## 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.

#### **Hori and Vert**

**Hori** references either  $\underline{X}$  or  $\underline{Y}$  but not both.

Vert references Z.

### | ~ 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.

## $\equiv$ 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.

 $\equiv$  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