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📺

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🎬

MOVIES

📺

TV

📺

VIDEO

📖

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⛶

🔗

☰

🔒

in: [Renewable resources](#), [Blocks](#), [Job blocks](#), and [3 more](#)

English ▾

Cartography Table

TALK [VIEW SOURCE](#) ⋮

A **cartography table** is a utility [block](#) used for cloning, zooming out and locking [maps](#). It also serves as a [cartographer](#)'s [job site block](#).

Cartography Table



Renewable	Yes
Stackable	Yes (64)
Tool	
Blast resis- tance	2.5
Hardness	2.5
Luminous	No
Transparent	No
Flammable	No
Catches fire from lava	Yes

☰ Contents

1. Obtaining

1.1. Breaking

1.2. Natural generation

1.3. Crafting

2. Usage

2.1. Zooming out, cloning, locking maps

2.2. Changing profession

2.3. Fuel

2.4. Note Blocks

3. Sounds

3.1. Generic

3.2. Unique

4. Data values

4.1. ID

5. History

6. Issues

7. Trivia

8. Gallery

9. External Links

20

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GAMES

ANIME

MOVIES

TV

VIDEO

WIKIS

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Obtaining

Breaking

A cartography table can be obtained using any [tool](#) or by hand, although an [axe](#) is fastest.

Block	Cartography Table
Hardness	2.5
Tool	
Breaking time ^[A]	
Default	3.75
Wooden	1.9
Stone	0.95
Iron	0.65
Diamond	0.5
Netherite	0.45
Golden	0.35

1. Times are for unenchanted tools as wielded by players with no status effects, measured in seconds. For more information, see [Breaking § Speed](#).

Natural generation

Cartography tables can generate naturally inside cartographer houses in [villages](#).

Crafting

Ingredients	Crafting recipe
Paper + Any Planks	

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Usage

Zooming out, cloning, locking maps

Cartography tables are used for zooming out, cloning, and locking maps (making them unable to be altered). They can also be used for adding pointers to maps, creating empty maps, and renaming maps.^[*Bedrock Edition only*]

Below is a list of brief descriptions of all available functions of the cartography table:

The GUI of cartography table in [Java Edition](#).



For more detailed information of each of these function, see [Map § Usage](#).

The GUI of cartography table in *Bedrock Edition*.

First slot	Second slot	Result
Map	Paper	Zoomed out map (1 zoom level higher)
Map	Empty map	Two identical maps
Map	Glass Pane	Locked map
Map	Compass	Locator map ^{[<i>Bedrock Edition only</i>]}
Empty map	Compass	Empty Locator map ^{[<i>Bedrock Edition only</i>]}
Paper		Empty map ^{[<i>Bedrock Edition only</i>]}
Paper	Compass	Empty Locator map ^{[<i>Bedrock Edition only</i>]}

Zooming out a map always starts with an existing map, not a blank map. Zooming it out makes the map aligned to the grid that would include the area of the original map. To build a set of maps such as for a map wall, a player cannot create several level 0 (base) maps at one location then zoom them out before going out into the world to fill them in; the player must start with a base map created in each area to be covered by the zoomed out map. See more discussion of map alignment at [Map](#).

Changing profession

If a village has a cartography table that has not been claimed by a villager, any nearby villager who hasn't chosen a [job site](#) block has a chance to change their profession to a cartographer.

Fuel

A cartography table can be used as a fuel in [furnaces](#), smelting 1.5 items per block.

Note Blocks

Cartography tables can be placed under [note blocks](#) to produce "bass" sounds.

Sounds

Generic

Java Edition:

Sound	Subtitles	Source	Description	Resource location	Translation key	Volume	Pitch	[Collapse] <div>Attenuation distance</div>
	Block broken	Blocks	Once the block has broken	<div><div>block</div><div>.wood</div><div>.break</div></div>	<div><div>subtitles</div><div>.block</div><div>.generic</div><div>.break</div></div>	1.0	0.8	16
	Block placed	Blocks	When the block is placed	<div><div>block</div><div>.wood</div><div>.place</div></div>	<div><div>subtitles</div><div>.block</div><div>.generic</div><div>.place</div></div>	1.0	0.8	16
	Block breaking	Blocks	While the block is in the process	<div><div>block</div><div>.wood</div></div>	<div><div>subtitles</div><div>.block</div><div>.generic</div></div>	0.25	0.5	16



			of being broken	<div>.hit</div>	<div>.hit</div>			
	<i>None</i> ^[sound 1]	<i>Entity-Dependent</i>	Falling on the block with fall damage	<div>block</div> <div>.wood</div> <div>.fall</div>	<i>None</i> ^[sound 1]	0.5	0.75	16
	Footsteps	<i>Entity-Dependent</i>	Walking on the block	<div>block</div> <div>.wood</div> <div>.step</div>	<div>subtitles</div> <div>.block</div> <div>.generic</div> <div>.footsteps</div>	0.15	1.0	16

1. MC-177082

Bedrock Edition:

Sound	Source	Description	Resource location	Volume	<div>[Collapse]</div> Pitch
	Blocks	Once the block has broken	<div>dig.wood</div>	1.0	0.8-1.0
	Blocks	When the block is placed	<div>dig.wood</div>	1.0	0.8
	Blocks	While the block is in the process of being broken	<div>hit.wood</div>	0.23	0.5
	Players	Falling on the block with fall damage	<div>fall</div> <div>.wood</div>	0.4	1.0
	Players	Walking on the block	<div>step</div> <div>.wood</div>	0.3	1.0
	Players	Jumping from the block	<div>jump</div> <div>.wood</div>	0.12	1.0
	Players	Falling on the block without fall damage	<div>land</div> <div>.wood</div>	0.18	1.0

Unique

Java Edition:

Sound	Subtitles	Source	Description	Resource location	Translation key	Volume	Pitch	<div>[Collapse]</div> Attenuation distance
	Map drawn	Blocks	When a map is edited using a cartography table	<div>ui</div> <div>.cartography_table</div> <div>.take_result</div>	<div>subtitles.ui</div> <div>.cartography_table</div> <div>.take_result</div>	1.0	1.0	16
	Cartographer works	Friendly Creatures	Randomly while a cartographer is working	<div>entity.villager</div> <div>.work_cartographer</div>	<div>subtitles.entity</div> <div>.villager</div> <div>.work_cartographer</div>	1.0	0.8-1.2	16

Bedrock Edition:

Sound	Source	Description	Resource location	Volume	<div>[Collapse]</div> Pitch
	Blocks	When a map is edited using a cartography table	<div>ui</div> <div>.cartography_table</div> <div>.take_result</div>	0.8	1.0
	Blocks	Randomly while a cartographer is working	<div>block</div> <div>.cartography_table</div> <div>.use</div>	0.8	1.0

Data values

20

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Data values

ID

Java Edition:

Name	Identifier	Form	Translation key
Cartography Table	cartography_table	Block & Item	block.minecraft.cartography_table

Bedrock Edition:

Name	Identifier	Numeric ID	Form	Item ID ^[i 1]	Translation key
Cartography Table	cartography_table	455	Block & Giveable Item ^[i 2]	Identical ^[i 3]	tile.cartography_table.name

1. ID of block's direct item form, which is used in savegame files and addons.
2. Available with `/give` command.
3. The block's direct item form has the same id as the block.

History

Java Edition		
1.14	18w44a	Added cartography tables. <div>Cartography tables are currently obtainable only from the Creative inventory and do not have any functionality.</div>
	18w46a	The texture of cartography tables has been changed.
	18w48a	Cartography tables now generate in the updated plains villages .
	18w49a	Cartography tables now generate in the updated savanna villages and the new snowy villages .
	18w50a	Cartography tables now generate in the updated desert and taiga villages .
	19w02a	Cartography tables are now functional and craftable . <div>Cartography tables can now be used to clone, extend, and lock maps.</div>
	19w06a	Block sounds have been added for cartography tables.
	19w11a	The crafting recipe of cartography tables now requires four planks instead of only two. <div>This also means cartography tables no longer can craft in 2×2 grid.</div> <div>Cartography tables now serve as cartographer villagers' job site block.</div>
1.16	20w06a	Crimson planks and warped planks can now be used to craft cartography tables.
1.18	Pre-release 5	The texture of cartography tables has been changed.
1.19	22w11a	Mangrove planks can now be used to craft cartography tables.
Bedrock Edition		
1.9.0	beta 1.9.0.2	Added cartography tables. <div>Cartography tables can be used to smelt 1.5 items in a furnace.</div>
		Cartography tables are now craftable , but with a different



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1.10.0	beta	recipe than Java .	
	1.10.0.3	Cartography tables can now generate in cartographer houses in villages .	
1.11.0	beta 1.11.0.1	Cartography tables are now functional.	
		Cartography tables can now be used to create, clone, extend, mark, and rename maps .	
		The crafting recipe of cartography tables has been changed to <i>Java Edition</i> 's recipe.	
	beta 1.11.0.4	Cartography tables can now be used to lock maps .	
	beta 1.11.0.7	The crafting recipe of cartography tables now requires four planks instead of only two.	
1.18.10	beta 1.18.10.22	The texture of cartography tables has been changed.	
PlayStation 4 Edition			
1.91		Added cartography tables.	

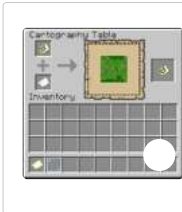
Issues

Issues relating to "Cartography Table" are maintained on the [bug tracker](#). Report issues [there](https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCPE%29%20and%20%28resolution%20is%20empty%20or%20resolution%20in%20%281%2C%20%2C%206%29%29%20and%20%28summary%20~%20%22Cartography%20Table%22%29%20order%20by%20resolution%20desc%29) (<https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCPE%29%20and%20%28resolution%20is%20empty%20or%20resolution%20in%20%281%2C%20%2C%206%29%29%20and%20%28summary%20~%20%22Cartography%20Table%22%29%20order%20by%20resolution%20desc%29>).

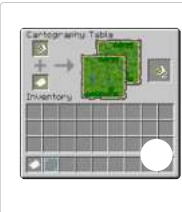
Trivia

- The Cartography Table is most likely made out of [Dark Oak Planks](#), judging by the color of its wood.

Gallery



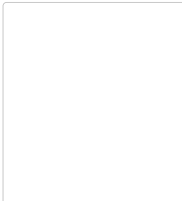
In *Java Edition*, cartography table's UI, showing the map is being zoomed out.



Cartography table's UI, showing the map is being cloned.



Cartography table's UI, showing the map is being locked.



Cartography table in a village.



Cartography table on the ground.

External Links

- [Block of the Week: Cartography Table](#) (<https://www.minecraft.net/en-us/article/block-week--cartography-table>) – Minecraft.net on July 22, 2021

Blocks	[Collapse]
Natural	[Expand]
Biota	[Expand]
Building	[Expand]
Utility	[Collapse]



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Interactable	Anvil (Chipped Damaged) Barrel			
	Beacon Brewing Stand			
	Cartography Table Chest (Ender)			
	Chiseled Bookshelf Crafting Table			
	Enchanting Table Fletching Table			
	Furnace (Blast Smoker) Grindstone			
	Lectern Loom Shulker Box Sign			
	(Hanging) Smithing Table Stonecutter			
	Banners Beehive Beds Bell			
	Cake (with Candle) Campfire (Soul)			
Utilizable	Cauldron (Lava Powder Snow			
	Water) Composter Conduit			
	End Gateway End Portal			
	End Portal Frame Farmland Flower Pot			
	Frosted Ice Heads Item Frame			
	(Glow) Jukebox Ladder Lodestone			
	Monster Spawner Nether Portal			
	Respawn Anchor Scaffolding Sponge			
	(Wet) TNT			
	Button Daylight Detector Dispenser			
Redstone/Mechanical	(Dropper) Doors (Trapdoors)			
	Fence Gates Honey Block Hopper			
	Lever Lightning Rod Note Block			
	Observer Piston (Sticky Head			
	Moving) Pressure Plates Rail			
	(Activator Detector Powered)			
	Redstone Wire (Comparator Repeater			
	Lamp Torch) Slime Block Target			
	Trapped Chest Tripwire Hook (Tripwire)			
	Education Edition only			
BE & edu only	Border Chalkboard			
	Allow Compound Creator			
	Colored Torches Deny			
	Element Constructor Heat Block 			

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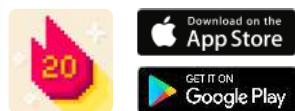
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