

NBT

What is NBT

NBT or **N**amed **B**inary **T**ag, is a tree-like structure that Minecraft uses to store entity data. This data can include `attributes`, `definitions`, and `identifier` information. This information can control things what the entity looks like, how it interacts with the world, and its behavior. Knowing how NBT works can give you insight on certain things you may encounter or want to achieve. NBT however is not the entity itself but instead a snapshot of its runtime components that we can load to make a copy of the entity. In bedrock all NBT is encoded in [little-endian](#) which is important if you want to extract it into a stringified format like the one below.

Revision #2

Created 2025-10-26 00:20:06 UTC by Nytreon

Updated 2025-10-26 06:34:27 UTC by Nytreon