

Color Pallete (map.png)

Karelia

HEX : #782c72
RGB : 120,44,114



Beach

HEX : #FFFF00
RGB : 255,255,0



Extreme Hills Edge

HEX : #666600
RGB : 102,102,0



NOT containing the 37 new MC 1.7.x biomes !!!

Extreme Hills Edge 2

HEX : #997722
RGB : 153,119,34



Extreme Hills

HEX : #333300
RGB : 51,51,0



Extreme Hills 2

HEX : #997755
RGB : 153,119,85



NOT containing the 37 "Dolomite Area" biomes !!!

Jungle

HEX : #CC6600
RGB : 204,102,0



Summits

HEX : #FF0011
RGB : 255,0,17



Jungle Mountains

HEX : #66AA77
RGB : 102,170,119



Forest

HEX : #00FF00
RGB : 0,255,0



River

HEX : #00CCCC
RGB : 0,204,204



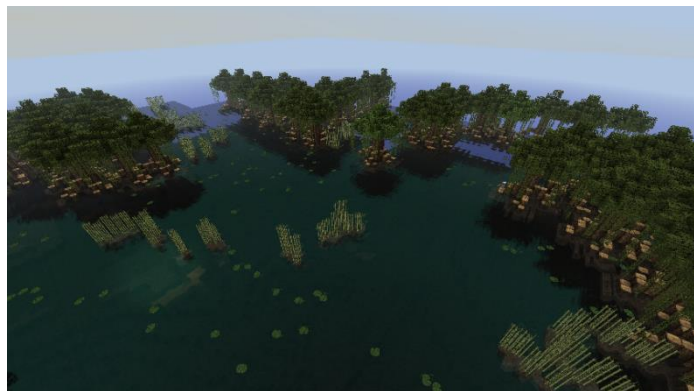
Lakeshore 2

HEX : #CC66FF
RGB : 204,102,255



Swampland

HEX : #99CC66
RGB : 153,204,102



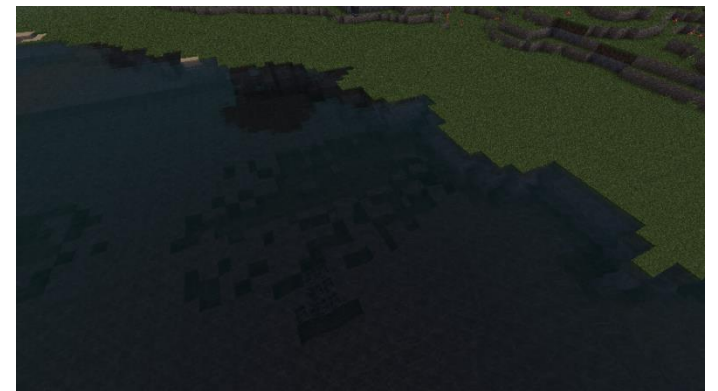
Pillar Roof

HEX : #665500
RGB : 102,85,0



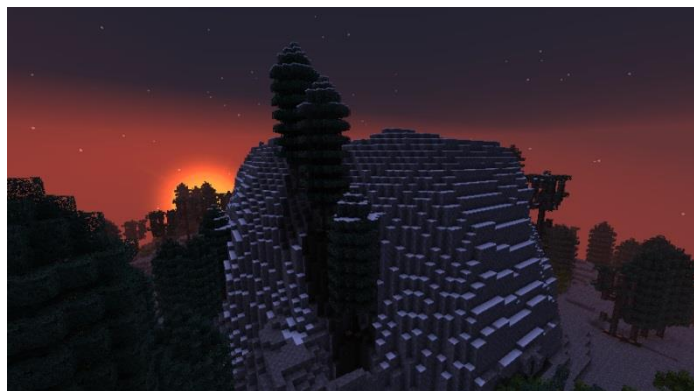
Lakeshore

HEX : #CC99FF
RGB : 204,153,255



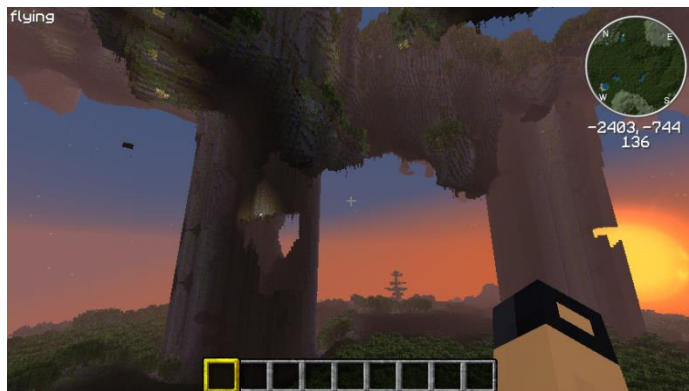
Summits 2

HEX : #660066
RGB : 102,0,102



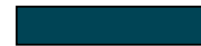
Pillar

HEX : #663300
RGB : 102,51,0



Lakes

HEX : #004455
RGB : 0,68,85



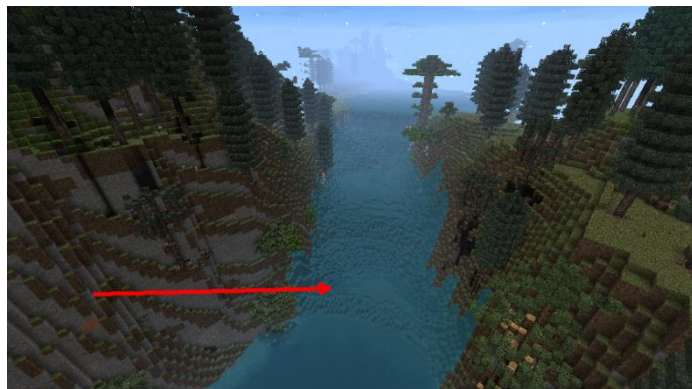
Waterfall (changed in 1.5.1 and newer)

HEX : #9955AA
RGB : 153,85,170



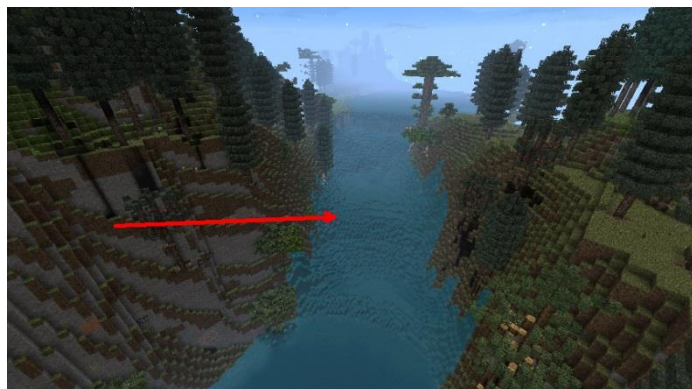
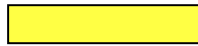
Waterfall 2 (not used in 1.5.1 and newer)

HEX : #FF5500
RGB : 255,85,0



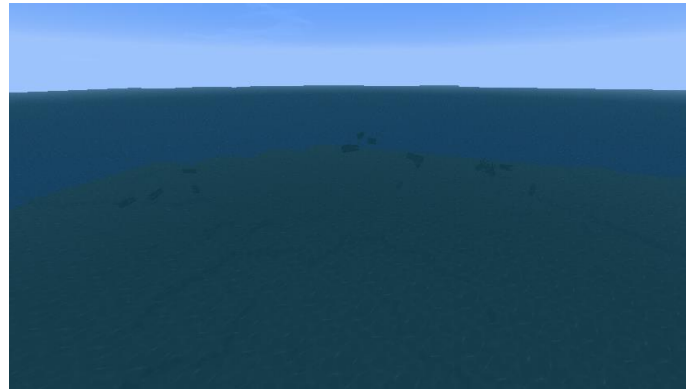
Waterfall 3 (not used in 1.5.1 and newer)

HEX : #FFFF44
RGB : 255,255,68



Ocean

HEX : #3333FF
RGB : 51,51,255



Grassland

HEX : #99FF00
RGB : 153,255,0



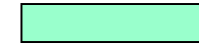
Plains (Savanna)

HEX : #99AA44
RGB : 153,170,68



BadlandEdge

HEX : #99FFCC
RGB : 153,255,204



Badland

HEX : #CC6688
RGB : 204,102,136



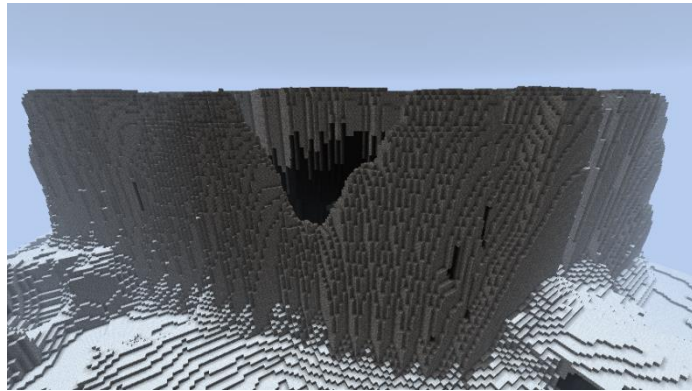
FloatingSavanna

HEX : #666666
RGB : 102,102,102



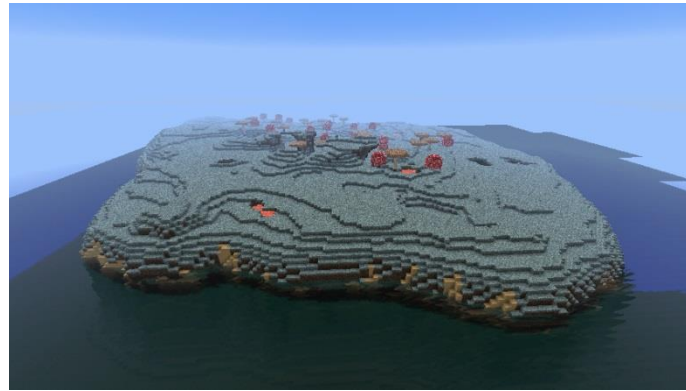
CaveBorder

HEX : #CCFFBB
RGB : 204,255,187



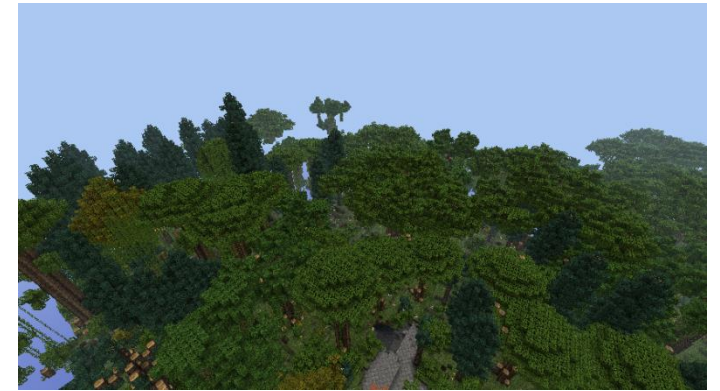
MushroomIsland

HEX : #FF33CC
RGB : 255,51,204



Forest2

HEX : #00DD22
RGB : 0,221,34



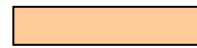
ForestCave

HEX : #002211
RGB : 0,34,17



DesertCaveFloor

HEX : #FFCC99
RGB : 255,204,153



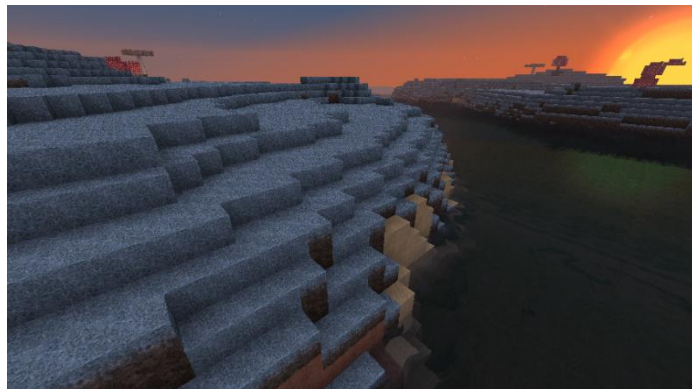
Forest3

HEX : #00BB33
RGB : 0,187,51



MushroomIslandsShore

HEX : #FF9999
RGB : 255,153,153



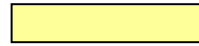
ForestHills

HEX : #009900
RGB : 0,153,0



Beach2 (Sponge Riff)

HEX : #FFFF99
RGB : 255,255,153



Mystic

HEX : #555555
RGB : 85,85,85



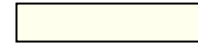
MysticHills

HEX : #888888
RGB : 136,136,136



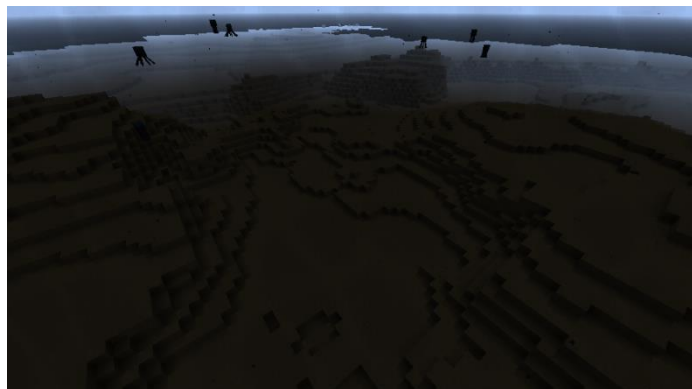
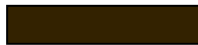
Dune

HEX : #FFFFFFE
RGB : 255,255,238



OceanDeep

HEX : #332200
RGB : 51,34,0



PlainsHills

HEX : #997744
RGB : 153,119,68



DesertHills

HEX : #996600
RGB : 153,102,0



Forest4

HEX : #009955
RGB : 0,153,85



IcePlains

HEX : #CCCCCC
RGB : 204,204,204



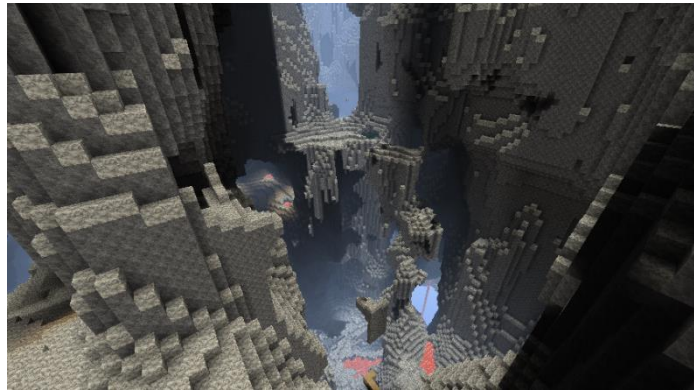
Oasis

HEX : #FF6677
RGB : 255,102,119



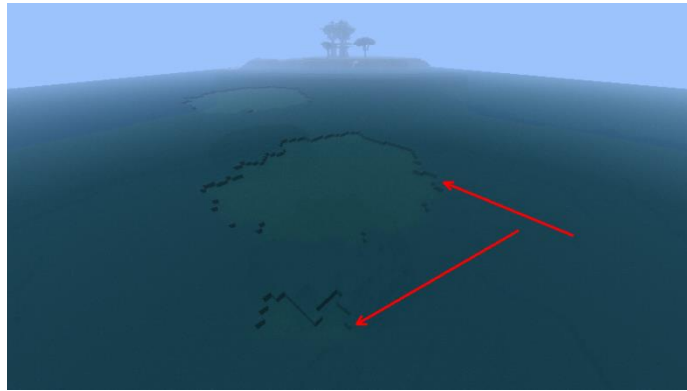
TheEnd

HEX : #FFEEBB
RGB : 255,238,187



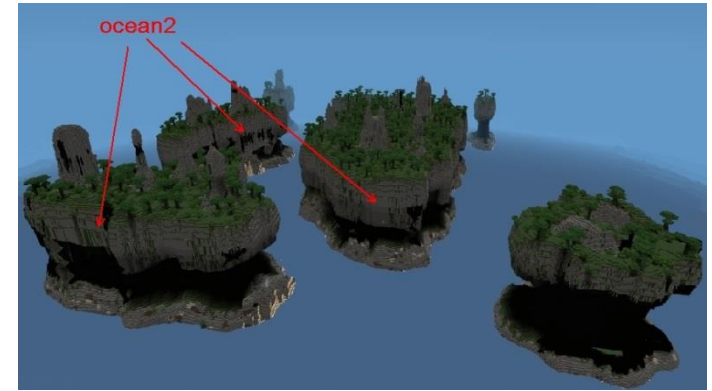
Wirldpool2

HEX : #330088
RGB : 51,0,136



Ocean2

HEX : #FF0066
RGB : 255,0,102



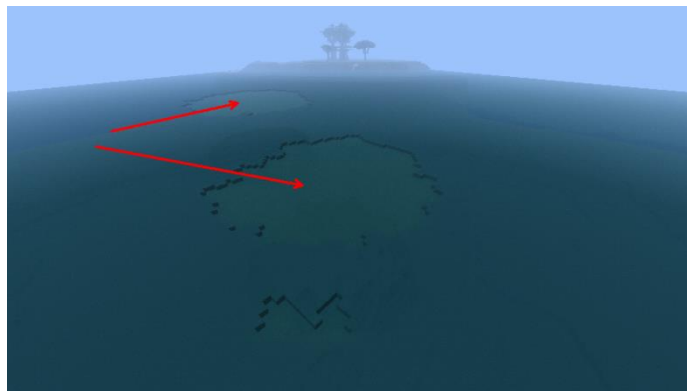
Urwald

HEX : #006600
RGB : 0,102,0



Wirldpool

HEX : #330044
RGB : 51,0,68



BeachRocky

HEX : #331133
RGB : 51,17,51



Urwald2

HEX : #003300
RGB : 0,51,0



Ocean2Border

HEX : #FFAA66
RGB : 255,170,102



Caves

HEX : #660000
RGB : 102,0,0



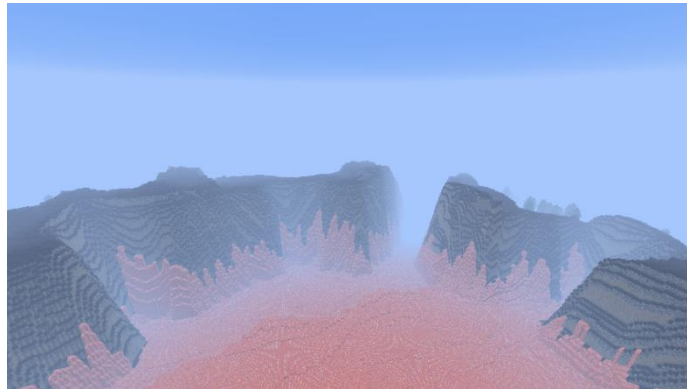
Hell (Vulcano Border)

HEX : #999977
RGB : 153,153,119



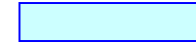
Vulcano

HEX : #FF0000
RGB : 255,0,0



Street

HEX : #CCFFFF
RGB : 204,255,255



GravelBeach

HEX : #777777
RGB : 119,119,119



Plateau

HEX : #998899
RGB : 153,136,153



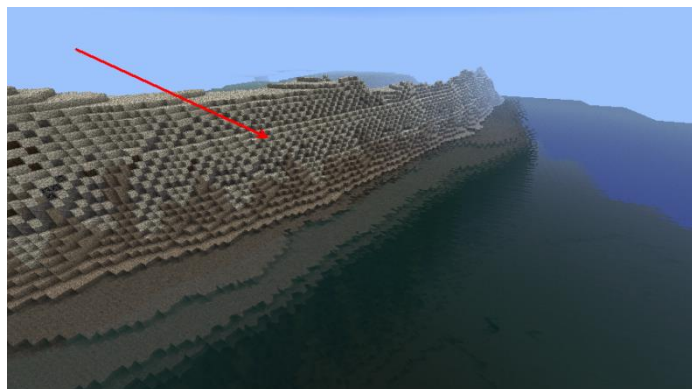
Mountains

HEX : #CC6666
RGB : 204,102,102



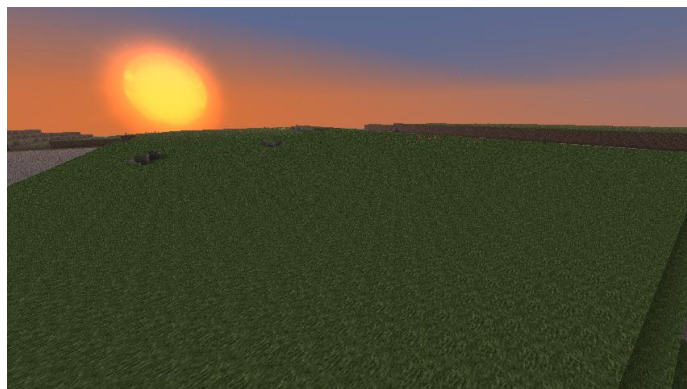
Cliffs

HEX : #66FFBB
RGB : 102,255,187



Flat

HEX : #CCFF00
RGB : 204,255,0



SingleWaterfall

HEX : #66FFAA
RGB : 102,255,170



Avatar

HEX : #000000
RGB : 0,0,0



High

HEX : #ffaf4b
RGB : 255,175,75



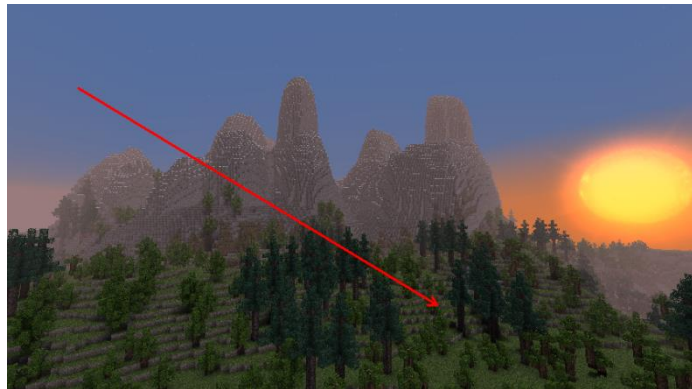
McSwampland

HEX : #99CC33
RGB : 153,204,51



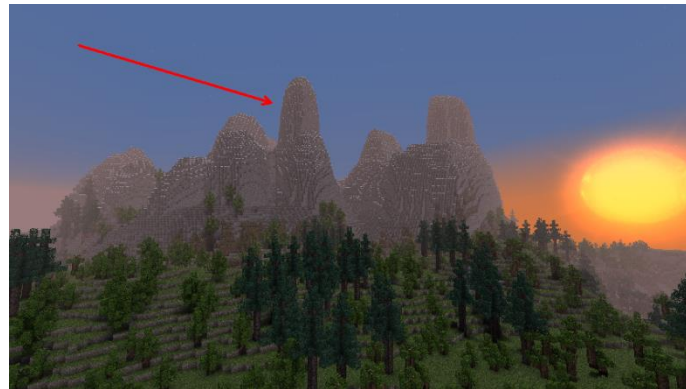
MountainForest

HEX : #462300
RGB : 70,35,0



Peak

HEX : #ffffbe
RGB : 255,255,190



MediumRiver (not used in 1.5.1 and newer)

HEX : #000055
RGB : 0,0,85



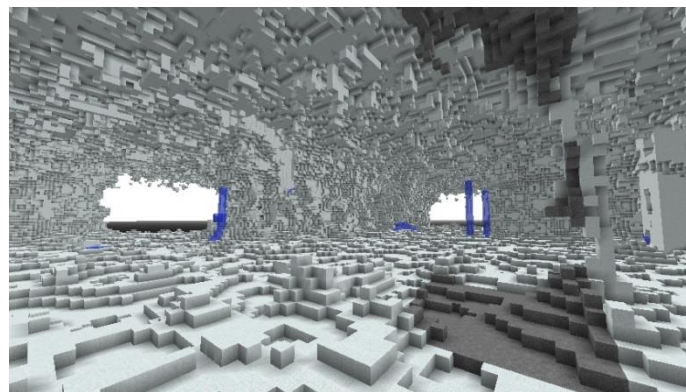
Medium

HEX : #be9632
RGB : 190,150,50



TheArctic

HEX : #00EECC
RGB : 0,238,204



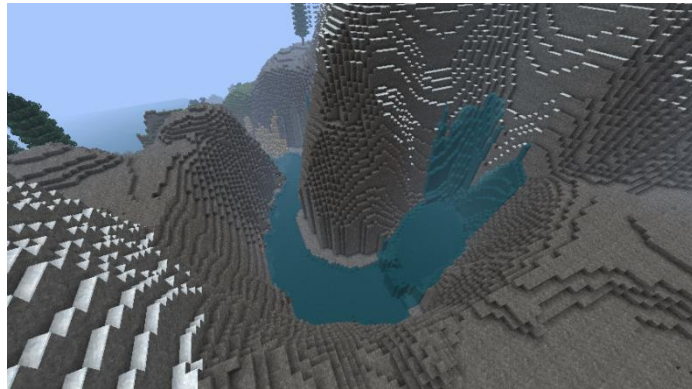
HighRiver (not used in 1.5.1 and newer)

HEX : #000088
RGB : 0,0,136



SourceFalls (not used in 1.5.1 and newer)

HEX : #0000FF
RGB : 0,0,255



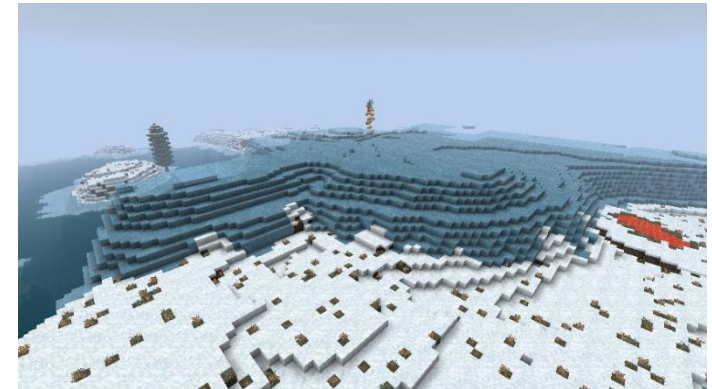
MonumentRocksBorder

HEX : #CC3322
RGB : 204,51,34



Glacier

HEX : #99EEEE
RGB : 153,238,238



MonumentRocksPeak

HEX : #CC6677
RGB : 204,102,119



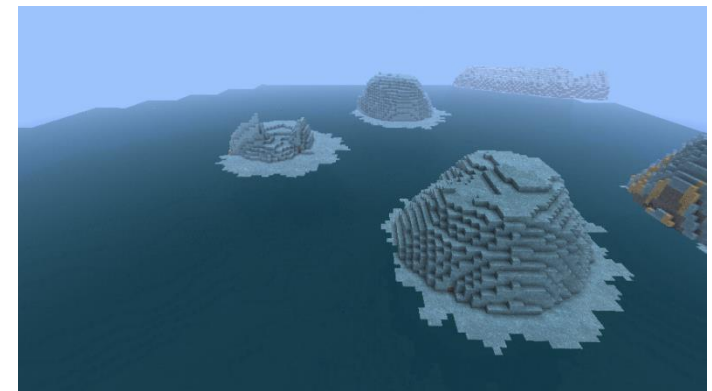
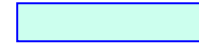
MonumentValley

HEX : #CCAA22
RGB : 204,170,34



Iceberg

HEX : #CCFFEE
RGB : 204,255,238



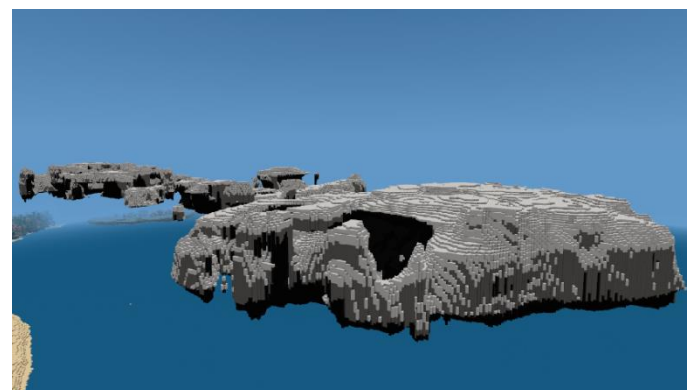
MonumentRocks

HEX : #CC6644
RGB : 204,102,68



Sky (not floating since 1.5.1)

HEX : #999911
RGB : 153,153,17



Desert

HEX : #FFCC33
RGB : 255,204,51



PowellLow

HEX : #99AA77
RGB : 153,170,119



PowellPeak

HEX : #99AADD
RGB : 153,170,221



Schlucht

HEX : #66BB77
RGB : 102,187,119



PowellMedium

HEX : #99AA99
RGB : 153,170,153



SlotCanyon

HEX : #66BBFF
RGB : 102,187,255



ForestPine

HEX : #334400
RGB : 51,68,0



PowellHigh

HEX : #99AABB
RGB : 153,170,187



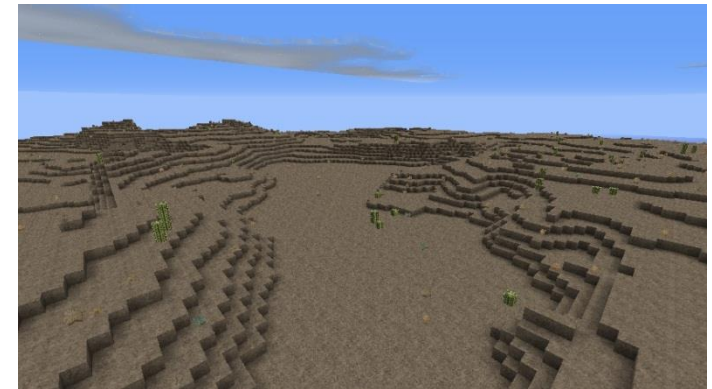
SlotCanyonHigh

HEX : #66BB99
RGB : 102,187,153



DesertGravel

HEX : #333344
RGB : 51,51,68



DesertCacti

HEX : #FF550A
RGB : 255,85,10



TropicalOceanBorder

HEX : #339966
RGB : 51,153,102



Canyon (mit BadlandEdge als Border Biome)

HEX : ##33FF88
RGB : 51,255,136



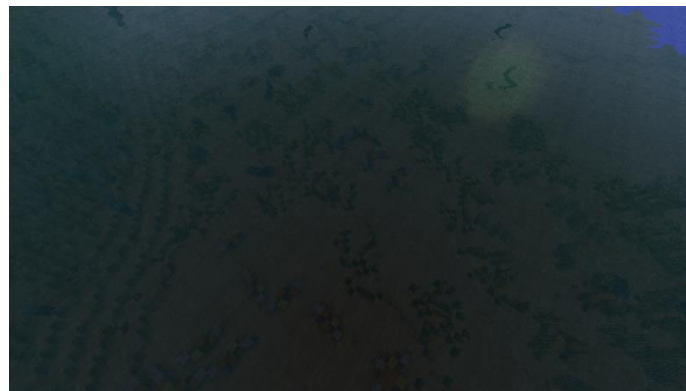
Caverns (caves in ExtremeMountains)

HEX : #663344
RGB : 102,51,68



TropicalOcean

HEX : #333355
RGB : 51,51,85



Taiga

HEX : #007700
RGB : 0,119,0



Cedarberg

HEX : #50463C
RGB : 80,70,60



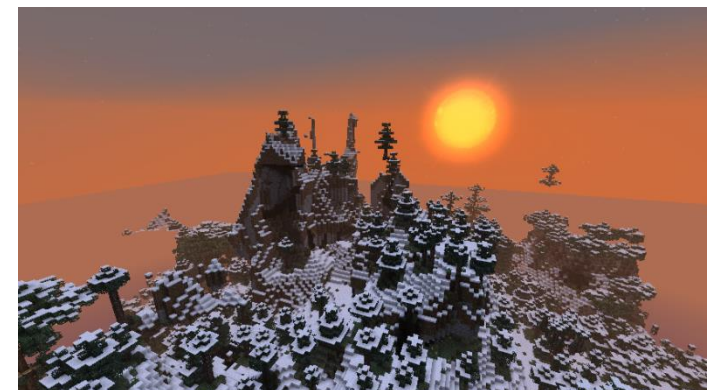
TropicalOcean2

HEX : #333333
RGB : 51,51,51



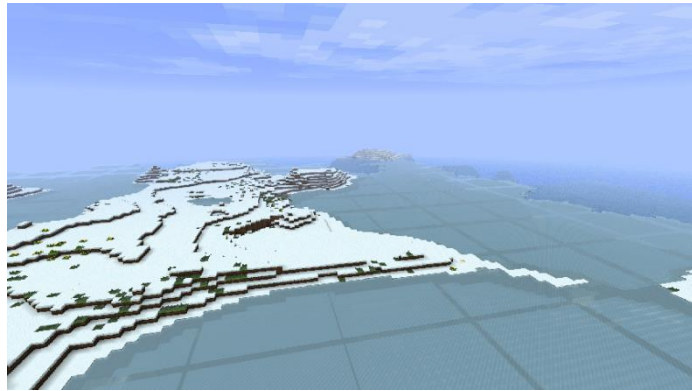
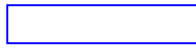
TaigaHills

HEX : #003333
RGB : 0,51,51



FrozenOcean

HEX : #FFFFFF
RGB : 255,255,255



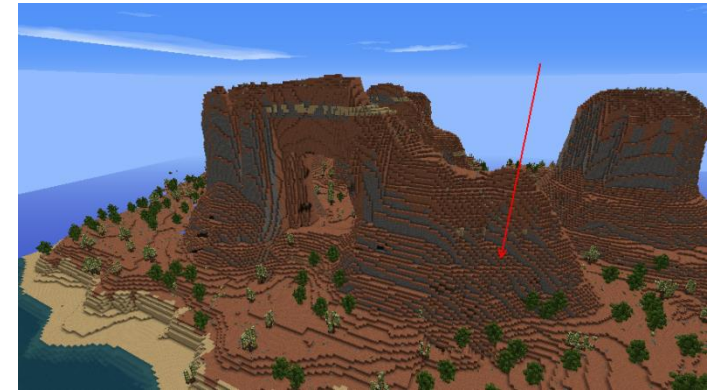
Down (with BadlandEdge Biome as Border)

HEX : #001100
RGB : 0,17,0



MonumentArchesLowerPeak

HEX : #556677
RGB : 85,102,119



FrozenRiver

HEX : #66FFFF
RGB : 102,255,255



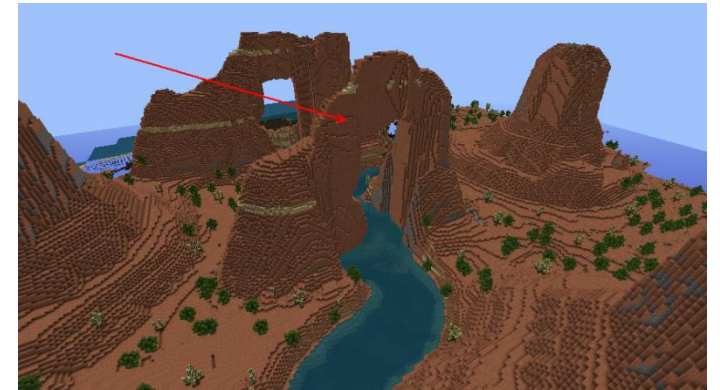
MonumentArches

HEX : #CC6611
RGB : 204,102,17



MonumentArchesLowerRiver

HEX : #CC5544
RGB : 204,85,68



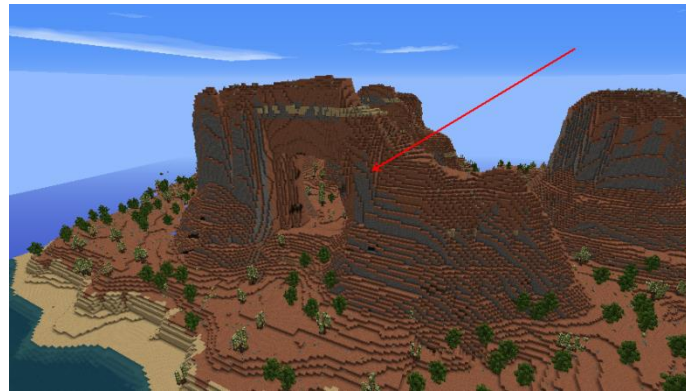
ErodedCoast

HEX : #665522
RGB : 102,85,34



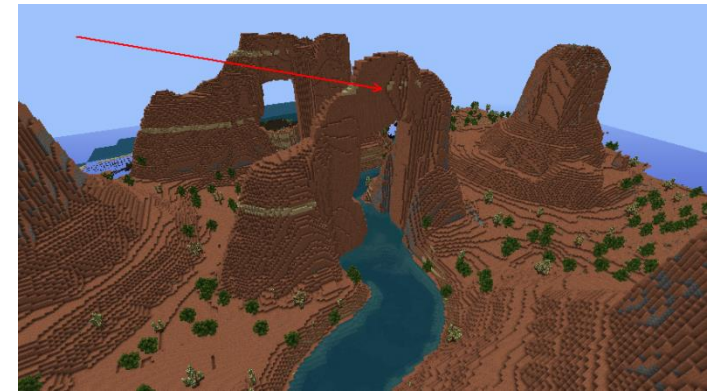
MonumentArchesLower

HEX : #CC6699
RGB : 204,102,153



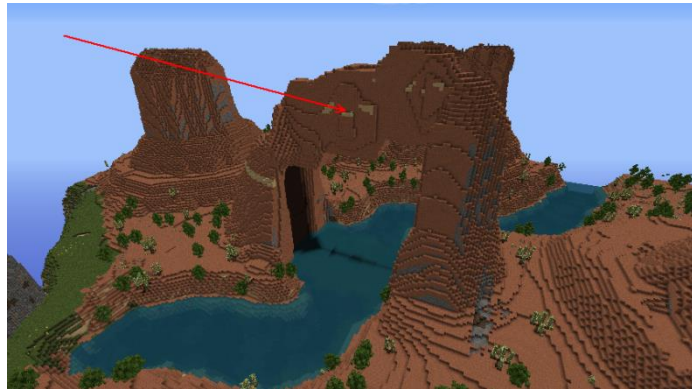
MonumentArchesRiver

HEX : #CC5522
RGB : 204,85,34



MonumentArchesMediumRiver

HEX : #CC5566
RGB : 204,85,102



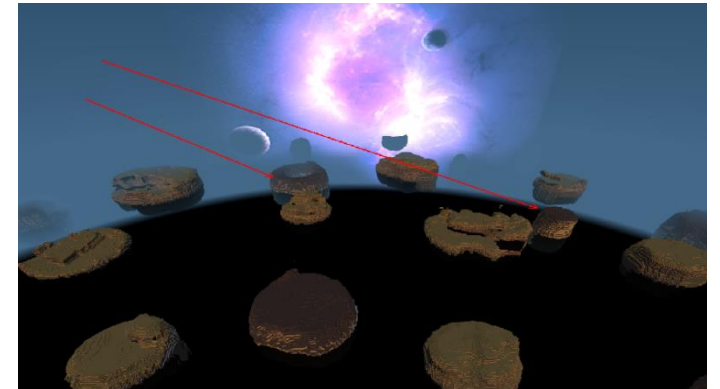
ForestCaveLake

HEX : #6496C8
RGB : 100,150,200



Planet2 (unused)

HEX : #DC14DC
RGB : 220, 20 ,220



IceMountains

HEX : #CC9966
RGB : 204,153,102



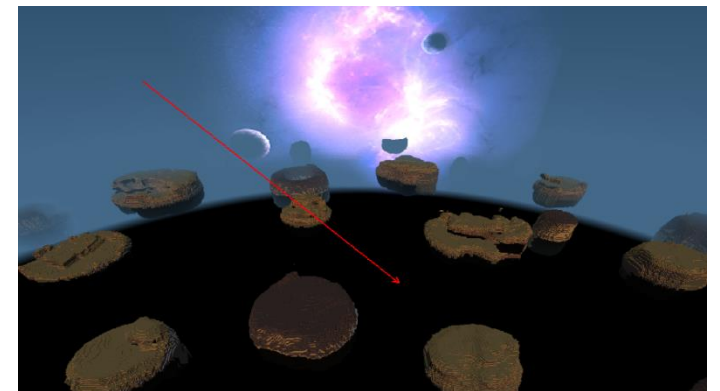
ForestCaveLakeBorder

HEX : #6EA0D2
RGB : 110,160,210



Space (unused)

HEX : #020A62
RGB : 2, 10 , 98



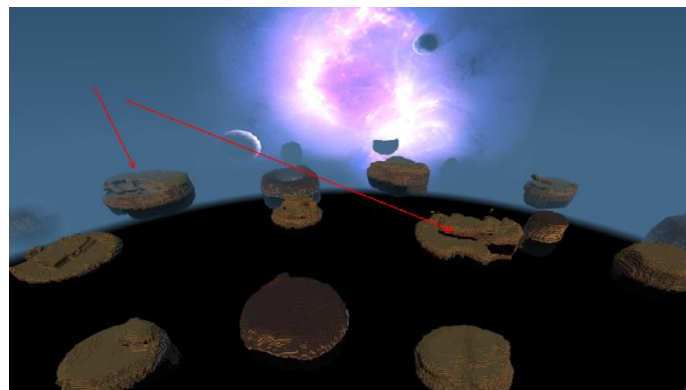
ForestCaveFalls

HEX : #9955DD
RGB : 153,85,221



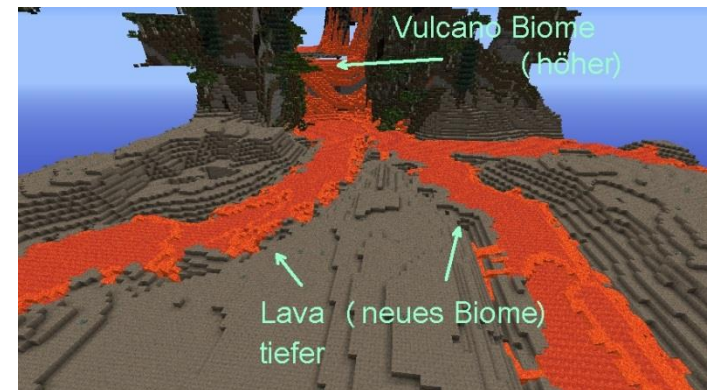
Planet (unused)

HEX : #1E0638
RGB : 30, 6 ,56



Lava

HEX : #FF6499
RGB : 255,100,153



Flower

HEX : #962850
RGB : 150,40,80



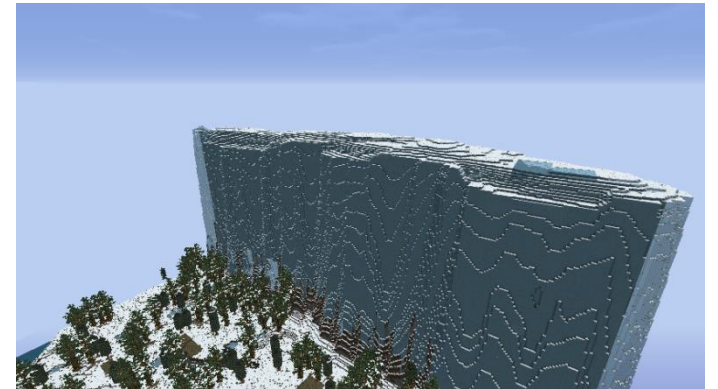
Nether

HEX : #612133
RGB : 97, 33, 51



TheIcewallSummit

HEX : #c8dce6
RGB : 200, 220, 230



Westerwald

HEX : #112419
RGB : 17, 36, 25



BeachSeychelles

HEX : #da7612
RGB : 218, 118, 18



FloatingMountains

HEX : #1e3c38
RGB : 30, 60, 56



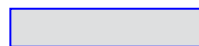
CliffsOfMoher

HEX : #827364
RGB : 130, 115, 100



TheIcewall

HEX : #dedfe0
RGB : 222, 223, 224



Ocean3

HEX : #003862
RGB : 0, 56, 98



JungleHills

HEX : #8c96a0
RGB : 140,150,160



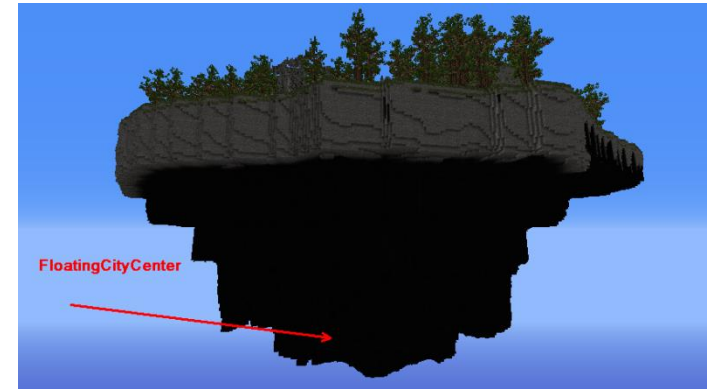
RExtremeHillsEdge

HEX : #78797a
RGB : 120,121,122



FloatingCityCenter

HEX : #970098
RGB : 151, 0 ,152



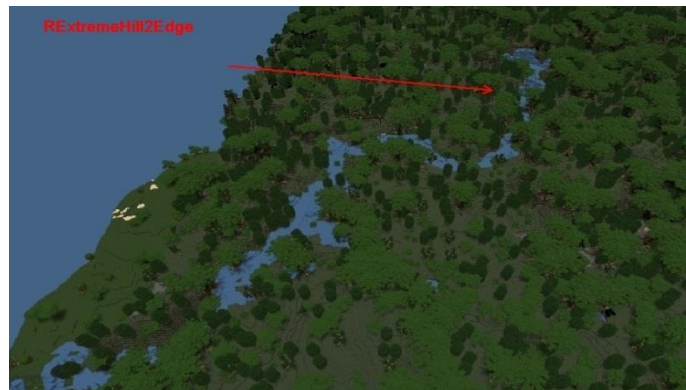
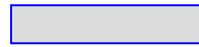
RExtremeHills

HEX : #464748
RGB : 70,71,72



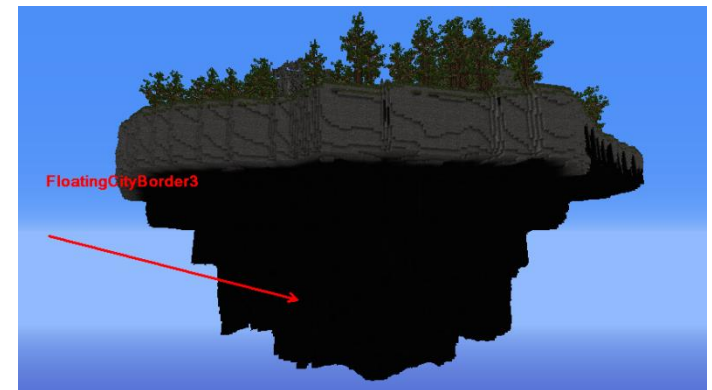
RExtremeHillsEdge2

HEX : #dcdde
RGB : 220,221,222



FloatingCityBorder3

HEX : #1500d3
RGB : 21, 0 ,211



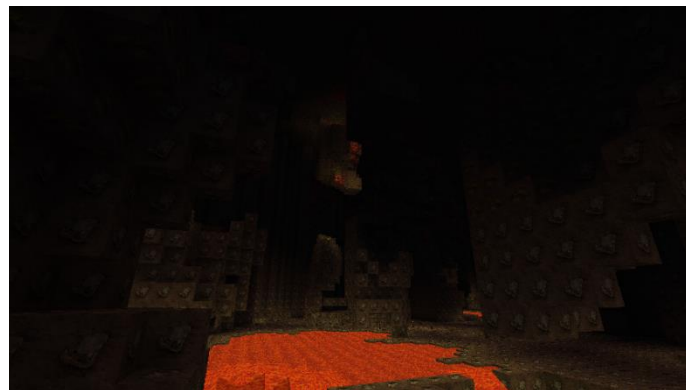
RExtremeHills2

HEX : #5a5b5c
RGB : 90,91,92



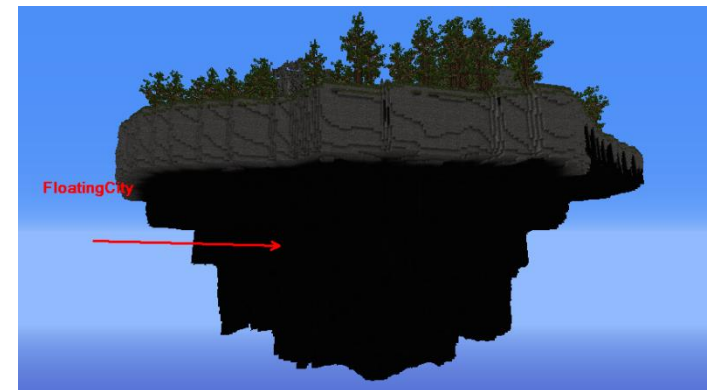
Orevein

HEX : #10c6e6
RGB : 16,198,230



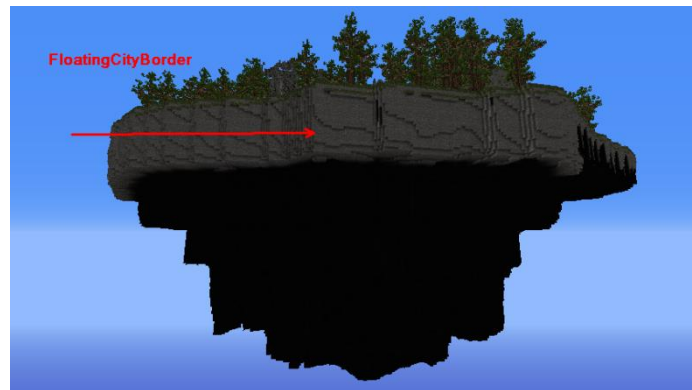
FloatingCity

HEX : #fb00fc
RGB : 251, 0 ,252



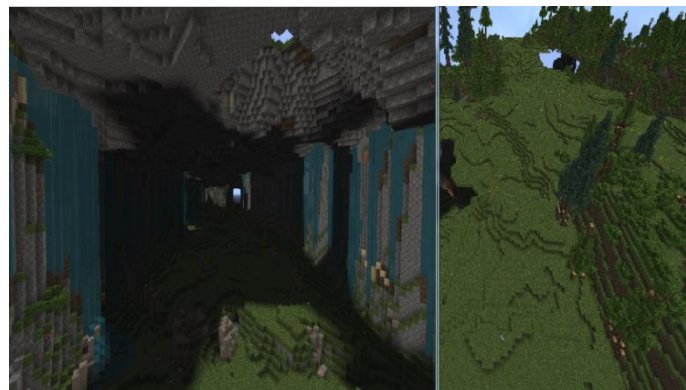
FloatingCityBorder

HEX : #470047
RGB : 71, 0, 71



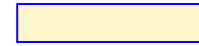
CanyonClosed

HEX : #97ff88
RGB : 151, 255, 136



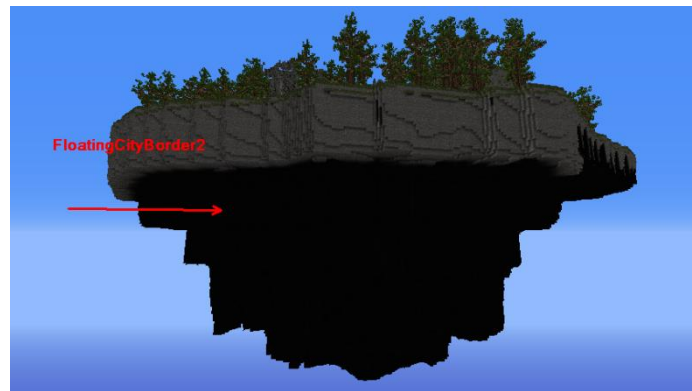
ErodedCreekBorder

HEX : #fff5ca
RGB : 255, 245, 202



FloatingCityBorder2

HEX : #0b006f
RGB : 11, 0, 111



CavernsBorder

HEX : #dbc393
RGB : 219, 195, 147



ErodedCreek

HEX : #fff566
RGB : 255, 245, 102



WoWForest

HEX : #20ff65
RGB : 32, 255, 101



Ocean2HighBorder

HEX : #fafa9b
RGB : 250, 250, 155



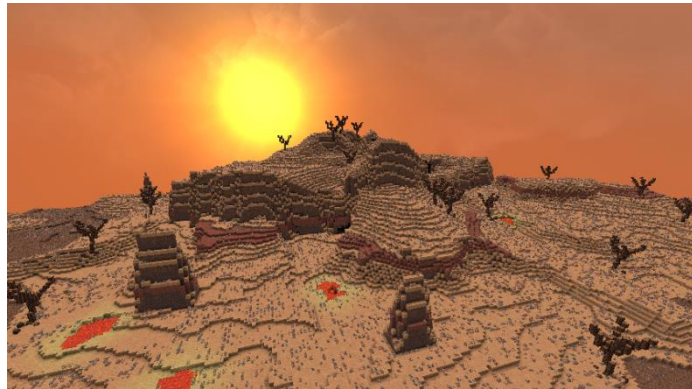
TallForest

HEX : #00FFD0
RGB : 0, 255, 208



DesertPlain

HEX : #FFCCab
RGB : 255,204,171



BedrockBorder (unused)

HEX : #bbbbbb
RGB : 187,187,187



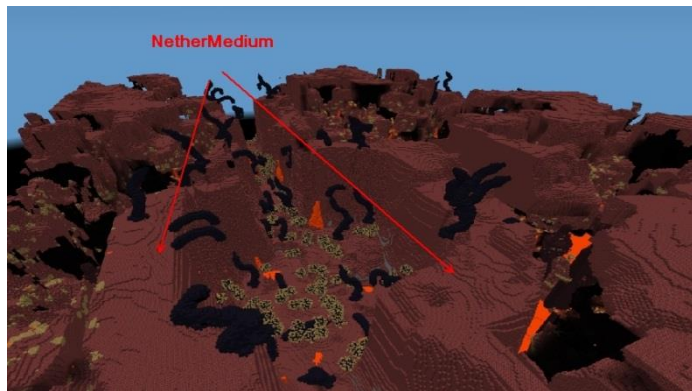
Grand_CRocks

HEX : #CC66a0
RGB : 204,102,160



NetherMedium

HEX : #61c133
RGB : 97,193,51



ColdLava

HEX : #9999db
RGB : 153,153,219



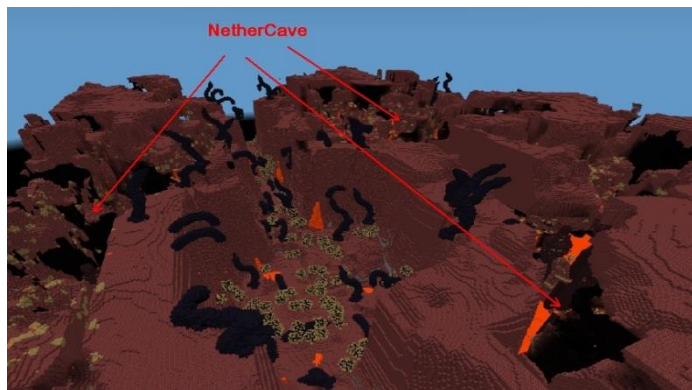
Grand_CRocksBorder

HEX : #CC3386
RGB : 204,51,134



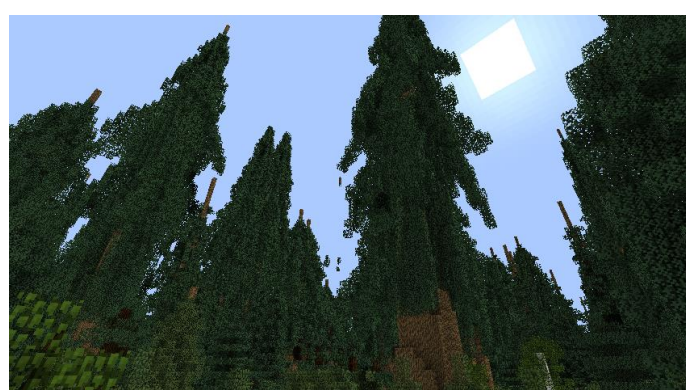
NetherCave

HEX : #615d33
RGB : 97,93,51



Forest_Plains

HEX : #78a489
RGB : 120,164,137



Grand_CRocksPeak

HEX : #CC66db
RGB : 204,102,119



Grand_CValley

HEX : #CCaa86
RGB : 204,170,134



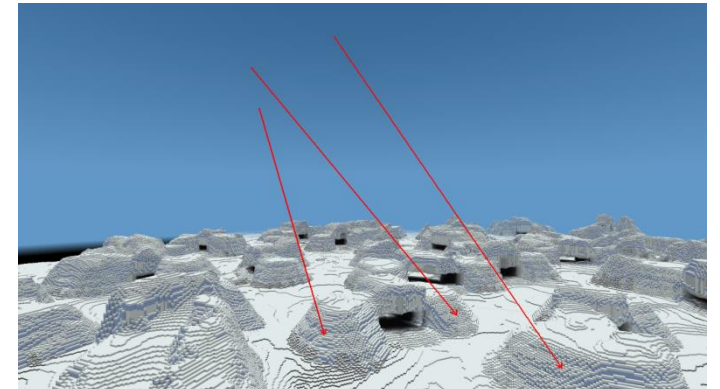
Bryce

HEX : #aa99f5
RGB : 170,153,245



Snow

HEX : #c9caf3
RGB : 201, 202, 243



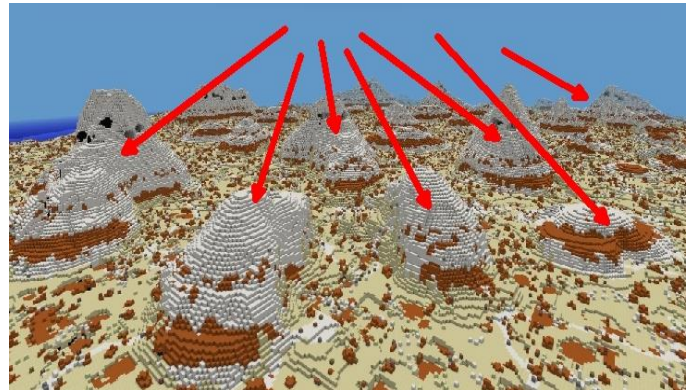
ObsidianPlains

HEX : #99aa9e
RGB : 153,170,158



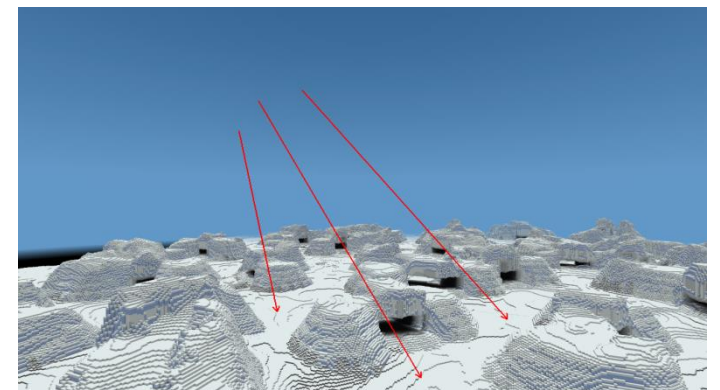
WhiteDesert

HEX : #00050a
RGB : 0, 5, 10



SnowPlains

HEX : #65cacb
RGB : 101, 202, 203



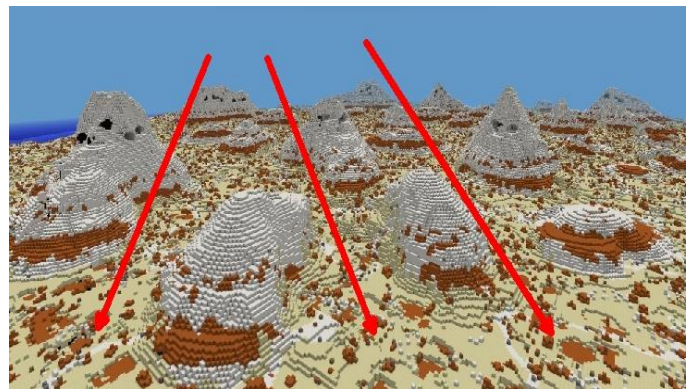
RollingJungle

HEX : #e17de9
RGB : 225,125,233



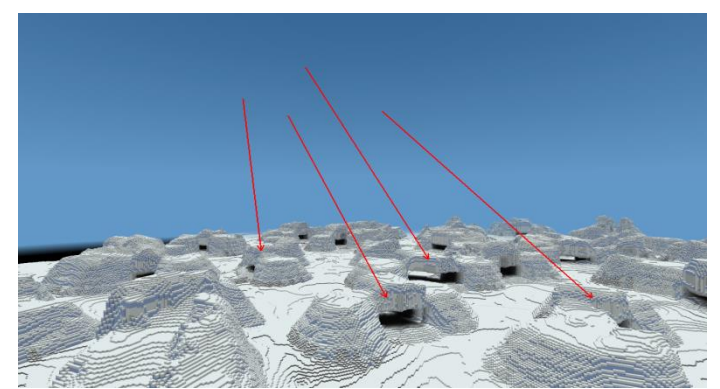
WhiteDesertPlains

HEX : #a7a7a7
RGB : 167,167,167



SnowArches

HEX : #d3defd
RGB : 211, 222, 253



TheArcticNoCaves

HEX : #2bEECC
RGB : 178,238,204



OceanLava

HEX : #392d37
RGB : 57, 45, 55



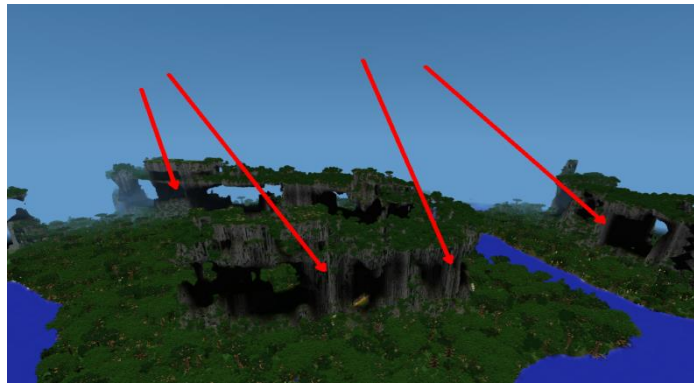
SaltFlats

HEX : #a49d71
RGB : 164, 157, 113



Eldaria

HEX : #3a4e3f
RGB : 58, 78, 63



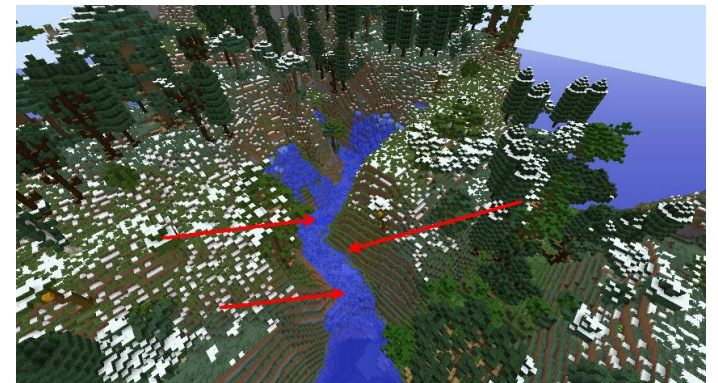
Schiefer

HEX : #3f75e3
RGB : 63, 117, 227



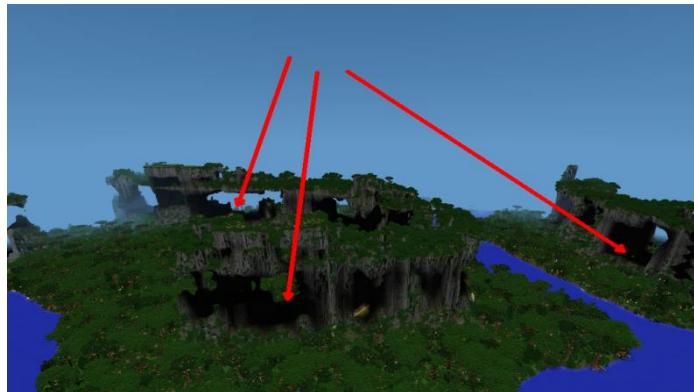
GravelCreek

HEX : #47477d
RGB : 71, 71, 125



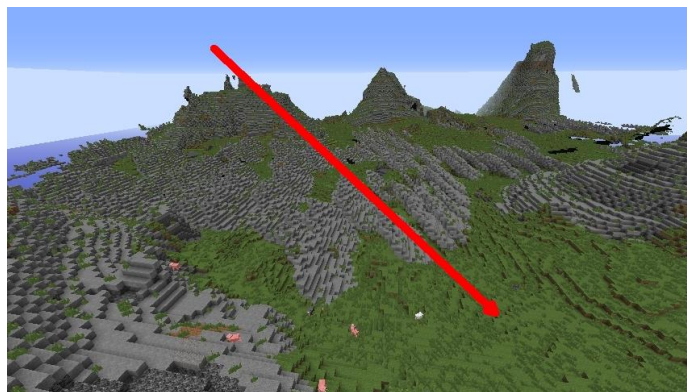
EldariaLow

HEX : #5046a0
RGB : 80, 70, 160



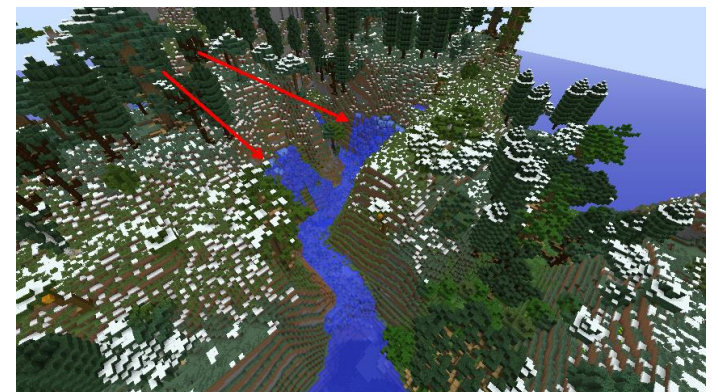
SchieferBorder

HEX : #a3d97f
RGB : 163, 217, 127



GravelCreekFalls

HEX : #6671d4
RGB : 164, 157, 113



BulpDune

HEX : #ffff8a
RGB : 255, 255, 138



LowCrackedMountain

HEX : #ffaf34
RGB : 255, 175, 52



RollingHillsLow

HEX : #6f7aad
RGB : 111, 122, 173



HighCrackedMountain

HEX : #ffaf98
RGB : 255, 175, 152



RollingHillsHigh

HEX : #47343f
RGB : 71, 52, 63



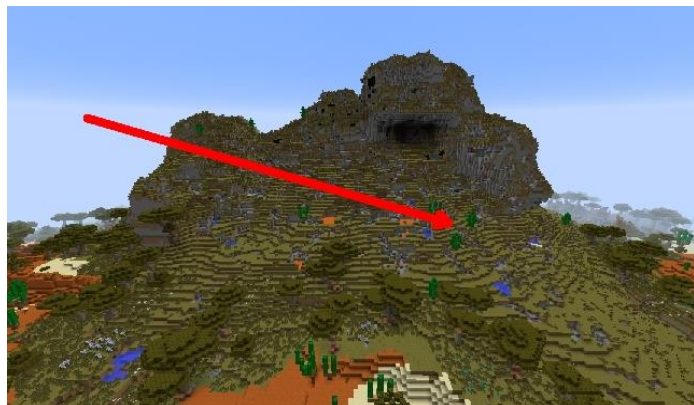
gcor

HEX : #00020a
RGB : 0, 2, 10



MidCrackedMountain

HEX : #ffaafc
RGB : 255, 175, 252



RollingHillsMid

HEX : #51667b
RGB : 81, 102, 123



gcorValley

HEX : #cfbd9c
RGB : 207, 189, 156



monolitouter

HEX : #1377e5
RGB : 19, 119, 229



IsleBeach

HEX : #65dbc3
RGB : 101, 219, 195



DesertHollow (mit bewaldeten Caves im Untergrund)

HEX : #FFCF77
RGB : 255,207,119



monolitinner

HEX : #337e23
RGB : 51, 126, 35



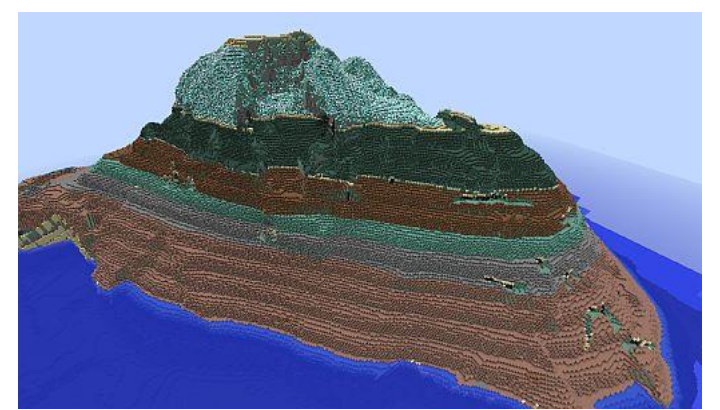
Wadi

HEX : #737443
RGB : 115, 116, 67



NewBlocks

HEX : #d8e2ed
RGB : 216, 226, 237



Ballisle

HEX : #ec756d
RGB : 236, 117, 109



WadiBorder

HEX : #7374a7
RGB : 115, 116, 167



DesertGrass

HEX : #FFCC76
RGB : 255, 204, 118



Wasteland

HEX : #593344
RGB : 89, 51, 68

