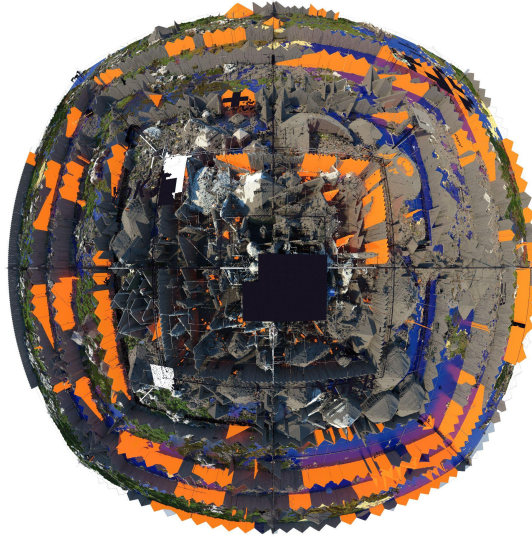# Constantiam Atlas 1.19.2 Version 1, Public Edition

Preface

Preliminary info/guide for any friends who may be returning to the server or for anyone who may need to quickly glance at some compiled useful information. I'll update this from time to time, this will likely be outdated within the first month or two of playing as clients will be updated, anti cheat optimized etc. My discord is Beith#0382 if I need to be contacted regarding any information being outdated and whatnot.

I made one of these in the past, but with 1.19.2 being basically guaranteed to happen with the main map at this point it felt like a good time to revamp this.

This atlas will be a mixture of old map info that is still relevant, and new map information that will help to adjusting to the early days of 1.19.2

Categories;

1.19 Differences & Early Knowledge Rundown

Seed & End Portal Coordinates

Nether Highway Map

Relevant & Important Discords

General Server Information

Links to tutorials for new farms and credit/thanks

*This is primarily based on knowledge I gained playing the temp map **and will be likely to be outdated in 2-3 months at the most**. However I still feel that it is relevant to have for those of us who will be playing and/or returning to the main map after the temp map. Especially those who didn't play on the temp map whatsoever.*

General Gameplay

Phantoms are enabled and if you are not used to them, they will be a major headache. Do not AFK in the open unless you have cats right there, regardless of your armor you will die. Same goes for being near water with **Drowned. Withers have been buffed significantly, and are generally threats to avoid. They are insanely more aggro and will chase through lavacasts even. Another thing to keep note of, rather than serverwide players have unique mob caps. For better or worse they spawn way more frequently.** There were some changes to AFK fishing as well, if you want to AFK fish ensure your fishing area is now 5x5x5 or so blocks of solid water. If you are using Meteor and encounter ghost blocks or trouble placing/breaking, turn off antihunger. I had issues that when disabling antihunger, they were far less frequent.

Traveling on the server currently is going to be likely a bit slower/more difficult than many of us may be familiar with from 1.12.2. The anticheat will still take time to get adjusted and will likely be stricter than necessary for a while. This isn't helped by some of the clients being mediocre.

Currently Nether Travel is more difficult and far slower than the past but remains superior to OW travel. Clients don't have entity speed that works well, at least not optimized well with the anti cheat. Elytrafly is also not working as smoothly as those used to 1.12.2 servers may be used to, especially given how optimized it was prior to updating. **You cannot fully AFK your travel without anticipating issues. Hoglins and Piglin Brutes will attack you regardless of what you wear or hold in your inventory.** The Nether is still likely the fastest method of travel, but you cannot and should not just set an account AFK walking. As far as the Overworld goes, Elytra Flying is reasonable and decent. If you download bleachhack or a fork of Meteor with its elytra boost, you can use it to fly without rockets. That said rockets make things easier as for boost you still need to jump with some elevation/look down which makes it infeasible in the nether. Gunpowder farms are pretty effective and I will leave a design/tutorial I found that a basemate and I used on the temp map which was fairly effective.

I don't dabble in PVP enough to comment heavily on this, but I will note that I have seen several PVPers use viaversion to use older clients for certain modules. The PVPers will just be as dangerous as always.

1.19 Differences & Early Knowledge Rundown (2/2)

Mapart

Mapart holds a place in my heart as it is one of the things I do often on the server, so I may go more in depth than needed for the average player with this part.

This will be split in 2 parts, direct server side changes/features and more client side stuff.

Server side

Being on 1.19, we have two major benefits of updating.

With updating past 1.12, we have far more map IDs to work with so it is likely that we will never have a map reset soon if at all. Depending on how it works with integers, we will have either 2 billion or 4 billion IDs. A comparison in scale can be seen on the right. That said the plugin will remain in place to restrict how many can be made in a day according to Phantom, but this doesn't effect anyone unless they were doing something malicious. Last I heard this was 6 per reboot, but this could change. Alongside this, we will also have the ability to lock maps so once they are made and locked, they can no longer be griefed.

Green = New map limit, Red = Old limit
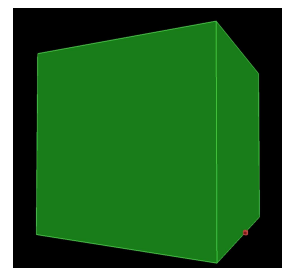
Client side

Mapart will be affected in multiple ways, so I figured it was relevant enough to talk about here. Frost walker boots + a schematic mod will still work, however as far as I am aware schematica isn't supported past 1.12.2. That said though, there is an alternative and similar mod based off of it called Litematica which serves much of the same purpose. As of the temp map, we couldn't get a printer mod working reliably which means maps need to be hand made. I expect this to change as things become optimized. That said, carpet dupers will also be needed to be rebuilt/adjusted. There is a variant with coral fans and a slower variant without. Both will be linked in the last section.

Seed & End Portal Coordinates

Seed: 7540332306713543803

End Portal Coordinates

XYZ Format

+,+

6110 39 9980

7430 37 3200 (broken possibly)

15462 33 7298

20565 34 1500

+,-

836 44 -180

20144 64 -5492

-,+

-192 26 893

-19897 19 2274

-,-

-481 24 -360

(Closest to spawn, main one people use)
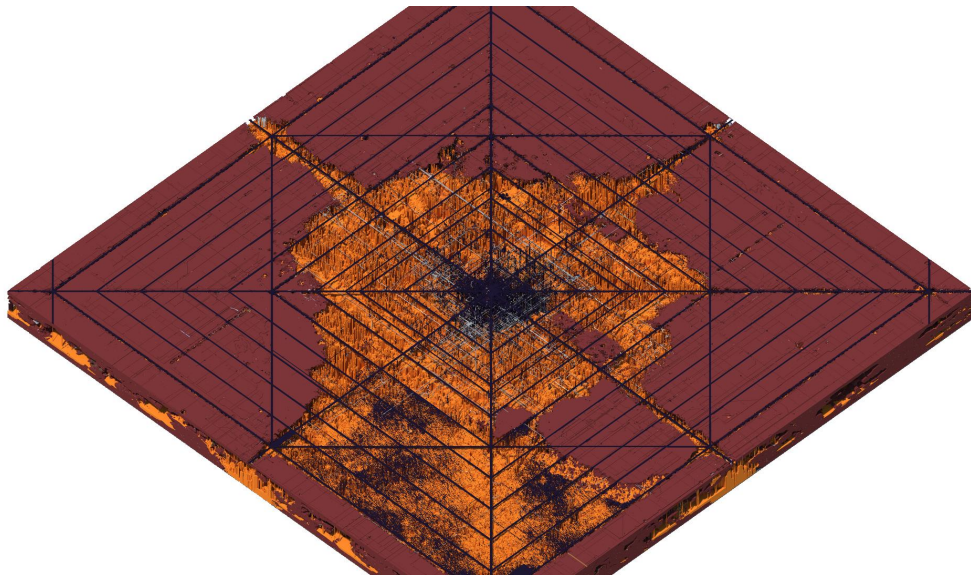
-11975 64 -16560

-19656 45 -13610

-14381 29 -13641

Nether Highway Map

The nether highways are always changing, but this is the latest map of the nether highway system. All credit goes to CHB and the awesome people who run it and maintain it all.

[Nether Highways (desmos.com)](desmos.com)

Key points

Ring Roads (Square)

Every 100 blocks till 1k

1000, 2000, 2500, 5000, 12500, 25000, 50000

Ring Roads (Diagonal)

1000, 2000, 5000, 12500

Relevant & Important Discords

These are all servers which either host relevant community happenings, useful archives, builders, info about the server, and more.

Constantiam Info

Changelog run by James Rustles

https://discord.gg/EUPHSBDrzq

Map Artists of Constantiam

Mapart hub and archive

https://discord.gg/pfvv8y5

Constantiam Trading/Travel Platform

Run by Kiwislider, ingame items only

https://discord.gg/Zz3X7Da

Constantiam Highway Builders

Highway building group

https://discord.gg/GXkDegkSJ8

Donfuer Constantiam

Building group founded by D_loaded

https://discord.gg/FbPPyWBCYK

Const Comms

Social and archival discord

https://discord.gg/p6JPRfT55K

Constantiam Academy

Content Creation by IanRand

https://discord.gg/RzE8eVK5ad

Allocord

Building and Social server

https://discord.gg/G9rAmsbuMq

Constantiam Sexy Time

SAPETS Content Creation and Social server

https://discord.gg/dg955uRAMj

James Rustles Club

James Content Creation Server

https://discord.io/jamesrustles
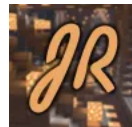
General Server Information

Site Info & Links

Constantiam.net

Reddit

https://www.reddit.com/r/constantiam/

Administrator Contact Information

phantom@constantiam.net

Server information

As of 12/22/2022 the map size is 3.67 TB on a six year old map with no server resets.

Reboots are every four hours typically and the server has in recent years been hosted in Finland. The server runs entirely on community donations which can be done on the official website.

The server formerly used a whitelist system primarily to prevent bot attacks in times where it wasn't uncommon for waves of bots to join a server both lagging it and flooding the chat. Since the authentication servers moved to require legitimate minecraft accounts after migration, this has no longer been an issue and since spring of 2022 the whitelist has been disabled.

Links to tutorials for new farms + Thanks

More complex but superior carpet duper, requires coral fans however.

[(66) Fast Carpet Duper - Infinite Fuel | Minecraft 1.19 - YouTube](#)

Simpler but less efficient carpet duper, requires no coral

[(66) Minecraft 1.19 : SIMPLE CARPET DUPER Glitch Farm || Java / Bedrock/ xbox/ window10 - YouTube](#)

Gunpowder Farm, until the anticheat is optimized this is a good way to get fireworks to travel with.

https://youtu.be/gBBHfj4tEfg?t=305

Extended thanks to James_Rustles, IanrandMackenzie, Rathaus, Petrolheadxy, 9733, and others for allowing me to use their renders, highway maps, and the information they helped provide.