

Loaded Chunks

Loaded Chunks/Simulated Chunks

Loaded Chunks also known as simulated chunks are the chunks that anything can normally process in. These chunks only occur around a player or created with the use of **/tickingarea** or **Add-ons**. These chunks are what players will spend their time interacting with a majority of the time.

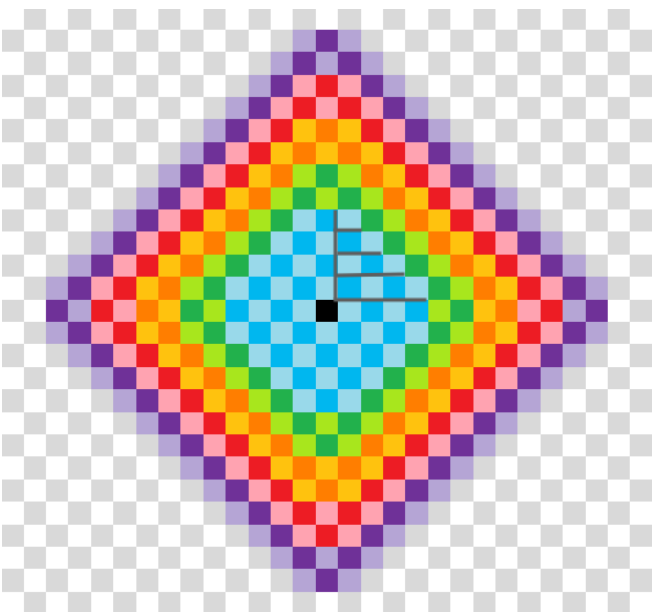
These chunks are represented by the hex code 0x0009 in the game code.

Buffer Chunks

Around every loaded chunk is a buffer of [unloaded chunks](#) this is to improve load times and general stability of the game.

Loaded Area Size

The size of the area of loaded chunks around a player is dependent on the **simulation distance** setting in the world settings and it comes in four different sizes 4 chunks, 6 chunks, 8 chunks, and 12 chunks. These sizes are not radii as you may be inclined to believe but instead follow [taxicab geometry](#), going from each corner of the central chunk containing the player.



(blue: sim 4, green: sim 6, yellow/orange: sim 8, pink/red: sim 10, purple: sim 12)

Functions

Chunks that are loaded/simulated are able to process anything you will find in normal gameplay such as:

- Entity AI/Events
- block ticking
- random ticks
- Entity states

It is important to note that events can happen outside of these loaded chunks. See [unloaded chunks](#) for more information.

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