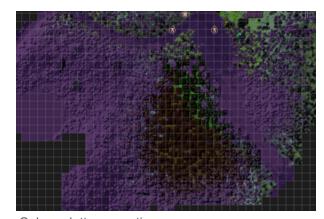
- *your_instance*/journeymap/icon/2D/mod_name/ or *files* for modded mobs
- *your_instance*/journeymap/icon/3D/mod_name/ or *files* for modded mobs

# Known Issues

- Ore Veins don't show up:
  - Make sure the GT Ore Veins overlay is toggled on.
  - If within 200 blocks of spawn, see Visual Prospecting Near Spawn.
- Cannot use Teleport waypoint buttons:
  - Cheats must be enabled. Open to LAN to temporarily enable cheats if single player.

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- Go into the fullscreen map (default J) and click on the Options button (three sliders). Under MiniMap Preset 1 or 2, ensure "Enable MiniMap" is checked. CTRL or Command+(default J) also toggles MiniMap visibility.

- MiniMap keybind toggle show/hide doesn't work

  - Check there are no keybind conflicts for the key/combo assigned to JM. This will prevent it from working correctly.

- Missing Veins/Fluids on Ross128b

  - visualprospecting does not display accurate results except for the top ore in white. There are no secondary ores nor fluids on Ross128b, despite what it says.

- Indoor portions of the map are black and don't map:

  - JourneyMap Fairplay is installed. See the JourneyMap Fairplay section on how to remove it and install Unlimited instead for full functionality in Single Player / private servers. For multiplayer the server admin must switch versions.

- Missing Maps/Waypoints after restoring a backup:

  - JourneyMap correlates map files and worlds using the /*world_name*/ of the folder inside `/journeymap/data/(` `/sp/` `or` `/mp/)`. Change the world name under /saves/ or /data/ to match each other.

- Missing Maps/Waypoints after updating a server:

  - Server uuid identity has changed due to /config/journeymapserver/ folder being deleted server-side. JourneyMap will make a new folder in `/journeymap/data/mp/` with a long string of alpha-numeric characters and dashes. Put the old files from the previous Minecraft Server folder into the new one client-side to restore data. Retain the /journeymapserver/ folder when updating the server to prevent this issue.

- Incorrect or missing colors on the map:

  - Color palettes haven't compiled correctly or corrupted. Exit the game, find `/your_instance/journeymap/` and delete `colorpalette.html` and `colorpalette.json`. Relaunch to rebuild the color palettes. Use JourneyMap's Actions > Auto-Map > All to rebuild existing maps.



Color palette corruption

# External Links

- JourneyMap Documentation 5.7.1 (https://teamjm.g ithub.io/journeymap-docs/5.7.1/)
- Wayback Machine - JourneyMap Editions (https://web.archive.org/web/20150208032803/http://jou rneymap.techbrew.net/help/editions/)
- Wayback Machine - JourneyMap Wiki (https://web.archive.org/web/20150209041725/http://journe ymap.techbrew.net/help/wiki/Getting_Started)

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## GT New Horizons

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