

# Forum:[Hack Forums](#)

Thread: [getting another players coords](#)

**SIM-925118** - April 4, 2017, 9:16 pm

Is there any possible way to get another player's coordinates on a server?

The server is vanilla

**Mr. Robot** - April 4, 2017, 9:18 pm

Like typing their name in? Or you want something else.

**SIM-925118** - April 4, 2017, 9:23 pm

(Apr 4, 2017 09:18 PM)Mr. Robot Wrote: [\[CITE\]](#) Like typing their name in? Or you want something else.

yes, something like that.

Instead of spending a long time trying to find the player, on a large map.

I was hoping there was something like this, possibly

**GenericSkid** - April 4, 2017, 9:28 pm

(Apr 4, 2017 09:23 PM)Yolandi Wrote: [\[CITE\]](#) yes, something like that.

Instead of spending a long time trying to find the player, on a large map.

I was hoping there was something like this, possibly

You used to be able to figure out where they were with sound effects that were global, such as thunder. I'm not sure if that's been patched.

**zeroeightsix** - April 5, 2017, 7:53 am

On servers with specific configurations, you can triangulate a thunders position based on direction. This however requires multiple accounts spread around the world, and for how uncommon it is to find a server where this kind of behaviour is enabled, it's not recommended.

**BEKFEST** - April 6, 2017, 5:55 pm

If you can see them, you can use the ace follow module and then you'll know wherever they are. Very useful on multiplayer servers, go to spawn put it on someone, and wait for them to go to base...

**SIM-925118** - April 6, 2017, 7:29 pm

(Apr 6, 2017 05:55 PM)BEKFEST Wrote: [\[CITE\]](#) If you can see them, you can use the ace follow module and then you'll know wherever they are. Very useful on multiplayer servers, go to spawn put it on someone, and wait for them to go to base...

I've thought about this but haven't tried it.

Just annoying when a server has some sort of /home feature.

**hintss** - April 7, 2017, 1:53 am

(Apr 5, 2017 07:53 AM)zeroeightsix Wrote: [\[CITE\]](#) On servers with specific configurations, you can triangulate a thunders position based on direction. This however requires multiple accounts spread

around the world, and for how uncommon it is to find a server where this kind of behaviour is enabled, it's not recommended.

This shouldn't need multiple accounts, since the coordinates of the thunder are in the sound effect packet. As far as I know, the vanilla server still allows this, it's just spigot that doesn't.

**Mindsweep** - April 7, 2017, 10:53 am

There used to be a way to listen for a packet such as thunder but I think that got patched ages ago.

Only way you could do this is if the player is loaded into your client thus meaning they have to be somewhat near you.

PHP Code

```
<?php
for(Entity e : loadedEntitiesList()) {
    if(e instanceof EntityPlayerOrWhatever) {
        //This is how I would of done it back in the day if I remember correctly.
    }
}
```

**xspreez** - May 9, 2017, 12:40 pm

It should be cool if u can see players cords and go and raid them

**iQuintennn** - May 11, 2017, 1:58 am

(Apr 7, 2017 10:53 AM)Mindsweep Wrote: [\[CITE\]](#) There used to be a way to listen for a packet such as thunder but I think that got patched ages ago.

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Im pretty sure this only works for entities inside render distance

**Mindsweep** - May 11, 2017, 9:03 am

(May 11, 2017 01:58 AM)iQuintennn Wrote: [\[CITE\]](#) Im pretty sure this only works for entities inside render distance

"Only way you could do this is if the player is loaded into your client thus meaning they have to be somewhat near you."

**iQuintennn** - May 12, 2017, 5:41 am

(May 11, 2017 09:03 AM)Mindsweep Wrote: [\[CITE\]](#) "Only way you could do this is if the player is loaded into your client thus meaning they have to be somewhat near you."

Oh yeah sorry didn't notice that line haha

**VeryLongRuler** - July 14, 2017, 11:53 am

(Apr 6, 2017 07:29 PM)Underage? Wrote: [\[CITE\]](#) Just annoying when a server has some sort of

/home feature. Idk if it still happens but some brands of minecraft servers were sending "Entity Teleport" packet with new coords, even if player was teleported far away.

You could create waypoint with these coords and go see what is there at this waypoint.