

# Cartography Table re article feedback

For other uses, see [Table](#).

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](#).

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## Obtaining

### Breaking

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





Cartography Table



Renewable	Yes
Stackable	Yes (64)
Tool	
Blast resistance	2.5
Hardness	2.5
Luminous	No
Transparent	No
Flammable	No
Catches fire from lava	Yes
Map color (JE)	<input type="checkbox"/> 13 WOOD

Block	 <b>Cartography Table</b>
Hardness	2.5
Tool	
Breaking time (sec) <sup>[A]</sup>	
Default	3.75
 <b>Wooden</b>	1.9
 <b>Stone</b>	0.95
 <b>Copper</b>	0.75
 <b>Iron</b>	0.65
 <b>Diamond</b>	0.5
 <b>Netherite</b>	0.45
 <b>Golden</b>	0.35

### Legend

-  incorrect tool, drops nothing
-  correct tool, drops nothing or something other than the block itself
-  correct tool, drops the block itself
-  can be instant mined*

- These durations ignore other influential factors (e.g., Mining Fatigue) and are measured in seconds. For more information, see Breaking § Speed.

## Natural generation

Cartography tables can generate naturally inside cartographer houses in villages. They can also generate in the trail ruins structure.

## Crafting

Ingredients	Crafting recipe <span>[hide]</span>
Paper + Any Planks	

## Usage

### Placement

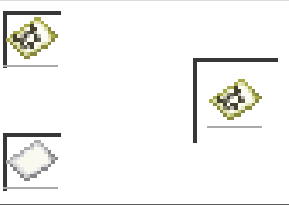
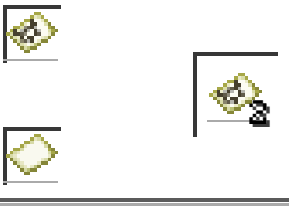
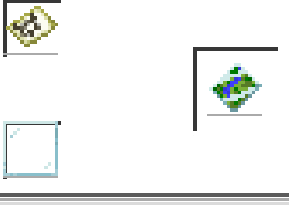
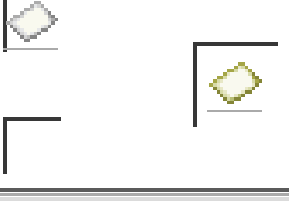
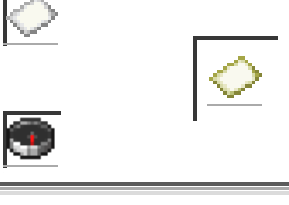
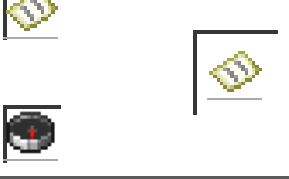
Regardless of the player's position during placement, the different textures of the block are always facing the same direction (the texture with the globe in the right corner always faces west, while the one with the compass and map faces up).

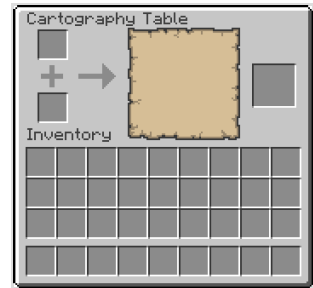
### Map functions

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

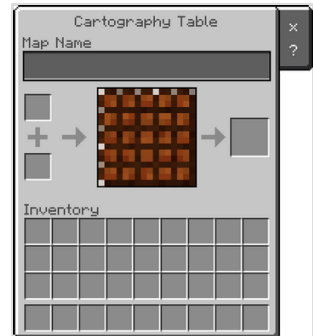
Below is a list of brief descriptions of all available functions of the cartography table:

For more detailed information of each of these functions, see Map § Usage.

Name	Ingredients	Cartography recipe	Description <span>[hide]</span>
<b>Zoomed out map</b> (1 level higher)	Map + Paper		
<b>Cloned map</b>	Map + Empty Map		
<b>Locked map</b>	Map + Glass Pane		
<b>Empty map</b>	Paper		<i>[Bedrock Edition only]</i> This map only records terrain and does not show the player's location.
<b>Empty locator map</b>	Paper + Compass		<i>[Bedrock Edition only]</i> This map records terrain and displays a marker showing the player's location.
<b>Locator map or empty locator map</b>	Map or Empty Map + Compass		<i>[Bedrock Edition only]</i>



The GUI of cartography table in *Java Edition*.



The GUI of cartography table in *Bedrock Edition*.

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](#).

In *Bedrock Edition*, the cartography table UI features a text field which can be used to rename a map or empty map. Unlike renaming items at an [anvil](#), this does not cost any [experience](#).

## Profession

*Main article: [Job site block](#)*

If a cartography table has not been claimed by a [villager](#), any nearby unemployed villager may become a cartographer and claim it as their [job site block](#).

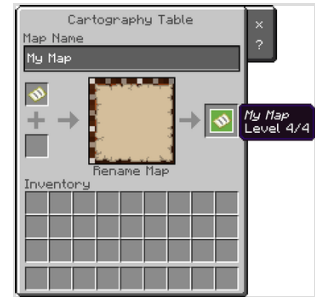
## Fuel

A cartography table can be used as fuel in a furnace, smelting 1.5 items per block.

## Note blocks

Cartography tables can be placed under note blocks to produce "bass" sounds.


## Sounds




Renaming a map

## Generic

*Java Edition:*

<div> wood sound type</div> <div>[hide]</div>								
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Block broken	Blocks	Once the block has broken	block.wood.break	subtitles.block.generic.break	1.0	0.8	16
	Block placed	Blocks	When the block is placed	block.wood.place	subtitles.block.generic.place	1.0	0.8	16
	Block breaking	Blocks	While the block is in the process of being broken	block.wood.hit	subtitles.block.generic.hit	0.25	0.5	16
	Something falls on a block	<i>Entity-Dependent</i>	Falling on the block with fall damage	block.wood.fall	subtitles.block.generic.fall	0.5	0.75	16
	Footsteps	<i>Entity-Dependent</i>	Walking on the block	block.wood.step	subtitles.block.generic.footsteps	0.15	1.0	16

*Bedrock Edition:*

<div> wood sound type</div> <div>[hide]</div>							
Sound	Closed captions <i>[upcoming: BE 26.0]</i>	Source	Description	Identifier	Translation key <i>[upcoming: BE 26.0]</i>	Volume	Pitch
	Block broken	Blocks	Once the block has broken	dig.wood	subtitles.block.generic.break	1.0	0.8-1.0
	Block broken	Blocks	When the block is placed	dig.wood	subtitles.block.generic.break	1.0	0.8
	Block breaking	Blocks	While the block is in the process of being broken	hit.wood	subtitles.block.generic.hit	0.23	0.5
	Footsteps	Players	Falling on the block with fall damage	fall.wood	subtitles.block.generic.footsteps	0.4	1.0
	Footsteps	Players	Walking on the block	step.wood	subtitles.block.generic.footsteps	0.3	1.0
	Footsteps	Blocks	Jumping from the block	jump.wood	subtitles.block.generic.footsteps	0.12	1.0
	Footsteps	Blocks	Falling on the block without fall damage	land.wood	subtitles.block.generic.footsteps	0.18	1.0

## Unique

### Java Edition

Sounds <span>[hide]</span>								
Sound	<u>Closed captions</u>	<u>Source</u>	<u>Description</u>	<u>Identifier</u>	<u>Translation key</u>	Volume	Pitch	<u>Attenuation distance</u>
	Map drawn	Blocks	When a map is edited using a cartography table	ui.cartography_table.take_result	subtitles.ui.cartography_table.take_result	1.0	1.0	16
	Cartographer works	Friendly Mobs	Randomly while a cartographer is working	entity.villager.work_cartographer	subtitles.entity.villager.work_cartographer	1.0	0.8-1.2	16


### Bedrock Edition:

Sounds <span>[hide]</span>							
Sound	<u>Closed captions</u> <span>[upcoming: BE 26.0]</span>	<u>Source</u>	<u>Description</u>	<u>Identifier</u>	<u>Translation key</u> <span>[upcoming: BE 26.0]</span>	Volume	Pitch
	?	Blocks	When a map is edited using a cartography table	ui.cartography_table.take_result	?	0.8	1.0
	?	Blocks	Randomly while a cartographer is working	block.cartography_table.use	?	0.8	1.0


## Data values

### ID

#### Java Edition:

Name	<u>Identifier</u>	Form	<u>Translation key</u> <span>[hide]</span>
 Cartography Table	cartography_table	Block & Item	block.minecraft.cartography_table




#### Bedrock Edition:

Name	<u>Identifier</u>	<u>Numeric ID</u>	Form	<u>Item ID</u> <sup><span>[i 1]</span></sup>	<u>Translation key</u> <span>[hide]</span>
 Cartography Table	cartography_table	455	Block & Giveable Item <sup><span>[i 2]</span></sup>	Identical <sup><span>[i 3]</span></sup>	tile.cartography_table.name



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

## History


### Java Edition

<i>Java Edition</i> <span>[hide]</span>		
<b>1.14</b>	<b>18w44a</b>	 Added cartography tables. Cartography tables are currently obtainable only from the <u>Creative inventory</u> and do not have any functionality.
	<b>18w46a</b>	 The texture of cartography tables has been changed.
	<b>18w48a</b>	Cartography tables now generate in the updated <u>plains villages</u> .
	<b>18w49a</b>	Cartography tables now generate in the updated <u>savanna villages</u> and the new <u>snowy villages</u> .
	<b>18w50a</b>	Cartography tables now generate in the updated <u>desert</u> and <u>taiga villages</u> .
	<b>19w02a</b>	Cartography tables are now functional and <u>craftable</u> . Cartography tables can now be used to clone, extend, and lock <u>maps</u> .
	<b>19w06a</b>	Block <u>sounds</u> have been added for cartography tables.
	<b>19w11a</b>	The <u>crafting</u> recipe of cartography tables now requires four <u>planks</u> instead of only two.
		This also means cartography tables no longer can craft in <u>2×2 grid</u> . Cartography tables now serve as cartographer <u>villagers'</u> job site block.
<b>1.16</b>	<b>20w06a</b>	<u>Crimson planks</u> and <u>warped planks</u> can now be used to craft cartography tables.
<b>1.18</b>	<b>pre5</b>	 The texture of cartography tables has been changed.
<b>1.19</b>	<b>22w11a</b>	<u>Mangrove planks</u> can now be used to craft cartography tables.
<b>1.19.3</b> — Experiment — Update 1.20	<b>22w42a</b>	<u>Bamboo planks</u> can now be used to craft cartography tables.
<b>1.19.4</b> — Experiment — Update 1.20	<b>23w07a</b>	<u>Cherry planks</u> can now be used to craft cartography tables.
<b>1.20</b>	<b>23w16a</b>	Cartography tables now generate in <u>trail ruins</u> .

## Bedrock Edition

<i>Bedrock Edition</i> <span>[hide]</span>		
<b>1.9.0</b> — Experiment — Experimental Gameplay	<b>beta 1.9.0.2</b>	 Added cartography tables which are currently locked behind <u>Experimental Gameplay</u> . Cartography tables can be used to <u>smelt</u> 1.5 <u>items</u> in a <u>furnace</u> .
<b>1.10.0</b> — Experiment — Experimental Gameplay	<b>beta 1.10.0.3</b>	Cartography tables are now <u>craftable</u> , but with a different recipe than in <i>Java Edition</i> .
		Cartography tables can now generate in cartographer houses in <u>villages</u> .
<b>1.11.0</b>	<b>beta 1.11.0.1</b>	Cartography tables are now functional.
		Cartography tables are now available outside of Experimental gameplay.
		Cartography tables can now be used to create, clone, extend, mark, and rename <u>maps</u> .
		The <u>crafting</u> recipe of cartography tables has been changed to <i>Java Edition's</i> recipe.
	<b>beta 1.11.0.4</b>	Cartography tables can now be used to lock <u>maps</u> .
	<b>beta 1.11.0.7</b>	The <u>crafting</u> recipe of cartography tables now requires four <u>planks</u> instead of only two.
<b>1.18.10</b>	<b>beta 1.18.10.22</b>	 The texture of cartography tables has been changed.

## PlayStation 4 Edition

<i>PlayStation 4 Edition</i>	<span>[hide]</span>
<b>1.91</b>	 Added cartography tables.

## Issues

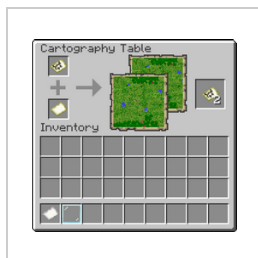
Issues relating to "Cartography Table" are maintained on the [bug tracker](https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCPE%29%20AND%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%22Cartography%20Table%22%29%20ORDER%20BY%20resolution%20DESC%29). Issues should be reported and viewed 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%202%2C%206%29%29%20AND%20%28summary%20~%20%22Cartography%20Table%22%29%20ORDER%20BY%20resolution%20DESC%29>).

## Gallery

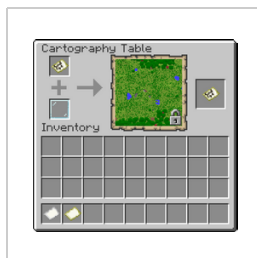
### Screenshots



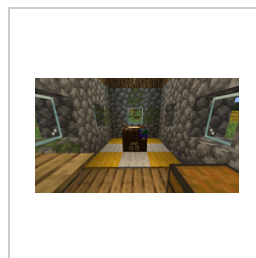
In *Java Edition*, cartography table's UI, showing the map is being zoomed out.



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.

### In other media



A cartography table in *A Minecraft Movie*.








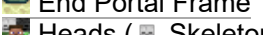













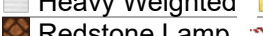
















## External links

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

## Navigation

 **Blocks**

[hide]

	 <b>Structural</b>	<a href="#">[show]</a>
	 <b>Ornamental</b>	<a href="#">[show]</a>
	 <b>Natural</b>	<a href="#">[show]</a>
	 <b>Utility</b>	<a href="#">[hide]</a>
<b>Interactable</b>	 Anvil (  Chipped  Damaged)  Barrel  Beacon  Brewing Stand	
	 Cartography Table  Chest (  Ender  Copper)  Crafting Table	
	 Enchanting Table  Furnace (  Blast  Smoker)  Grindstone  Lectern  Loom	
	 Shulker Box (  Dyed)  Sign (  Hanging)  Smithing Table  Stonecutter	
	 Banners (  Ominous)  Beehive  Beds  Bell  Bookshelf  Cake	
	(  with Candle)  Campfire (  Soul)  Cauldron  Chiseled Bookshelf  Composter	
	 Conduit  Copper Golem Statue  Decorated Pot  End Gateway  End Portal	
	 End Portal Frame  Farmland  Flitching Table  Flower Pot  Frosted Ice	
	 Heads (  Skeleton  Wither Skeleton  Zombie  Creeper  Piglin  Dragon)	
	 Heavy Core  Jukebox  Ladder  Lodestone  Monster Spawner	
<b>Utilizable</b>	 Nether Portal  Respawn Anchor  Scaffolding  Shelf  Sponge (  Wet)	
	 Suspicious Gravel  Suspicious Sand  TNT  Trial Spawner (  Ominous)  Vault	
	(  Ominous)	
	 Buttons (  Wooden  Stone  Polished Blackstone)  Copper Bulb  Crafter	
	 Daylight Detector  Dispenser  Dropper  Doors (  Copper  Iron  Wooden)	
	 Honey Block  Hopper  Lever  Lightning Rod  Note Block  Observer	
	 Piston (  Sticky)  Pressure Plates (  Wooden  Stone  Polished Blackstone)	
	 Heavy Weighted  Light Weighted)  Rail (  Activator  Detector  Powered)	
	 Redstone Lamp  Redstone Wire (  Comparator  Repeater  Torch)	
	 Slime Block  Target  Trapped Chest  Trapdoors (  Copper  Iron  Wooden)	
<b>Redstone/ Mechanical</b>	 Fence Gates  Tripwire Hook (  Tripwire)	
	 Allow  Border  Chalkboard  Compound Creator  Deny	
	 Element Constructor  Heat Block  Item Frame (  Glow)  Lab Table	
	 Material Reducer  Underwater TNT  Underwater Torch	
<b>BE &amp; edu only</b>		
	 <b>Creative or commands only</b>	<a href="#">[show]</a>
	 <b>Removed</b>	<a href="#">[show]</a>
	 <b>Unused</b>	<a href="#">[show]</a>
	 <b>Unimplemented</b>	<a href="#">[show]</a>
	 <b>Joke</b>	<a href="#">[show]</a>
	 <b>Extreme metadata variants</b>	<a href="#">[show]</a>

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