

What are Mojang mappings

- **Obfuscation mappings** — By default, Minecraft server is obfuscated (i.e. `getWorld()` turns into `a()`) when it is released. Mojang decided to release deobfuscation mappings to help developers create mods for their client/server.
- **Licensing issues** — Those mappings can only be used during development and you may not publish software that relies on them (it would not work anyways). So we have to remap your plugin back to whatever mappings the server uses.
- **Spigot vs Mojang's mappings** — Spigot partially deobfuscated the mappings, but they use different namings (i.e. Spigot renames `a()` method to `getWorld()` where in reality it was called `getLevel()` in Mojang's mappings). Luckily, I'll show you a resource to quickly find those differences so you can transition to using new mappings easily.

`getLevel()` (Mojang) → `a()` (obfuscated) → `getWorld()` (Spigot)

