

Dynmap

- [Installation and usage](#)
- [Changing Storage Type \(Optimization\)](#)
- [Changing the resolution of the map \(Optimization\)](#)

Installation and usage

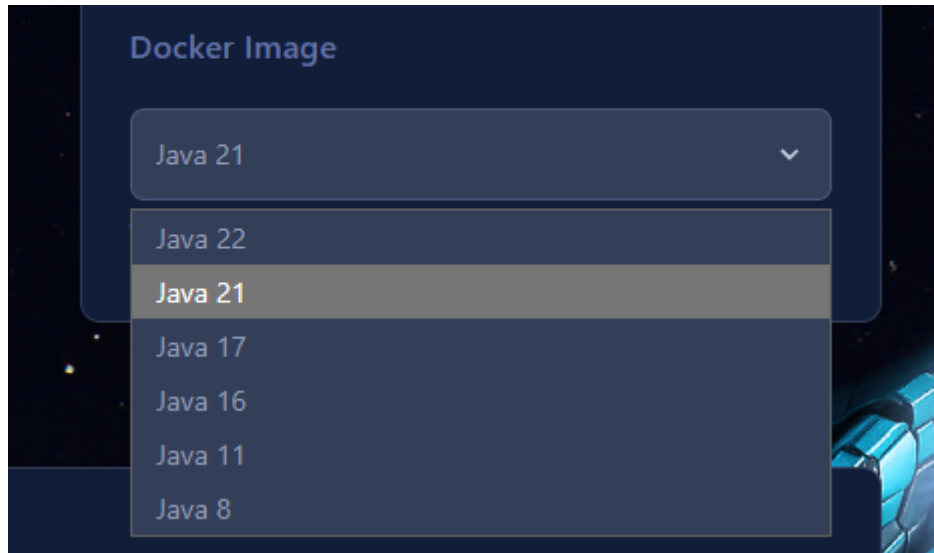
Prerequisites

Spigot/Paper 1.10.2+ (This guide makes use of 1.19.4)

Java 11+ (This guide makes use of Java 17+)

The screenshot shows the AlienHost 2.0 web interface for a server named "Tutorials Server" which is currently "Online". The server's IP is zephyrion.alienhost.me:25649. System metrics show 6.20% / 350% CPU usage, 1.42 GiB / 5.5 GiB RAM usage, and 237.52 MiB / 27.28 GiB disk usage. The interface includes a navigation menu with options like Dashboard, Console, Files, Settings, Activity, Management, and Configuration. A "Startup Settings" section is open, showing the following configuration:

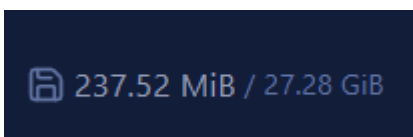
- Startup Command:** `java -Xms128M -Xmx5632M -Dterminal.jline=false -Dterminal.ansi=true -jar server.jar`
- Docker Image:** Java 21 (with a note: "This is an advanced feature allowing you to select a Docker image to use when running this server instance.")
- Variables:**
 - MINECRAFT VERSION:** latest (Note: "The version of minecraft to download. Leave at latest to always get the latest version. Invalid versions will default to latest. NOTE: When changing this value a server Reinstall from Settings is required for it to take place.")
 - SERVER JAR FILE:** server.jar (Note: "The name of the server jarfile to run the server with.")
 - BUILD NUMBER:** latest (Note: "The build number for the paper release. Leave at latest to always get the latest version. Invalid versions will default to latest. NOTE: When changing this value a server Reinstall from Settings is required for it to take place.")
 - CUSTOM FLAGS:** (Empty field with note: "Custom Flags you would desire to set.")



Additional port allocation (In this guide the port is 25663)

A screenshot of the Pterodactyl control panel interface. The top bar shows "Tutorials Server" with a green "Online" status. Below the top bar, there are navigation tabs: Dashboard, Console, Files, Settings, Activity, Management, and Configuration. A "Network" section is visible, showing a table of network allocations. The table has columns for IP, Port, and Notes. There are three rows of allocations. The first row has IP "zephyrion.alienshost.me", Port "25637", and Notes "dynmap". The second row has IP "zephyrion.alienshost.me", Port "25649", and Notes "Notes". The third row has IP "zephyrion.alienshost.me", Port "25664", and Notes "Notes". There are buttons for "Make Primary" and "Delete" for each row. A "Create Allocation" button is also present. The bottom of the page shows copyright information: "Pterodactyl © 2015 - 2025" and "AlienHost © 2022 - 2025".

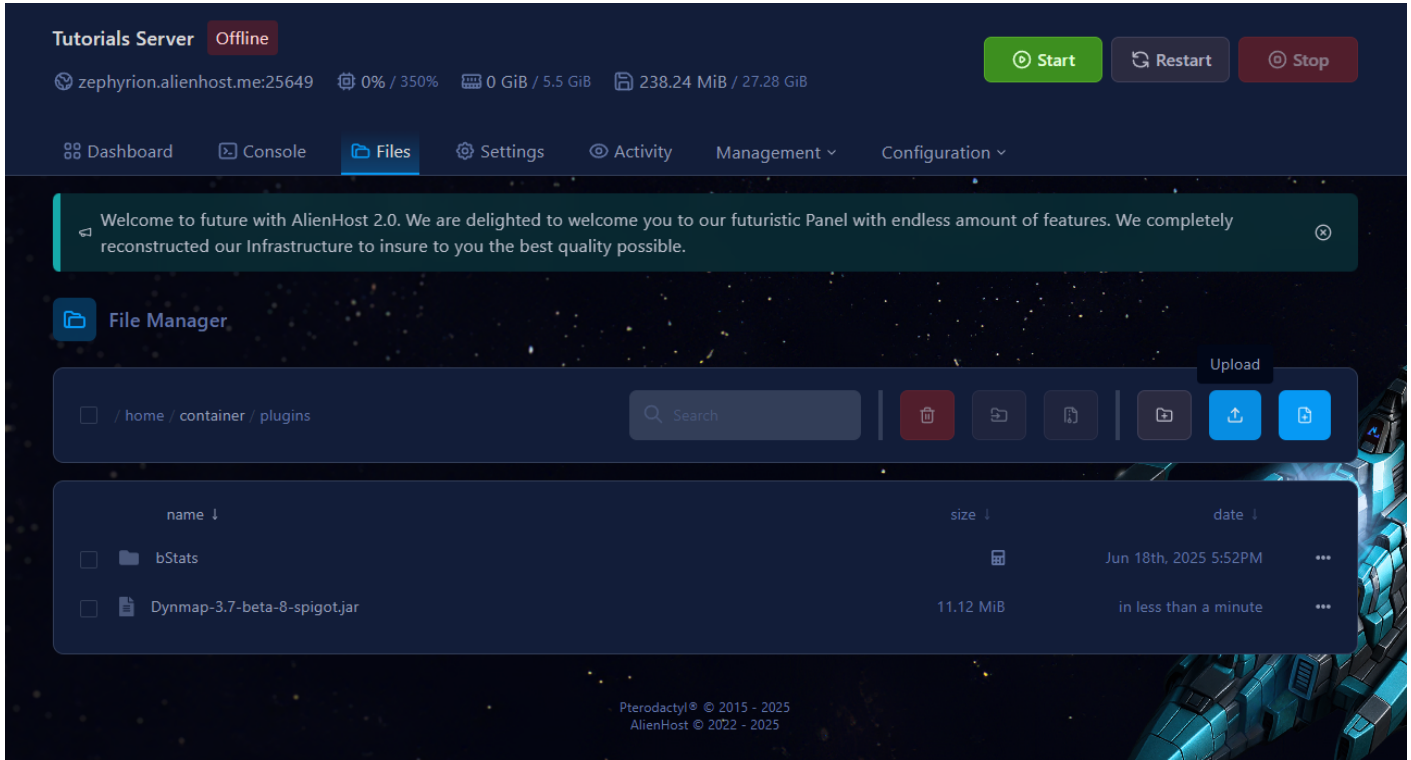
Free storage (a lot)



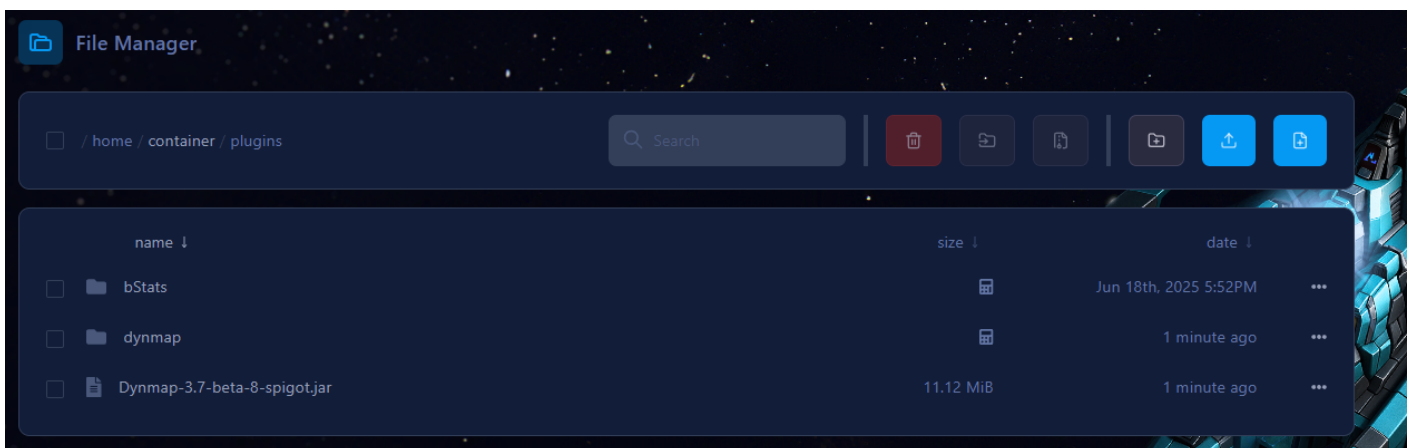
Installation

Download [dynmap](#)

Upload it in the `plugins` folder, from the File Manager.

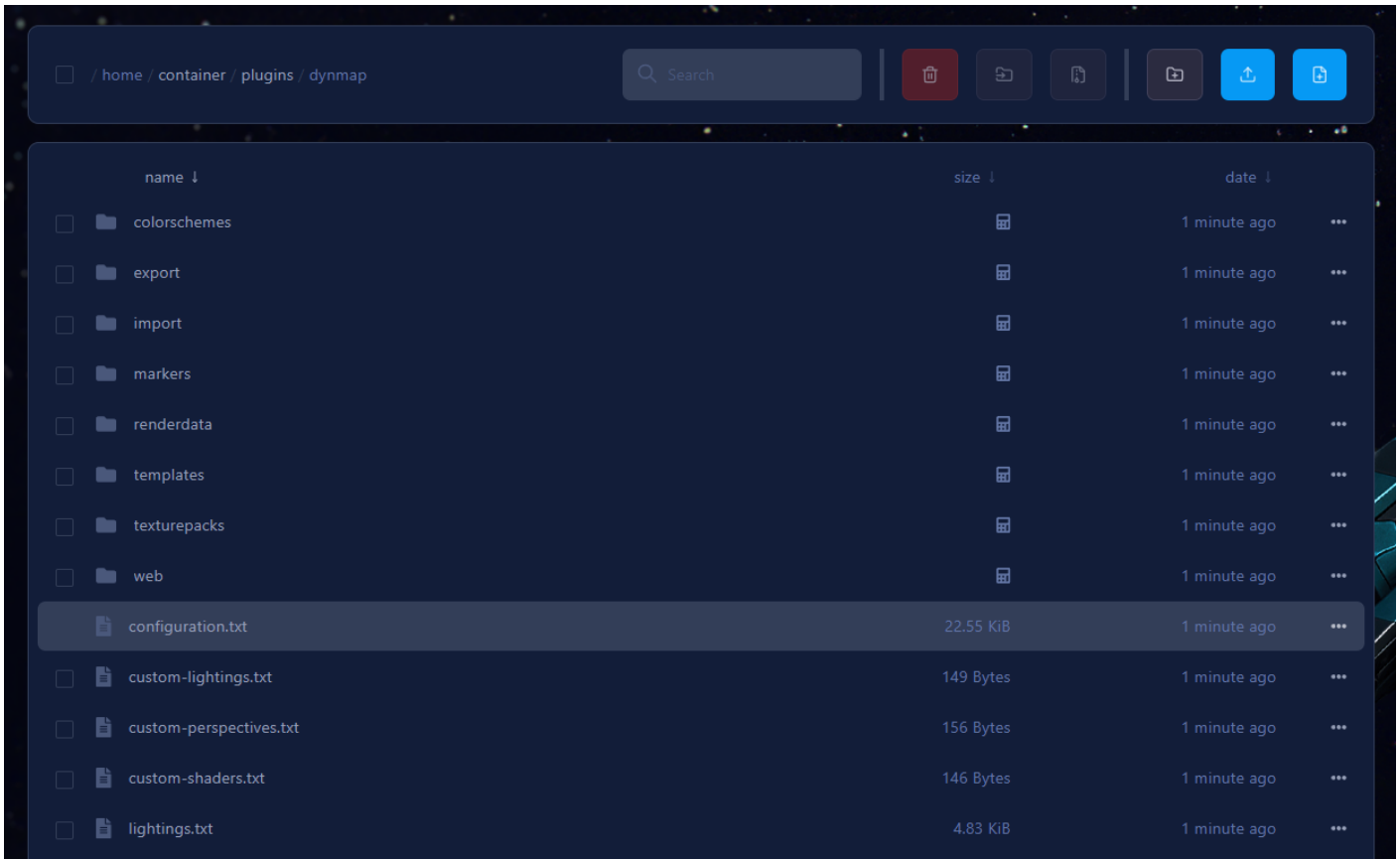


(Re)start the server to load the plugin. You'll know it loaded successfully if it generated a folder named "dynmap"

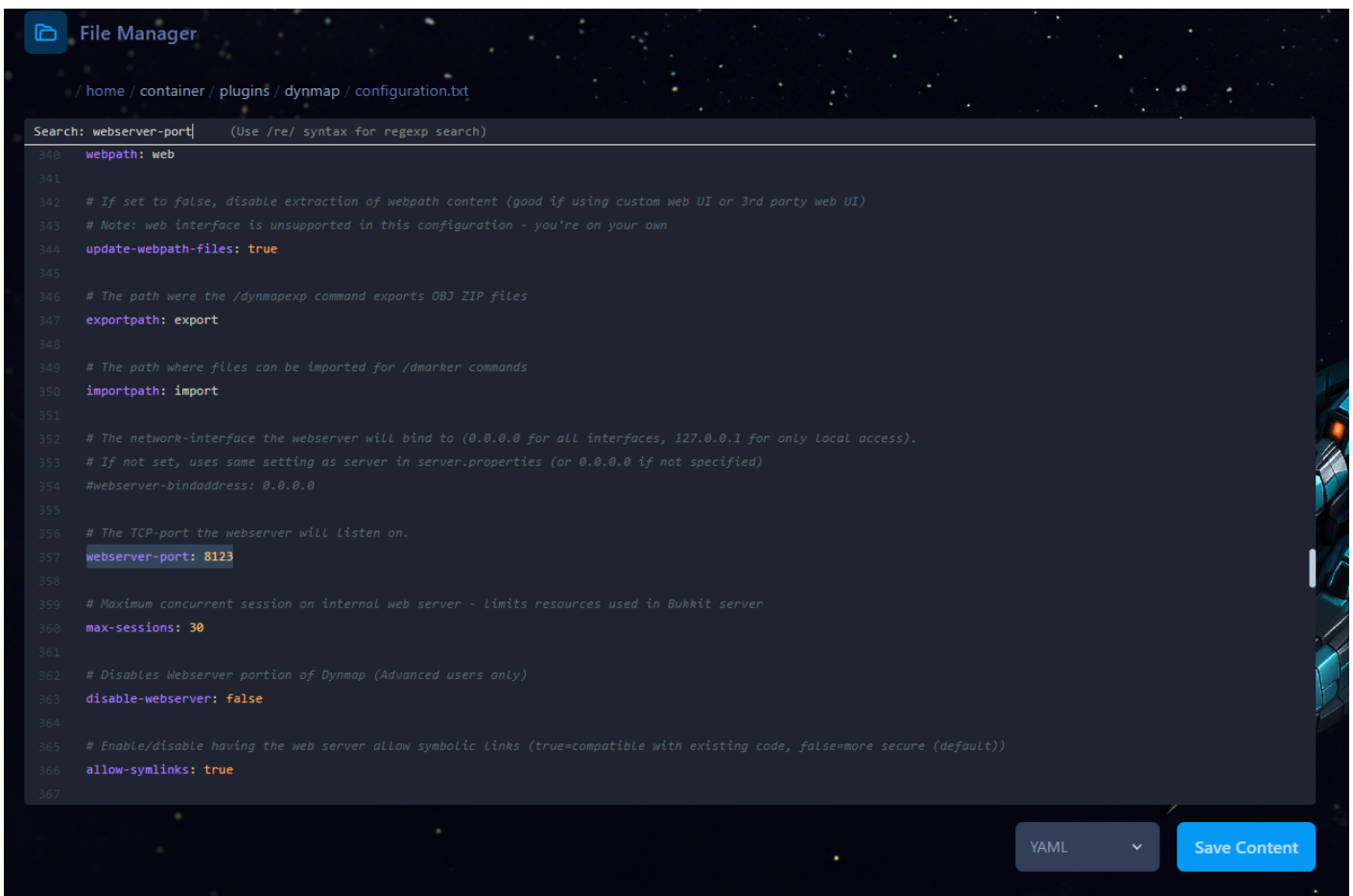


Web Server

In the `Configuration.txt`, located at `plugins/dynmap/Configuration.txt`:



Find (use CTRL + F shortcut) `webserver-port` field within the file.



Change the port's value to your additional port allocation's value.

```
# The TCP-port the webserver will listen on.  
webserver-port: 25663
```

Restart the server to apply the changes

Changing Storage Type (Optimization)

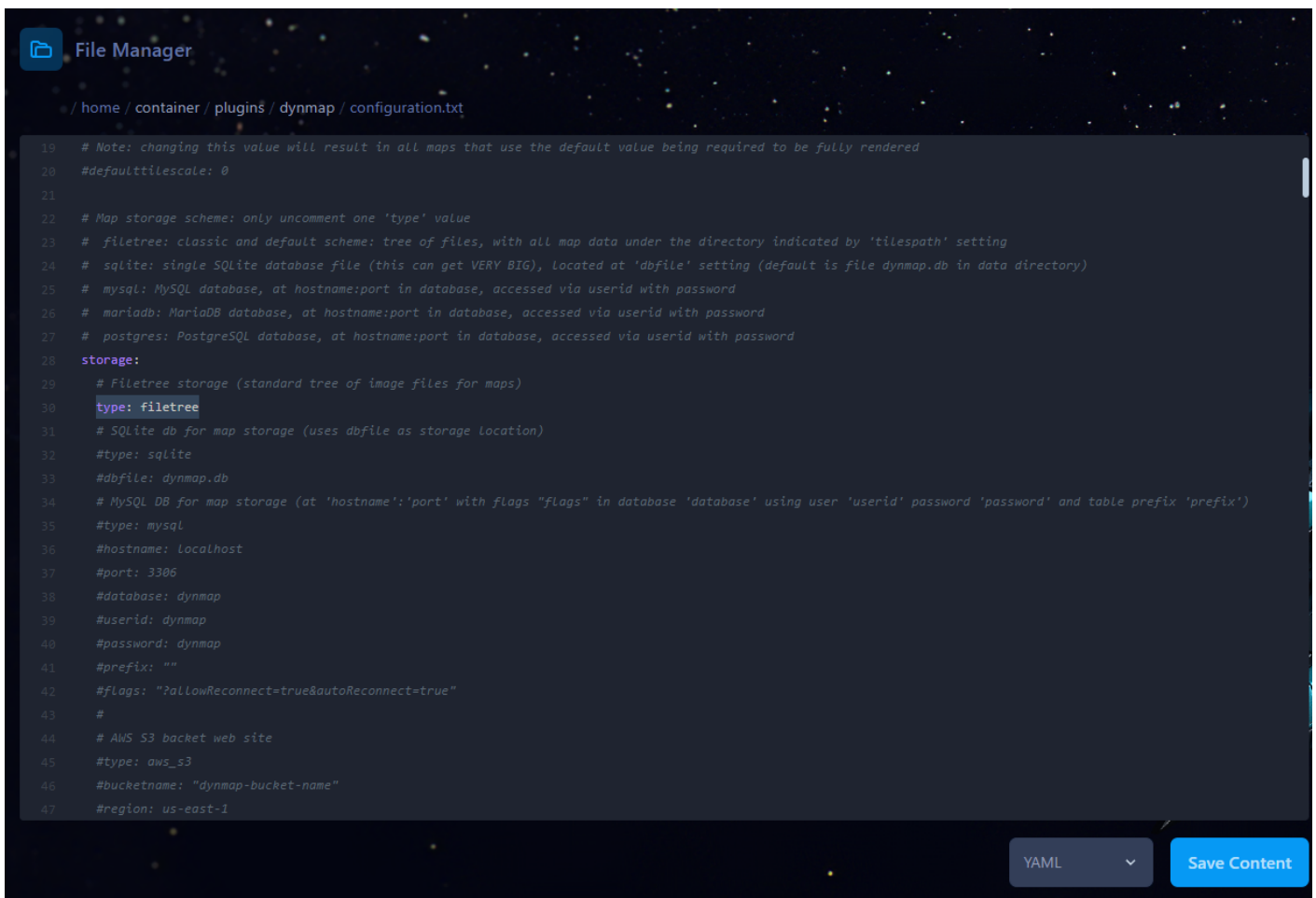
What is this chapter about?

In this chapter I'll help you optimize Dynmap. The default configuration is not the best, it can be improved and that's what we are doing.

Changing Storage Provider

By default the storage type is set to `filetree` (As shown by the following image).

The configuration is located at `plugins/dynmap/configuration.txt`.



```
19 # Note: changing this value will result in all maps that use the default value being required to be fully rendered
20 #defaulttilescale: 0
21
22 # Map storage scheme: only uncomment one 'type' value
23 # filetree: classic and default scheme: tree of files, with all map data under the directory indicated by 'tilespath' setting
24 # sqlite: single SQLite database file (this can get VERY BIG), located at 'dbfile' setting (default is file dynmap.db in data directory)
25 # mysql: MySQL database, at hostname:port in database, accessed via userid with password
26 # mariadb: MariaDB database, at hostname:port in database, accessed via userid with password
27 # postgres: PostgreSQL database, at hostname:port in database, accessed via userid with password
28 storage:
29 # Filetree storage (standard tree of image files for maps)
30 type: filetree
31 # SQLite db for map storage (uses dbfile as storage location)
32 #type: sqlite
33 #dbfile: dynmap.db
34 # MySQL DB for map storage (at 'hostname':'port' with flags "flags" in database 'database' using user 'userid' password 'password' and table prefix 'prefix')
35 #type: mysql
36 #hostname: localhost
37 #port: 3306
38 #database: dynmap
39 #userid: dynmap
40 #password: dynmap
41 #prefix: ""
42 #flags: "?allowReconnect=true&autoReconnect=true"
43 #
44 # AWS S3 bucket web site
45 #type: aws_s3
46 #bucketname: "dynmap-bucket-name"
47 #region: us-east-1
```

```
storage:
  # Filetree storage (standard tree of image files for maps)
  type: filetree
```

SQLite

We would suggest you to switch over to SQLite if you were using the default `filetree` storage.

```
28 ▾ storage:
29     # Filetree storage (standard tree of image files for maps)
30     # type: filetree
31     # SQLite db for map storage (uses dbfile as storage location)
32     type: sqlite
33     dbfile: dynmap.db
```

- Change `type` to `sqlite` (case non-sensitive)
- Make sure `type` and `dbfile` are the only enabled settings (to comment lines out, put a `#` in front of the line).
- `dbfile` allows you to customize the database's name. Doesn't have any performance impact. **The file's extension must be `.db`.**
- When using **Fabric/Forge** you'll need to make use of [Kosmolot's SQLite mod](#).

MySQL

Another option is `MySQL` we don't really suggest you to use this for DynMap due to network latency and other external factors

```
▾ storage:
  # Filetree storage (standard tree of image files for maps)
  # type: filetree
  # SQLite db for map storage (uses dbfile as storage location)
  # type: sqlite
  # dbfile: dynmap.db
  # MySQL DB for map storage (at 'hostname':'port' with flags "flags" in database)
  type: mysql
  hostname: localhost
  port: 3306
  database: dynmap
  userid: dynmap
  password: dynmap
  prefix: ""
  flags: "?allowReconnect=true&autoReconnect=true"
```

- Change `type` to `mysql` (case non-sensitive)
- Change the other highlighted values to the ones generated. [Refer to this guide](#).
- Now save the file and restart the server to have the new storage type applied.

Changing the resolution of the map (Optimization)

Possible values	Description
<code>vlowres</code>	Uses the HDMAP renderer with view from the SE with the "vlowres" resolution (2 pixels per block edge)
<code>lowres</code>	Uses the HDMAP renderer with view from the SE with the "lowres" resolution (4 pixels per block edge)
<code>hires</code>	Uses the HDMAP renderer with view from the SE with the "hires" resolution (16 pixels per block edge)
<code>low_boost_hi</code>	Uses the HDMAP renderer with view from the SE with the "lowres" resolution (4 pixels per block edge), with boosted tiles rendered at "hires" (16 pixels per block edge)
<code>hi_boost_vhi</code>	Uses the HDMAP renderer with view from the SE with the "hires" resolution (16 pixels per block edge), with resolution boosted tiles rendered at 'vhires' resolution (32 pixels perblock edge)
<code>hi_boost_xhi</code>	Uses the HDMAP renderer with view from the SE with the "hires" resolution (16 pixels per block edge), with resolution boosted tiles rendered at 'xhires' resolution (64 pixels perblock edge)

Brief Explanation

These values allow you to either save storage (**vlowres** saves the most) or have a high quality map (**hi_boost_xhi** provides the best quality/resolution for the map).

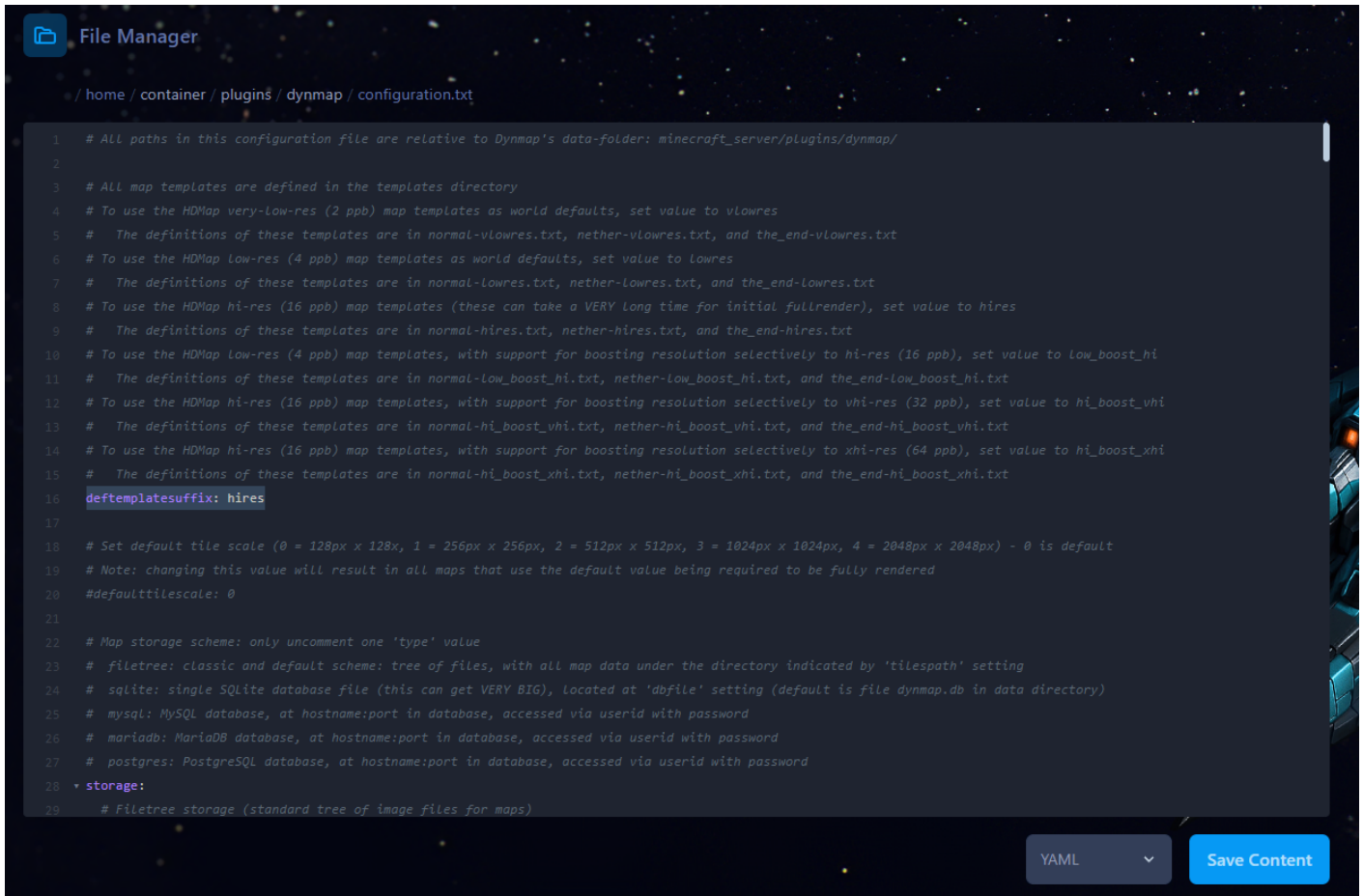
Which option should I choose?

The default value is **hires**. That probably works for most server owners. But for those who lack storage, they may be prompted to pick a "storafe saver" option such as **vlowres** or **lowres**.

Additionally High Resolution maps take a lot of time to render (and an exorbitant amount of storage).

Where and how to change the resolution

Through the use of the File Manager, reach the following path: `/home/container/plugins/dynmap` (NOTE: This is the path for Spigot/Paper servers. These are all folders), where you'll find a text file named `configuration.txt`. Open it.

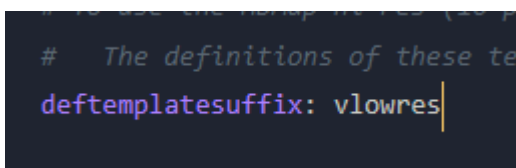


```
1 # All paths in this configuration file are relative to Dynmap's data-folder: minecraft_server/plugins/dynmap/
2
3 # All map templates are defined in the templates directory
4 # To use the HDMap very-low-res (2 ppb) map templates as world defaults, set value to vlowres
5 # The definitions of these templates are in normal-vlowres.txt, nether-vlowres.txt, and the_end-vlowres.txt
6 # To use the HDMap low-res (4 ppb) map templates as world defaults, set value to lowres
7 # The definitions of these templates are in normal-lowres.txt, nether-lowres.txt, and the_end-lowres.txt
8 # To use the HDMap hi-res (16 ppb) map templates (these can take a VERY long time for initial fullrender), set value to hires
9 # The definitions of these templates are in normal-hires.txt, nether-hires.txt, and the_end-hires.txt
10 # To use the HDMap low-res (4 ppb) map templates, with support for boosting resolution selectively to hi-res (16 ppb), set value to low_boost_hi
11 # The definitions of these templates are in normal-low_boost_hi.txt, nether-low_boost_hi.txt, and the_end-low_boost_hi.txt
12 # To use the HDMap hi-res (16 ppb) map templates, with support for boosting resolution selectively to vhi-res (32 ppb), set value to hi_boost_vhi
13 # The definitions of these templates are in normal-hi_boost_vhi.txt, nether-hi_boost_vhi.txt, and the_end-hi_boost_vhi.txt
14 # To use the HDMap hi-res (16 ppb) map templates, with support for boosting resolution selectively to xhi-res (64 ppb), set value to hi_boost_xhi
15 # The definitions of these templates are in normal-hi_boost_xhi.txt, nether-hi_boost_xhi.txt, and the_end-hi_boost_xhi.txt
16 deftemplatesuffix: hires
17
18 # Set default tile scale (0 = 128px x 128x, 1 = 256px x 256px, 2 = 512px x 512px, 3 = 1024px x 1024px, 4 = 2048px x 2048px) - 0 is default
19 # Note: changing this value will result in all maps that use the default value being required to be fully rendered
20 #defaulttilescale: 0
21
22 # Map storage scheme: only uncomment one 'type' value
23 # filetree: classic and default scheme: tree of files, with all map data under the directory indicated by 'tilespath' setting
24 # sqlite: single SQLite database file (this can get VERY BIG), located at 'dbfile' setting (default is file dynmap.db in data directory)
25 # mysql: MySQL database, at hostname:port in database, accessed via userid with password
26 # mariadb: MariaDB database, at hostname:port in database, accessed via userid with password
27 # postgres: PostgreSQL database, at hostname:port in database, accessed via userid with password
28 * storage:
29 # Filetree storage (standard tree of image files for maps)
```

Now change `deftemplatesuffix` with one of the values given at the beginning of this article. Save the file with the `Save content` button and restart the server through the console.

Examples

Very Low Resolution:



```
# The definitions of these te
deftemplatesuffix: vlowres
```

Low Resolution:

```
5 # The definitions of these te
6 deftemplatesuffix: lowres
7
```