

Minecraft Level.dat NBT key chart

Made by [acomputerdog](#) Free to use, share, For minecraft
and distribute. version 1.3.2

<u>Subcategory</u>	<u>Key Name</u>	<u>Safe to Change</u>	<u>Data types</u>	<u>Description</u>
/	allowCommands	Yes	Byte	Enables/Disables cheats.
/	hardcore	Yes	Byte	Sets hardcore mode on/off.
/	initialized	No	Byte	Marked if world has been created.
/	MapFeatures	Yes	Byte	Determines if structures are generated.
/	raining	Yes	Byte	Marked if raining.
/	thundering	Yes	Byte	Marked if thundering.
/	GameType	Yes	Integer	The game mode.
/	rainTime	Yes	Integer	How long since last rain.
/	SpawnX	Yes	Integer	X axis of spawn point.
/	SpawnY	Yes	Integer	Y axis of spawn point.
/	SpawnZ	Yes	Integer	Z axis of spawn point.
/	thunderTime	Yes	Integer	How long since last thunder.
/	version	No	Integer	Version of the save file.
/	LastPlayed	No	Long	Last time the level was played.
/	RandomSeed	Yes	Long	Stores the level seed.
/	SizeOnDisk	Yes	Long	No effect.
/	Time	Yes	Long	The time of day in ticks.
/	generatorName	Yes	String	The world generator name.
/	LevelName	No	String	The world name.
/Player	OnGround	No	Byte	If the player is on the ground.
/Player	Sleeping	No	Byte	If the player is sleeping.
/Player	Air	Yes	Short	How much air the player has.
/Player	AttackTime	Yes	Short	How long since the player last dealt damage.
/Player	DeathTime	Yes	Short	How long the player has been dead.
/Player	Fire	Yes	Short	How long the player has been on fire.
/Player	Health	Yes	Short	The player's health.
/Player	HurtTime	Yes	Short	How long since the player was last attacked.
/Player	SleepTimer	No	Short	How long the player has been asleep.
/Player	Dimension	Yes	Integer	What dimension the player is in.
/Player	foodLevel	Yes	Integer	How much food the player has.
/Player	foodTickTimer	Yes	Integer	How long since the player's hunger bar was last lowered.
/Player	PersistentId	No	Integer	Id of the player
/Player	playerGameType	Yes	Integer	The player's individual gamemode.
/Player	XpLevel	Yes	Integer	The player's level.
/Player	XpTotal	Yes	Integer	The total amount of XP the player has.
/Player	FallDistance	Yes	Float	How far the player has fallen.
/Player	foodExhaustionLevel	Yes	Float	How long until the player's hungerbar is lowered.
/Player	foodSaturationLevel	Yes	Float	How long the current food will last.
/Player	XpP	Yes	Float	Percentage of the next XP level completed.
/Player/ActiveEffects/3 entries	Amplifier	Yes	Byte	The level of the effect.
/Player/ActiveEffects/3 entries	Id	Yes	Byte	The ID of the effect
/Player/ActiveEffects/3 entries	Duration	Yes	Integer	The duration of the effect.
/Player/EnderItems/4 entries	Count	Yes	Byte	Number of the item.
/Player/EnderItems/4 entries	Slot	No	Byte	The slot of the item.
/Player/EnderItems/4 entries	Damage	Yes	Short	Damage to the item.
/Player/EnderItems/4 entries	id	Yes	Short	The ID of the item
/Player/EnderItems/5 entries	Count	Yes	Byte	Number of the item.
/Player/EnderItems/5 entries	Slot	No	Byte	The slot of the item.
/Player/EnderItems/5 entries	Damage	Yes	Short	Damage to the item.
/Player/EnderItems/5 entries	id	Yes	Short	The ID of the item
/Player/EnderItems/5 entries/tag/ench/2 entries	id	Yes	Short	The ID of the enchantment.
/Player/EnderItems/5 entries/tag/ench/2 entries	lvl	Yes	Short	The level of the enchantment.
/Player/Inventory/4 entries	Count	Yes	Byte	Number of the item.
/Player/Inventory/4 entries	Slot	No	Byte	The slot of the item.
/Player/Inventory/4 entries	Damage	Yes	Short	Damage to the item.
/Player/Inventory/4 entries	id	Yes	Short	The ID of the item
/Player/Inventory/4 entries	Count	Yes	Byte	Number of the item.
/Player/Inventory/4 entries	Slot	No	Byte	The slot of the item.
/Player/Inventory/4 entries	Damage	Yes	Short	Damage to the item.
/Player/Inventory/4 entries	id	Yes	Short	The ID of the item
/Player/Inventory/5 entries/tag/ench/2 entries	id	Yes	Short	The ID of the enchantment.
/Player/Inventory/5 entries/tag/ench/2 entries	lvl	Yes	Short	The level of the enchantment.
/Player/Motion		Yes	Double	Movement on the X axis.
/Player/Motion		Yes	Double	Movement on the Y axis.
/Player/Motion		Yes	Double	Movement on the Z axis.
/Player/Pos		Yes	Double	Position on the X axis.
/Player/Pos		Yes	Double	Position on the Y axis.
/Player/Pos		Yes	Double	Position on the Z axis.
/Player/Rotation		Yes	Float	Rotation pitch.
/Player/Rotation		Yes	Float	Rotation yaw.
/Player/abilities	flying	No	Byte	Marked if the player is flying.
/Player/abilities	instabuild	Yes	Byte	If the player can instabuild.
/Player/abilities	invulnerable	Yes	Byte	If the player is invulnerable.
/Player/abilities	mayBuild	Yes	Byte	If the player can build.
/Player/abilities	mayfly	Yes	Byte	If the player can fly.
/Player/abilities	flySpeed	Yes	Float	The speed the player can fly.
/Player/abilities	walkSpeed	Yes	Float	The speed the player can walk.