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AutoMap not dead

March 15, 2013

I've thought about it some more and decided that I can still make AutoMap work with MC 1.5. I **can** get the data I need out of Minecraft in order to properly use Minecraft's new texture files. This is a medium-large task and I can't say when I will finish it.

It **may** also enable me to add custom block support to AutoMap. If so, it will be a simple manual process requiring you to know each block's ID and have a single .png file containing the block texture. The same should apply to custom items as well (not just blocks).

Minecraft's new texture code has broken AutoMap for ~~the foreseeable future~~ a while

March 14, 2013

Minecraft has completely re-done the way block and item textures work internally. It is simply not worth my time to make AutoMap properly compatible with Minecraft 1.5. I will not be updating AutoMap again until Mojang actually releases the modding API that should have been released a year and a half ago.

Just so you all know, if and when the API is released and AutoMap is updated, it might be very different (i.e. AutoMap might not work with internet servers). I apologize for the inconvenience this causes.

UPDATE: See March 15 post.

AutoMap 0.7.6.6 Released

Jan 12, 2013

Updated to work with Minecraft 1.4.7.

If you do not know how to update AutoMap, see the AM Update Guide.

AutoMap 0.7.6.5 Released

November 22, 2012

Updated to work with Minecraft 1.4.5. Fixed rendering of chests on the map.

If you do not know how to update AutoMap, see the AM Update Guide.

Support this Minecraft API Proposal

November 4, 2012

As I have mentioned before, Mojang is working on an official API for plugins. I created a proposal in their API proposal system which covers the necessary client-side API features for a minimap plugin like AutoMap.

https://mojang.atlassian.net/browse/MCAPI-236

Upvotes and positive comments on the API proposal would be much appreciated. It may go a long way toward getting them to implement the needed functionality.

If the features in my proposal do NOT make it into the API, I will basically have two choices:

1. Continue updating AutoMap as a client-side modification. This is a lot of work for me, particularly when features get broken. This happens on a regular basis and I would love to be able to stop spending time on it.
2. Rewrite the Java portion of AutoMap to be a server plugin using their server-side API. This would reduce my workload but it would also mean that AutoMap would not work on multiplayer servers that aren't run by you on your own LAN.

There is also some uncertainty about whether or not Mojang will even implement a client-side API in the first place. That idea seems silly to me. If the official Minecraft API only suppored server-side plugins, it would be little more than a glorified Bukkit rewrite. If **that** is all we get, then Mojang will have grossly overpaid its API team. I have more faith in them than that.

I intend to update AutoMap for MC 1.4.3 soon after it is officially released.

AutoMap 0.7.6.4 Released

September 1, 2012

Updated to work with Minecraft 1.3.2.

Notice: It is likely that Minecraft 1.4 or 1.5 will include the official modding API. AutoMap will be updated to use this, and for technical reasons it will likely mean that AutoMap will no longer work on internet multiplayer servers.

If you do not know how to update AutoMap, see the AM Update Guide.

AutoMap 0.7.6.3 Released

August 3, 2012

Updated to work with Minecraft 1.3.1. This update broke several things which will probably not be fixed until I can use the official modding API (which is not yet released).

Fixed since last version:

- Experimental block lighting is working again (more or less)

Known issues:

- Single player mode is not detected properly anymore.
- Power toys (teleport, explode) are somewhat broken.

If you do not know how to update AutoMap, see the AM Update Guide.

AutoMap 0.7.6.2 Released

May 10, 2012

Note: For a few minutes, I had the previous version up under the new version's name. This has been fixed.

- Improved AutoMap's memory usage practices. AutoMap is now **much less likely to crash** with an "OutOfMemoryException" error.
- Added a button to the options window to force the .NET runtime to immediately run garbage collection. There is no reason to push it, honestly.

If you do not know how to update AutoMap, see the AM Update Guide.

AutoMap 0.7.6.1 Released

April 3, 2012

Updated for Minecraft 1.2.5!

- I now use Minecraft Coder Pack to help maintain the Minecraft Plugin, so some new bugs may arise. If you don't report them, I won't know about them!
- The AutoMap client still shows version number 0.7.6.0.

Notice: Since version 0.7.5.0, AutoMap installs itself to the .minecraft/mods/mod_automap/ directory and does not insert code directly into minecraft.jar.

If you do not know how to update AutoMap, see the AM Update Guide.

AutoMap 0.7.6.0 Released

March 4, 2012

Updated for Minecraft 1.2.3!

Changes

- Supports the new redstone lamps and world height. You may need to increase the Outdoor Draw Depth setting in order to produce a satisfactory map from very high elevations.
- Added a "Liquid transparency" setting which makes water non-transparent by default (greatly improving performance near large bodies of water). If you want to be able to see through water again like in previous versions of AutoMap, change this setting.
- Added a mechanism which server administrators can use to block any or all of the following features from being used on their servers:
  - Ore Detection
  - Indoors/Cave Mapping
  - Player Detection (hides other players)
  - Hostile NPC Detection
  - Passive NPC Detection
  - Neutral NPC Detection
  - Item Detection
  - Power Toys

  By default, no features are blocked. If you would like to block AutoMap features on your server, contact me for instructions.

Known Issues

- Due to the change in world save format, the ability to generate a full-world static map is currently unavailable. You can still "stream" a static map directly out of the game client just by exploring.
- AutoMap has always had a small chance of making Minecraft crash (particularly in Singleplayer mode) when it requests large amounts of chunk data. Now, with chunks being twice as large, it may happen more often. If it becomes a problem, try lowering your Realtime Map Max Width setting, and please report your experience in the AutoMap discussion thread.

Notice: Since version 0.7.5.0, AutoMap installs itself to the .minecraft/mods/mod_automap/ directory instead of inserting code directly into minecraft.jar.

If you do not know how to update AutoMap, see the AM Update Guide.

AutoMap 0.7.5.1 Released

January 17, 2012

Updated for Minecraft 1.1!

Notice: Since version 0.7.5.0, AutoMap installs itself to the .minecraft/mods/mod_automap/ directory instead of inserting code directly into minecraft.jar.

If you do not know how to update AutoMap, see the AM Update Guide.

AutoMap keeps telling you to install the mod/patch?

November 24, 2011

I messed up the installer this time around and it extracted terrain.png and items.png just outside (as opposed to inside) the automap folder. To fix this, you can manually move terrain.png and items.png into your automap folder, or you can download AutoMap again and use the patcher included there. I have fixed the zip files.

This seems like a good opportunity to remind everyone: You can use custom Minecraft textures (even HD ones) in AutoMap just by copying their terrain.png and items.png files into the AutoMap folder!

AutoMap 0.7.5.0 Released

November 23, 2011

Updated for Minecraft 1.0.0!

AutoMap now installs itself to the .minecraft/mods/mod_automap/ directory instead of inserting code directly into minecraft.jar.

AutoMap is compatible with Minecraft 1.0.0

If you do not know how to update AutoMap, see the AM Update Guide.

AutoMap 0.7.4.0 Released

November 5, 2011

Eliminated the stuttering every few seconds. AutoMap runs smoothly once again!

AutoMap is compatible with Minecraft Beta 1.8.1

If you do not know how to update AutoMap, see the AM Update Guide.

AutoMap 0.7.3.4 Released

November 5, 2011

Smoothed out player movement on the map.

AutoMap is compatible with Minecraft Beta 1.8.1

If you do not know how to update AutoMap, see the AM Update Guide.

AutoMap 0.7.3.3 Released

September 19, 2011

Fixed the bug that was causing Automap to fail in SMP. A side effect is that the static map and waypoint naming may now be different for some worlds. If you like, you can rename the old files to continue using your old waypoint list and static map.

If you do not know how to update AutoMap, see the AM Update Guide.

If you are having difficulties with AutoMap in SMP...

September 17, 2011

This affects only version 0.7.3.2.

It has recently come to my attention that folks are seeing a flickery gray screen instead of a map when they are on SMP. I won't get into the sticky details here, but I must wait for Minecraft Coder Pack to be updated for 1.8.1 before I can figure out a permanent fix. Here is a temporary fix in case you are experiencing the gray screen issue:

Go to your .minecraft folder and open options.txt. Add this line:

lastServer:anything

AutoMap 0.7.3.2 Released

September 16, 2011

Updated for Minecraft Beta 1.8.1!

- Fixed a bug where 2nd generation static maps that are wider than they are tall would not draw the right side of the map.
- Improved 2nd generation map loading speed.

If you do not know how to update AutoMap, see the AM Update Guide.

AutoMap 0.7.3.1 Released

July 16, 2011

- Fixed 3rd generation static map not clearing the old cache when a new world is loaded in Minecraft.

Compatible with Minecraft Beta 1.7.3.
If you do not know how to update AutoMap, see the AM Update Guide.

AutoMap 0.7.3.0 Released

July 16, 2011

- Includes the 3rd generation of the static map.
  - Greatly improved speed and reliability and lowered memory and disk usage.
  - Constant 16.5 Mb file size per map.
  - Displays an area up to 32768 x 32768 blocks.
  - Does not cache or store a full detail map. To regain this functionality, you may choose to use the 2nd generation static map in the options, but you will not experience the the speed and reliability improvements of the new version.
- Static maps and waypoints are now stored in a subdirectory called Map Data. Existing files are automatically moved into this directory as AutoMap accesses them.
- 2nd generation maps cannot be converted into 3rd generation maps (sorry!). 3rd generation maps are named with the suffix "_amsm_v3" to avoid naming conflicts.

Compatible with Minecraft Beta 1.7.3.
If you do not know how to update AutoMap, see the AM Update Guide.

AutoMap 0.7.2.3 Released

July 9, 2011

- Fixed a crash bug that could occur when unloading and reloading a world in MC.
- Fixed teleportation (MC 1.7.3 changed the name of the teleport function, so the wrong one was being called!)

Compatible with Minecraft Beta 1.7.3.
If you do not know how to update AutoMap, see the AM Update Guide.

AutoMap 0.7.2.2 Released

July 9, 2011

- Greatly improved performance on systems with fewer cores.
- "Fixed" the graphic for extended pistons. This will be improved later, but it no longer displays as a blue block.
- Doubled the distance the player must move in order for AM to think you have teleported. The "X seconds until refresh" message should not appear quite so often due to lag or high speed travel.

Compatible with Minecraft Beta 1.7.3.
If you do not know how to update AutoMap, see the AM Update Guide.

AutoMap 0.7.2.1 Released

July 1, 2011

- Added sticky and normal pistons. They should appear on the map, but this is untested.
- Changed PatchMinecraft.bat to no longer delete files from META-INF as it was lately corrupting the jarfile. This step must now be done manually (though I expect most people were doing it manually already!). PatchMinecraft.bat now has only 3 patching steps, down from 4 steps.

Compatible with Minecraft Beta 1.7.2.
If you do not know how to update AutoMap, see the AM Update Guide.

AutoMap 0.7.2.0 Released

June 24, 2011

WTF! MORE HAX!

- Added Click-to-Explode feature. Click your mouse wheel on a block (in AutoMap) to set off an explosion there.
  - Fine control over the size of the explosion, from "Leaf Blower" (0) to "Curse Network" (100).
  - All client-side (so it only really works in singleplayer).
  - The AutoMap developers are not responsible for loss of life, limb, or any other undesirable effects related to the use of this feature.
- Power Toys.
  - Includes the new Explode and Teleport features. (I am open to suggestions for new power toys!)
  - A dedicated tab in the options.
  - Each power toy has a custom mouse cursor so you know at a glance which one is active.
  - Power Toys are off by default.
- Added a checkbox to display all coordinates in Minecraft style X,Y,Z just like you see on Minecraft's F3 debug page. On by default.
- Teleportation now places you only slightly higher than the block you click on. This should make it easier to teleport in tight spaces.
- Added a button to the waypoint editor to teleport you directly to the selected waypoint. This is still subject to the anti-hack code in Multiplayer.

Compatible with Minecraft Beta 1.6.6.
If you do not know how to update AutoMap, see the AM Update Guide.

AutoMap 0.7.1.0 Released

June 19, 2011

WTF! HAX!

- Added Click-to-Teleport feature. Click your mouse wheel on a block (in AutoMap) to teleport your character to it.
  - It works on some SMP servers, with some gotchas. Nearly all SMP servers have cheat-protection enabled, which kicks and tattles on you if you move more than [10 blocks]? per second. As such, there is an Auto-Detection Protection setting in the options (on by default) which tries to prevent you from exceeding this limit via teleportation when you are playing SMP. Lag may cause this protection to fail,

and this protection may not be adequate on servers with 3rd party anticheat plugins. Important: If you try to teleport and the teleport is reverted by the server, then the server's console will tattle on you by outputting: [WARNING] YourName moved wrongly! Many servers will do this even when you are not trying to teleport through any walls.
    - Note: If you click outside the dynamic map's boundaries, or anywhere else where an elevation cannot be determined automatically, you will be teleported to the specified location and your altitude will be increased 1 block above your current altitude.
    - You can move the camera via the hotkeys in the options before teleporting somewhere to make it easier. (Default keys: '-','+','0', arrow keys, 'F')
    - The AutoMap developers are not responsible for loss of life, limb, or any other undesirable effects related to the use of this feature.
- AM now remembers if it was maximized or not when it was closed.
- Changed default static map bit depth to 24 bpp (will not affect your current setting, if you have one).
- Various bugfixes.

AutoMap 0.7.1.0 is compatible with Minecraft Beta 1.6.6.
If you do not know how to update AutoMap, see the AM Update Guide.

AutoMap 0.7.0.0 Released

June 18, 2011

AutoMap 0.7.0.0 is compatible with Minecraft Beta 1.6.6.

- AutoMap now saves the static map in uncompressed TGA files instead of PNG files. Memory usage is lower and AutoMap should crash a lot less for people who explore long distances.
- This release includes StaticMapConverter.exe which you can run in your AutoMap folder to convert all your existing maps to the new format.
- The static map file is now many, many times larger because it is necessary to store it in uncompressed format so it can have individual chunks written to it. If you want to send your static map to a friend, compress it first using 7-zip or a similar tool to dramatically decrease the file size.
- The static map image no longer depends on a [worldName]origin.txt file. This data is now stored in the image file itself.
- Added the option to choose the color depth of the static map files. This option only affects static map files created after the option is set.
    - There are 3 choices: 16 bpp, 24 bpp, and 32 bpp.
    - 16 bpp has low color quality, but has the smallest filesize and the quickest loading.
    - 24 bpp has full color quality, is 50% larger than a 16bpp map, and takes longer to load. For compatibility reasons, this option colors unexplored areas gray instead of transparent.
    - 32 bpp has full color quality, is 100% larger than a 16bpp map, and takes the most time to load. The only advantage over 24 bpp is that 32 bpp mode will color unexplored areas transparent. You cannot tell the difference unless you open the map file in another program.
    - The default is 16bpp.

If you do not know how to update AutoMap, see the AM Update Guide.

AutoMap 0.6.2.0 Released

June 11, 2011

AutoMap 0.6.2.0 is compatible with Minecraft Beta 1.6.6.

- AutoMap no longer has to be started after Minecraft. AM now handles its connection automatically (in the background!) and will even reconnect on its own if you close and re-open Minecraft.
- Added a "Custom Ores" list. Any block IDs you add to this list will act like ores when Mineral Detection is on.
- Added a "Mark Blocks" list. Any block IDs you add to this list will be colored red. See Minecraft Wiki for block IDs.
- Rewrote the "Live Map Rendering Tweaks" options. It now has a 4th option, and the tooltips are improved.
- Modified patchminecraft.bat so it now explains what is going on and requires several more keypresses to finish.

If you do not know how to update AutoMap, see the AM Update Guide.

AutoMap 0.6.1.2 Released

May 31, 2011

AutoMap 0.6.1.2 is compatible with Minecraft Beta 1.6.6. It should now fully support the new blocks and the ones added in 1.5. No other changes were made.

If you do not know how to update AutoMap, see the AM Update Guide.

AutoMap 0.6.1.1 Released

April 19, 2011

AutoMap 0.6.1.1 is compatible with Minecraft Beta 1.5. No other changes were made.

Because ModLoader has not been updated yet at the time of this writing, this build includes an optional set of files that will allow you to run AutoMap without ModLoader. If you want to run AutoMap without ModLoader, simply copy the 3 files from "use_if_no_modloader" into "automap_patch", then run PatchMinecraft.

If you do not know how to update AutoMap, see the AM Update Guide.

AutoMap 0.6.1.0 Released

April 18, 2011

AutoMap 0.6.1.0 is compatible with Minecraft Beta 1.4_01. (Not compatible with the upcoming Minecraft Beta 1.5)

- Added support for block metadata which made possible the following features:
- Cloth color and redstone wire activity is now shown in AutoMap. More metadata features to come in future updates.
- Added an alternate lighting mode: "Match Minecraft's block lighting" (Experimental)
  You may find it necessary to Reset the Realtime Map (default key: X) when the world cycles between day and night in order to refresh all lighting information.
- Added "Danger Level" feature which paints blocks red if they are at or below a certain light threshold. If you set the "Danger Level" number to 7, this feature will highlight blocks dark enough for monsters to spawn.

If you do not know how to update AutoMap, see the AM Update Guide.

AutoMap 0.6.0.2 Released

April 18, 2011

AutoMap 0.6.0.2 is compatible with Minecraft Beta 1.4_01.

- The Nether now correctly gets its own map and waypoint files again. Nether detection was broken since the MC Beta 1.4_01 update.
- SMP worlds no longer share map and waypoint files! They are now named based on the address you connected to.

If you do not know how to update AutoMap, see the AM Update Guide.

AutoMap 0.6.0.1 Released

April 17, 2011

AutoMap 0.6.0.1 is compatible with Minecraft Beta 1.4_01.

- Fixed the ability to load a full SMP static map from its world files (if you have them available) from the button in the options window. Also, the folder browser dialog now is no longer restricted to browsing your application data folder.

If you do not know how to update AutoMap, see the AM Update Guide.

AutoMap 0.6.0.0 Released

April 16, 2011

AutoMap 0.6.0.0 is compatible with Minecraft Beta 1.4_01.

- Ore Height relative to yourself can now be shown in the form of a colored bar on each ore block. When this feature is enabled, a red or blue bar will indicate the direction and distance to the ore (red indicates that the ore is below you, while blue indicates that it is above). If no red or blue bar is visible, then the ore is at your head level. **This feature is on by default.**
- As requested, you may now generate a full static map for the world you currently have loaded by navigating to the "region" directory where the world files are kept. (See the options menu!) This should allow a full map of SMP servers to be generated on demand if you have access to the SMP world files for the server you are connected to. Size restrictions still apply - very large static maps will cause AutoMap to crash.
- AutoMap now checks for updates automatically when it starts and will inform you if an update is available. This feature can be turned off. Updates must still be downloaded and installed manually.
- A few of the default settings were changed so that you are less likely to hide the dynamic map by accident.
- Automap once again correctly detects when the loaded Minecraft world changes.
- The item name filter setting now saves correctly to the settings file.
- The item name filter is now called the item label filter, and causes item labels for particular items to not be drawn. Previously, it only hid the name of the item, but could still draw its quantity and elevation.

If you do not know how to update AutoMap, see the AM Update Guide. If you are currently using AutoMap 0.5.0.7 (and it works), you do not need to update or reinstall ModLoader.

AutoMap 0.5.0.7 Released

March 31, 2011

Important! With AutoMap 0.5.0.7, ModLoader is OPTIONAL because ModLoader has not been updated yet at the time of this posting. Therefore I cannot guarantee that it will work when ModLoader is updated. HOWEVER: I have built a workaround for you guys so you don't have to wait for a compatible ModLoader. This release includes a folder called "use_if_no_modloader". If you want to use AutoMap without ModLoader, then copy the 3 files found within and paste them in the automap_patch folder. Then, run PatchMinecraft (make sure Minecraft is not running when you do this). When you decide to install ModLoader, get a fresh minecraft.jar first!

- Compatible with Minecraft Beta 1.4
- ModLoader is optional to use this release. See above.

If you do not know how to update AutoMap, see the AM Update Guide. Also, read this entire post because this release is a bit different from usual.

AutoMap 0.5.0.6 Released

March 26, 2011

Please note that AutoMap 0.5.0.6 requires ModLoader v5 to be installed in minecraft.jar.

- AutoMap now correctly handles items.png of nonstandard sizes, such as from HD texture packs. HD Texture packs should now be fully supported. **NOTE:** Many texture packs have removed the water and lava graphics from the bottom right corner of terrain.png. If your textures have done this, water and lava will be invisible in AutoMap!
- You can now hide specific item names so your map is not overflowing with green spam. See the bottom of the Realtime Map options.
- Paintings now appear on the map as painting icons instead of as hostile NPCs. Paintings can be hidden in the Realtime Map options.
- Fixed black lines that could appear on the streaming static map in multiplayer.
- Centered the text that appears when generating the static map for the first time in single player.

If you do not know how to update AutoMap, see the AM Update Guide.

AutoMap 0.5.0.5 Released

March 19, 2011

No features changed, except that AutoMap now requires ModLoader v5. If you still need to use v4, you can download MinecraftAM 0.5.0.4 from below, which still uses ModLoader v4.

The update to 0.5.0.5 is on the downloads page. If you do not know how to update AutoMap, see the AM Update Guide.

AutoMap 0.5.0.4 Release Candidate

March 12, 2011

I partially redesigned the network code that AutoMap uses to communicate with Minecraft to make it simpler and more efficient. This update should have little or no noticeable effect if upgrading from 0.5.0.3 to 0.5.0.4. Its purpose was to make the network code easier to maintain and easier to use in other projects.

I have not received any reports of problems specific to the new 0.5.0.x

versions, so unless this change breaks something for someone, it will be the last release candidate before 0.4.2.1 is replaced for good. Get the update here: Minecraft AutoMap 0.5.0.4 Release Candidate

To install, download the file above and then start with step 2 of: AM Update Guide

MMPlugin 0.4.3 (Bukkit plugin) updated for the latest CraftBukkit build as of this morning.

March 12, 2011

Available on the Downloads page.

AutoMap 0.5.0.3 release candidate is posted.

March 2, 2011

~~Minecraft AutoMap 0.5.0.3 Release Candidate~~ Requires ModLoader v4 (v5 will not work)

AutoMap 0.5 will replace 0.4 when the next Minecraft patch is released.

Changes:

- Fixed a bug where all Nether worlds in SMP were getting saved to the same file.
- Improved performance of static map updates.
- Added some options to let you enable or disable the Streaming Static Map feature.

Manual static maps are no longer supported in Multiplayer.

February 28, 2011

- ~~Pre-release Version 0.5.0.2 is at the bottom of the post below this~~
- Fixed world detection so the Nether should now work as expected.
- Manual static maps are no longer supported in Multiplayer. The ability to disable the Static Map altogether is coming in the next few days.

Calling for testers for a massive AutoMap update. (0.5.0.3)

February 27, 2011, Updated February 28, 2011

Ceii (the other developer) got super-motivated the other day and helped me churn out a replacement for Minecraft Topographical Survey (the progam we embedded to build static maps in previous versions). So, I spent the last 3 days working on AutoMap, and this is the result.

Streaming Static Map

- The static world map works again and looks better than ever.
- If no map image exists, it creates one from the data in Minecraft's new region files (singleplayer worlds only).

- From that point on, the static map is "streamed" so to speak, in that you can expore the world and the static map updates itself!
- The static map streaming works in multiplayer **only if the "Map file to use in SMP" option is empty**.
- Static map works in the Nether. This part needs more testing (specifically, starting the game inside the nether, entering and exiting the nether rapidly).
- There is an option that lets you change the update interval for the static map. Each update causes a short pause, so a high interval may be desired. Default: 30 seconds. This interval option simply changes how often the static map is updated on the screen and saved to disk.

More stuff appears on the map! Things like:

- Items (milk buckets, pickaxes, dirt blocks, etc)
- Falling sand
- Arrows (in flight and otherwise)
- Snowballs (same as above)
- Fireballs (fired by Ghasts)
- ... Ghasts ... That's right. They didn't appear on the map before. Apparently neither did Slimes. I still can't confirm that Slimes appear ...

Revamped Options Window

- Now uses a tab-based interface to keep it from growing larger than your screen.

Misc

- Added a button in the options to re-parse the Minecraft save files to update the static map. You may never need to click this, but it is there if you need it.
- Mostly removed MTS (the old static map program) from the distribution. Little bits of code were kept, as was the BlockColors.xml file.
- Added an NPC filter option to allow you to hide certain NPCs by name.
- Changed some default options, including the Realtime Map Max Width and Min Width (now 254 and 160, up from 240 and 40). This will not affect you if you already have a settings file. The reason behind this is because the Streaming Static Map only gets updated over chunks where the Realtime Map has been. Bigger realtime map = more complete static map.

Known Issues

- Fireballs shot by Ghasts are shown as though they are hostile NPCs with the name "Unknown_om" where "om" is the name of the java class which all entities extend from. Thrown eggs might be the same way. If you have hostile NPCs hidden, you will probably see neither. This may or may not change, depending on what I find in the Minecraft code.

Download Link

Please help out by testing this thoroughly and reporting your experience on the forum or via email. If you have not used AutoMap before, this is not the recommended download. Please mention the version you are using when you report your experiences.

~~Minecraft AutoMap 0.5.0.0 Pre-Release Test~~
~~Minecraft AutoMap 0.5.0.1 Pre-Release Test~~
~~Minecraft AutoMap 0.5.0.2 Pre-Release Test~~
~~Minecraft AutoMap 0.5.0.3 Release Candidate~~

0.5.0.1 changes: Lots of bug fixes.
0.5.0.2 changes: Lots of bug fixes. Removed the old manual multiplayer static map support. 0.5.0.3 changes: Fixed a bug where all Nether worlds in SMP were getting saved to the same file.
Improved performance of static map updates.
Added some options to let you enable or disable the Streaming Static Map feature.

Updated AutoMap Installation Guide. Added AutoMap Update Guide.

February 26, 2011

- See the links on the left, if you are interested.

AutoMap 0.4.2.1r2 (Release 2) Compatible with Minecraft 1.3_01

February 23, 2011

- Compatible with Minecraft Beta 1.3_01.
- You may now rename your singleplayer worlds to your heart's content using Minecraft's new rename feature without causing trouble for Automap. Waypoint save files are no longer include your world name if you have customized it - they are named after the folder that your world resides in, such as World1. (so the waypoint files are called "World1Waypoints.txt" instead of "My World NameWaypoints.txt")
- SMP waypoints are now back under the correct file name (SMPWaypoints.txt).
- The static background map is still unable to update itself. I must wait for Minecraft Topographical Survey to be updated before this can be fixed.
- Don't forget to update ModLoader!

AutoMap 0.4.2.1 Released

February 22, 2011

- Compatible with Minecraft Beta 1.3. Sort of. If you rename your singleplayer worlds, waypoints will not work and you will see an unrelated popup message about the static map chunk cache. I don't know what happens if you try to use Automap in SMP. Fixes for these issues will have to wait until I have more time :)
- I noticed redstone wire graphics changed location in the terrain.png at some point (probably in 1.3) and the texture is now colorless - so the redstone wire graphic is now drawn by Automap with a red tint much like grass and leaves have been drawn with a green tint since biomes were released.
- Added some basic boundary checking to the feature that makes Automap remember where it was last positioned. I had received a report that the program saved its position at -32000, -32000 somehow and this should prevent that.
- It is untested, but the new blocks should appear on the map. I'm not sure how beds will appear but they should at least be visible.

- The source code download remains at 0.4.2.0 because this patch took far longer than expected and I ran out of time today.

AutoMap 0.4.2.0 Released

February 17, 2011

- Added optional lines near the player which point toward your waypoints. The color of each line matches the color of the waypoint it is pointing at. These are on by default.

- Automap should now remember its size, position, zoom level, and always on top/borderless state. To close Automap while it is in borderless state, right click MinecraftAM on the Windows taskbar.
- Fixed a bug that caused Waypoints to fail to load on systems that represent decimal numbers with commas (For example: 1/4 = 0,25). These decimal numbers are now read and written to disk by Automap with periods regardless of the system's default preference.
- The "Move to Me" button in the waypoint editor now update the waypoint's position too instead of just updating the coordinate input boxes.

AutoMap 0.4.1.0 Released - new Waypoint Editor

February 8, 2011

- Added Waypoint Editor for adding, editing, and removing waypoints! To access the editor, open the options window by selecting AutoMap and pressing 'o', and find the Waypoint Editor button in the bottom right.
- Waypoints can now be assigned custom colors (in the editor). The color format is R,G,B,A, where each value is an integer between 0 and 255 (R = Red, G = Green, B = Blue, A = Alpha Transparency). For example, 0,255,0,255 would be a fully visible, bright green.
- Waypoints should now be saved when Automap detects that the loaded world has changed. Previously, waypoints could be lost if Automap was running when the world changed.

AutoMap 0.4.0.1 Released - Waypoint loading fixed!

February 6, 2011

Waypoints should now load correctly in Multiplayer (they should no longer get wiped out or replaced with your previous world's waypoints).

AutoMap 0.4.0.0 Released!

February 5, 2011

See all the new options by selecting the AutoMap Window and pressing 'o'. The newest options are at the bottom of the window.

Waypoints

- Select the AutoMap window and press 'J' (default) to place a waypoint at your player's current position. You will be prompted for a waypoint name.
- 'K' (default) shows/hides all Waypoints.
- To move a waypoint, simply add a new one at the desired location and name it exactly the same as the one you want to move. The old one will disappear.
- To remove waypoints, close AutoMap and edit (or delete) the Waypoints.txt file named after the desired world. (Multiplayer waypoints go in SMPWaypoints.txt). The format of this file is simple, and allows you to manually add, modify, and remove waypoints. Open AutoMap again to load the modified file.

Creeper Proximity Alerts & Improved NPC filtering

- In the options window, you can change the radius around you which will be scanned for Creepers. A short rattling sound will play every 5 seconds if a Creeper is in this radius. (set = 0 to disable Creeper alerts)
- You can now hide distant NPCs via a check box in the options window.
- NPC arrows now appear slightly smaller.

AutoMap 0.3.9.1 Released!

February 3, 2011

- If you have not already updated to 0.3.9.0, please read the description of that release - a lot has changed.
- Automap now distinguishes between players and NPCs.
- Hostile NPCs are now shown in red. Passive NPCs are shown in blue.
- Hostile and Passive NPCs can be toggled on or off individually in the options window or via hotkey (defaults: N, B).
- ---
- A fix has been found for the issue in which Automap is unable to connect to the Minecraft client, or is otherwise unable to receive data. AutoMap's Java code inside Minecraft tries to create a log file called AutoMapServer.log in the same place that Minecraft.exe is located. If it does not have write permissions, it will be unable to write this log. In the past, this caused an error that stopped Automap's loading sequence early. I have isolated the logging initialization from the rest of the startup routine so that this error no longer breaks the entire mod. In a future update, I will try to move the logging location to the %appdata%/.minecraft folder in the hopes that it will be able to be written there.

AutoMap 0.3.9.0 Released!

February 2, 2011

- Important! Please read this entire list.
- In order to install this update, you must get a **fresh minecraft.jar**.
- AutoMap now requires **Risugami's ModLoader** to be installed (found HERE)
- AutoMap **still patches Minecraft automatically** when you run it for the first time. However, the patching process no longer makes minecraft.jar unmodifiable by other programs. NOTE: This *does not* install ModLoader for you.
- AutoMap should no longer conflict with *any* other mods! The exception to this is of course if your desired mod conflicts with ModLoader!
- This update is optional at this time - however, future AutoMap releases will require ModLoader.

AutoMap 0.3.8.0 shows NPCs!

February 1, 2011

- Warning: If you downloaded AutoMap 0.3.8.0 prior to 7:28 PM Pacific time (3:28am Wednesday GMT), you will need to download AutoMap again, extract it over your old 0.3.8.0, and run PatchMinecraft.exe again. Make sure that minecraft is not running and that the jar file is not open in any program or the patch will fail. If you use the old 0.3.8.0, Minecraft will log hundreds of megabytes of spam into the AutoMapServer.log file located wherever your Minecraft.exe is. Please accept my apologies for this.
- AutoMap now shows NPCs! Please give feedback on this feature in the Automap discussion thread linked in the menu on the left.
- This update is optional - 0.3.7.5 still works with the existing Minecraft release and will be available on the download page as long as this is the case.
- There are currently NO options regarding the display of NPCs. This will come later.
- Please note that even during the day, you are likely to see plenty of monsters (underground monsters).

Minecraft Map (Java) client 0.3.2 released.

January 22, 2011

- Added redAlertSpeed and orangeAlertSpeed settings to the settings file.
- Players moving faster than one of these alert speeds will have their names turn that color on the map.
- If the value of redAlertSpeed is lower than orangeAlertSpeed, then names will never turn orange as a result of traveling over orangeAlertSpeed.

Minecraft Map (Java) client 0.3.1 released.

January 22, 2011

- Changed default player name color from red to white to accomodate the new speedometer.
- Added optional speedometer which displays each player's speed as a percentage of normal running speed. If a player's speed goes above 100% (happens a lot due to server lag), the player's name is drawn in orange. If the speed goes above 140% (much less common, at least when I tested), the name is drawn in red. If you do not like the speedometer, you can turn it off by opening the settings file and changing the line "bCalculateSpeed=true" to "bCalculateSpeed=false". The speedometer ignores vertical distance traveled.
- Note: Boats, minecarts, explosions, liquids, face-sand from the nether, etc, will not affect the "normal running speed" used when calculating speed. The speed shown by the speedometer is relative to normal running speed as I measured it on a local server.
- Note: The speedometer currently only works accurately with the default player list update frequency.
- Note: Since player speed is calculated only by the map client, internet lag and jitter may have adverse effects on the reported speed of players.
- Added updateFrequency option to the settings file. This option specifies the number of ms between player list updates. (lower values = higher bandwidth). If you enter a value lower than 200ms, it is automatically increased to 200ms. You may enter any integer value higher than 200ms if you would like the map to update more slowly.

MMPlugin 0.4.2 for Bukkit released.

January 22, 2011

- Updated to work with a recent dev snapshot from this morning.
- This working bukkit build is included inside the source code zip.

AutoMap 0.3.7.5 updated for today's Minecraft patch.

January 21, 2011

No class or field names changed, so I just spent 5 minutes and built a new patcher.

MMPlugin 0.4.1 for Bukkit released.

January 15, 2011

- Updated to work with a recent dev snapshot. (this build of Bukkit is included in the source code zip)
- The /maphide command is fully implemented. No player whos name matches a name on the hidden players list will have their information sent to the map client in player list updates.
-
  - Available to admins and superadmins only (as specified in mmCfg.txt)
  - Command syntax is exactly like the other player list commands, /mapadmin, /mapsuperadmin, and /mapvip
  - /maphide : simply lists the players on the hidden players list
  - /maphide name : adds the specified name to the hidden players list

- /maphide - name : removes the specified name from the hidden players list

AutoMap 0.3.7.5 released.

January 13, 2011

- The new blocks, "Lapis Lazuli Ore" "Lapis Lazuli Block" "Dispenser" "Sandstone" and "Note Block" should now appear inside the game.
- Lapis Lazuli Ore is now affected by mineral detection.
- Colored wool will all appear on the map as though it was normal wool. Colored wool blocks have the same block ID as normal wool, so I do not know how to determine the wool's color.
- The character range for the internal font has been increased due to invalid characters in player names crashing the program.
- Updated the patcher to apply changes to the eu.class found in today's Minecraft update.
- Updated the Java code portion of the mod (that which is inserted into minecraft.jar) to match the naming changes: ei became eu, dd became dn, etc.

MM Bukkit plugin 0.4.0 Released.

January 13, 2011

It works now. I had previously failed to correctly put the class name after the package name in the plugin.yml file as required by Bukkit.

Please note: The /maphide feature should now appear ingame, but it is incomplete. Using this command ingame will not actually hide anyone until the next update to the plugin.

MM Bukkit plugin 0.4.0 (Pre-release) posted in Downloads section.

January 12, 2011

I cannot get this plugin to load in Bukkit. Any help would be greatly appreciated. See the Minecraft Map discussion thread for more information.

MM hMod plugin 0.3.2 rebuilt for hMod b133.

January 5, 2011

Now compatible with hMod b133. No code changes were made, so functionality should be identical to what it was previously. The previous version will remain linked from the downlaod page for the time being since I believe some people are still using it.

Happy Holidays!

December 23, 2010

As of December 24th, I will be on vacation. Automap updates will most likely be delayed into the first or second week of January.

As always, there is a very high chance that any Minecraft patches will break Automap. I recommend making a backup of Minecraft's bin folder right away if

you want to continue using Automap during this time period. If Minecraft gets patched, you can restore from the backup and continue to play offline.

AM 0.3.7.4 updated for compatibility with today's Minecraft update (Beta support!).

December 23, 2010

- Updated the patcher to apply changes to the ei.class found in today's Minecraft update.
- Updated the Java code portion of the mod (that which is inserted into minecraft.jar) to match the naming changes: eb became ei, cy became dd, several of ei's fields changed names as well.

AM 0.3.7.4 updated for compatibility with today's Minecraft update.

December 3, 2010

- Updated the patcher to apply changes to the eb.class found in today's Minecraft update.
- Updated the Java code portion of the mod (that which is inserted into minecraft.jar) to match the naming changes: ea -> eb, cx -> cy

AM 0.3.7.4 updated for compatibility with today's Minecraft update.

December 1, 2010

- Updated the patcher to apply changes to the ea.class found in today's Minecraft update.

AM 0.3.7.4 posted. Compatible with today's Minecraft update.

November 30, 2010

- Updated the patcher to apply changes to the ea.class found in today's Minecraft update.
- This was incorrectly labeled 0.3.7.5 previously.

Mojang has a new feedback system now on Get Satisfaction

November 26, 2010

So, I started the "Official Modding Support" idea. Go here and "like this idea" to raise it up the popularity list and hopefully get official modding support in sooner!

http://getsatisfaction.com/mojang/topics/official_modding_support_modding_api

AM 0.3.7.4 is still compatible with today's Minecraft update.

November 26, 2010

No update appears to be necessary for Minecraft 1.2.3._04!

AM 0.3.7.4 posted. Compatible with today's Minecraft update.

November 24, 2010

- Updated the patcher to apply changes to the ea.class found in today's Minecraft update.

AM 0.3.7.3 posted. Compatible with today's Minecraft update.

November 10, 2010

- Updated the patcher to apply changes to the dz.class found in today's Minecraft update.

AM 0.3.7.2 (minor update) posted. Compatible with today's Minecraft update.

November 5, 2010

- Updated the patcher to apply to the dv.class found in today's Minecraft update.
- Added a map rotation degrees option to the options window. When the rotate with player option is off, this is the number of degrees the map will be rotated by. Set 90 to make East be on top, 180 for South to be on top, or 270 for West to be on top. The default value, 0, causes North to be on top like it always has been. This option will accept any whole number value between -360 and 360, so you may rotate the map to virtually any angle you desire.

AM 0.3.7.1 (minor update) posted.

November 4, 2010

Changes:

- As requested, Background color and the white color that appears particularly in caves when there is nothing but solid blocks in a full column are now dark gray colors and are customizable via the options window.
- Also as requested, Clay is now considered an ore for the purposes of Mineral Detection. Do not be surprised, however, if this does not make clay much easier to find. Mineral detection doesn't really work unless you are underground and the ceiling is above the ore you are trying to find.
- Lightstone (the new yellow block that emits light in the Nether) is now considered an ore and is affected by Mineral Detection.

- May have fixed the crash bug in the update function. I've never experienced it myself, so please report back in the discussion thread if you had this problem before 0.3.7.1 to let me know how it goes.

I would like to thank our donators again.

Thank you, donators!

Were it not for you guys, I would probably put off doing little releases like this until a Minecraft update made it necessary.

MM hMod plugin 0.3.2 (minor update) posted.

November 2, 2010

Details are in the Minecraft Map section and in the MM Discussion thread.

Halloween updates posted!

November 1, 2010

AutoMap and the Minecraft Map hMod (Hey0's server mod) plugin are both updated for the Halloween patch and are posted! Dig in!

Halloween update troubles

October 31, 2010

We are working on a compatibility update for the new patch, and are having serious issues with world corruption. I am about 80% sure they are being caused mostly by AutoMap, though I am 100% certain that Minecraft itself is corrupting worlds with greater frequency after this update (it happened to me on a computer that has never had a modified Minecraft installation). For full details, see the discussion thread post here: Progress Update

Minecraft Map (Java map) updated to 0.3.0

October 23, 2010

The MM SMP mod now requires Hey0' Server Mod b121 or another compatible build.

Changes:

- Name size no longer changes with zoom.
- Position marker enlarged and now shows the direction the player is facing, all without reducing accuracy.
- Player positions update faster.

- **Hey0's Server Mod is now required.** The standalone SMP mod version has been discontinued.
- The next patch to AutoMap will allow it to receive player locations from servers with the MM SMP mod version 0.3.0 or higher.

Minecraft Map (Java map) updated to 0.2.7

October 21, 2010

Now Hey0 server mod b121 compatible. Map no longer flickers! Right click to toggle minimap/fullscreen mode (Maximize MM before right clicking to use fullscreen).

The next major update will bring significant internal changes which will require both a client and server update. The server owner will no longer have to enter the correct hostname in the cfg file in order to allow clients to connect. In the next major version, AutoMap will also be able to connect to the MM server to receive the player list.

Windows XP Compatibility Update

October 16, 2010

Updated the build to hopefully supoport Windows XP and older hardware.

First release is done!

October 16, 2010

We are pleased to announce that the first public release of Minecraft AutoMap is now available for download! We have gone far above and beyond what we intended to do for the first release. Once you try it, you will know it was worth the wait. I hope you enjoy using it as much as we enjoyed making it.

See the Screenshots and Downloads sections on the left.

Features:

- Beautifully rendered real-time map of your current surroundings with built-in support for Minecraft texture packs!
- Static world map everywhere else. (In singleplayer, this is automatically generated for you using the open source Minecraft Topographical Survey project!)
- Right click the map and the window border goes away and the map stays on top of other windows, making it perfect to use as a minimap on top of your Minecraft window. If you prefer, you can instead maximize the map on another screen for more visible area.
- Automatically detects when you enter a building or a cave, and adjusts the view accordingly.
- Mineral detection (shows deposits of all the ores, including diamonds, on the real-time map).
- Marks blocks that you walk on so you can find your way back out of the caves!
- See your current position and the direction you are facing!
- Up is north, or if you prefer, the map can automatically and smoothly rotate to match your heading.
- See other nearby players on the map when you are in SMP (serverside support for a full player list coming in a later version).
- The mod/map is entirely clientside, meaning you can use it in singleplayer or on any SMP server, regardless of what mods it has.

- Show/Hide lava and water
- Highly customizable

New features! Sockets are fixed, maybe for good this time?

October 11, 2010

Release isn't here yet, but we may be asking for pre-release testers soon!

As you may have gathered by now, we are using sockets to communicate between the Minecraft client and the AutoMap. The socket code actually WAS delivering bad packets - and lots of them. Imagine having random blocks appear and disappear all over the map. It wasn't very impressive... I suspect it had to do with how I was string encoding the data and not putting it back together properly... but I will never know for sure because I have rewritten all the socket code to NOT use strings. Anyway, my brother has been adding more features all day while I fixed the socket communication, and AutoMap is really looking sweet!

Here are some of the features that have been added today:

- Streamlined installation process. You just run the installer and it extracts the terrain and item graphics from the Minecraft client, modifies a bit of code, and reinserts it into the minecraft.jar file. This not only makes installation easier for you, but it also honors Notch's modding rules -- none of Notch's code or artwork is included in our download. We extract what we need from minecraft.jar at install-time and install our plugin into the jar.
- Zoom out as far as you like. When you are zoomed in, you will see a beautifully rendered realtime map. Zoom out past a certain point and AutoMap automatically parses your save file (Singleplayer only) and generates a full world map all without you lifting your finger from the mouse wheel. From that point on, you can zoom in and out and it automatically switches between the static world map and the dynamic regional map!

  More to come!

Progress Update

October 10, 2010

The socket code is no longer delivering bad packets (or so we think). We still need to add some polish, fix some bugs, and reduce the likelyhood that Minecraft will crash when using AutoMap. That said, the first release of AutoMap is getting closer!

Progress Update

October 9, 2010

Stability and speed were the major problems today. Speed is better than ever, which is to say it runs more or less smoothly in a high end core 2 duo system, and considerably better yet on an i7 quad core with hyperthreading. Memory

usage is typically < 200mb. The Socket code that transports map data from the Minecraft client has been tweaked, modified, and improved to the point where it only rarely messes up a packet (damn sockets!!), and even then, the AutoMap is usually fixing it without you even noticing.

It does still crash Minecraft on occasion. Trying to grab blocks that have not loaded is a risky business, sometimes crashing Minecraft, but we don't know a way to prevent crashing short of limiting zoom to something ridiculously small. Does anyone know a way to get blocks in large quantities from Minecraft without risking a crash, or to detect if a block is loaded before trying to access it?

New site online.

October 9, 2010

The new Minecraft Map / Minecraft Automap site is online! Look for new features and content to be added here in the near future!

We are not affiliated in any way with Minecraft, Mojang Specifications, or Markus Persson (a.k.a. Notch). We are simply great fans of Minecraft. For more information about Minecraft, please visit http://minecraft.net/.