Terminology Around Coordinates

X, Y and Z Terms

X references the X coordinate within the Minecraft world.
Y references the Y coordinate within the Minecraft world.
Z references the Z coordinate within the Minecraft world.

~ and *

~ refers to all values of one coordinate. A blank or unlisted value means ~.

> ☰ **Example**
>
> X10, Z10 would equate to all blocks from bedrock to world height on X coordinate 10 and Z coordinate 10.

* refers to any one specific value of a coordinate.

> ☰ **Example**
>
> X10, *, Z10 would equate to any one specific block from bedrock to world height on X coordinate 10 and Z coordinate 10.

H Term

H refers to a coordinate with 2 trailing 0's. H, in this case, means "Hundred", hence the 2 zeros.

> ☰ **Example**
>
> "22H" would be the number 2,200

| K Term

K refers to a coordinate with 3 trailing 0's.

> ≔ **Example**
>
> 22K would be the number 22,000