Minecraft AutoMap

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The *definitive* navigation tool for Minecraft.

Current AutoMap Version	Compatible Minecraft Version
Download 0.7.9.2	1.9

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AutoMap 0.7.9.2 Released (compatible with Minecraft 1.9)

April 19, 2016

AutoMap requires the use of Minecraft Forge. For this version, you need to copy minecraftautomap-1.9-32.jar from automap_mod to .minecraft/mods. Previous versions of automap's jar file should be removed from the mods directory, as they will not work with 1.9.

- Health and armor data is now shown to the right of every relevant entity name.
- Horse stats (run speed, jump height) are shown for horses.
- The teleportation power toy now uses a chat command to attempt to teleport you, and should work on Vanilla servers if you have permission.
- Misc bugfixes

Remember to run PatchMinecraft.bat to extract new textures from your minecraft forge 1.9 jar file!

To find a previous AutoMap version, check the AM Archive

AutoMap 0.7.9.1 Released (compatible with Minecraft 1.8)

April 11, 2015

AutoMap requires the use of Minecraft Forge. For this version, you need to copy minecraftautomap-1.8-29.jar from automap_mod to .minecraft/mods

This was a tricky update, but I think I got most things working again at least as well as they did in the previous version. FYI, the only changes in this version are in the jar file. The ele and dlls are all the same as 0.7.9.0.

AutoMap 0.7.9.0 Released (compatible with Minecraft 1.7.10)

August 30, 2014

When using this version, I highly recommend that you set a maximum realtime map width of 128 blocks or fewer. I was having issues with larger

map widths.

As ModLoader is long dead, this version of AutoMap requires the use of Minecraft Forge. For this version, you need to copy minecraftautomap-1.7.10-28.jar from automap_mod to .minecraft/mods

The AutoMap mod no longer announces itself in the chat window the first time you load a world.

This may be the last version of AutoMap that I build. I haven't played Minecraft in years. Each Minecraft patch breaks things worse than the previous one, and I no longer have the time and interest to continue supporting AutoMap. One of these days, probably next time, something will get broken badly enough that it is no longer worth my time to fix it, and that will be the end.

I recommend you check out JourneyMap for your mapping needs in the future.

AutoMap 0.7.8.1 Released (compatible with Minecraft 1.6.2)

July 19, 2013

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

- Fixed the crash during the "patching" process.

AutoMap 0.7.8.0 Released (compatible with Minecraft 1.6.2)

July 18, 2013

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

- Updated patching procedure to support the new launcher and minecraft jar location/name.

AutoMap 0.7.7.3 Released (compatible with Minecraft 1.5.2)

May 26, 2013

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

- "Fixed" textures for trapped chests and Ender chests.

AutoMap 0.7.7.2 Released (compatible with Minecraft 1.5.1)

March 22, 2013

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

- "Fixed" textures for signs, furnaces, bookshelves, fences, and fence gates. Yes, I know the fences and fence gates glow due to some kind of transparency issue. If you like, make a better image (16x16) with no partially transparent pixels and I'll include it in the next official release.

AutoMap 0.7.7.1 Released (compatible with Minecraft 1.5)

March 17, 2013

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

- Changed the object from which the texture name is pulled out of the Minecraft process. This should make map textures more accurate all-around. Please report any inaccurate textures or other texture problems that you may encounter.
- Vines and Lily Pads are now green instead of gray.

AutoMap updated for Minecraft 1.5

March 16, 2013

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

- AutoMap no longer uses terrain.png and items.png. If you like, you can delete those files after updating AutoMap if they still exist in your Automap directory.
- Textures are now loaded dynamically from the directories: "tex/blocks" and "tex/items".
  - The "tex/blocks" directory already has one file "QMark.png" -- . If you see this on the map, it means AutoMap does not know which texture to draw for a particular block or item type. You will see a lot of question marks for a second or two while AutoMap learns all the textures. If the question mark graphic does not fix itself automatically, please check errordump.txt and report the problem!
  - Be careful what you put in these texture directories! AutoMap will try to load any .png file it finds there, and it will try to read animation data from any .txt file! AutoMap may fail to start if these files are not compatible!
  - Normal textures **must be** 16x16. HD textures are untested and will probably fail! Sorry!
  - Animated textures **must be** 16 pixels wide and a multiple of 16 pixels high.
  - Custom block/item textures are untested, but it is possible that they will simply work if you put their textures in the appropriate texture directories before starting AutoMap.
- Dropped item names now use the proper "display name" instead of the unlocalized internal name. If your language uses a different character set that AutoMap doesn't support, this might break things! (Let me know!)
- Fire, lava, water, portals, etc now **animate** much like they do in-game.
- Changed website font to Sans-Serif for readability.

- **NOTICE:** You may see some texture handling errors appear in errordump.txt in your AutoMap folder. These happen when AutoMap can't get the correct texture file name from the Minecraft process. Please report these to me via email or the AutoMap forum thread so I can fix them for the next release!

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/.