Dynmap

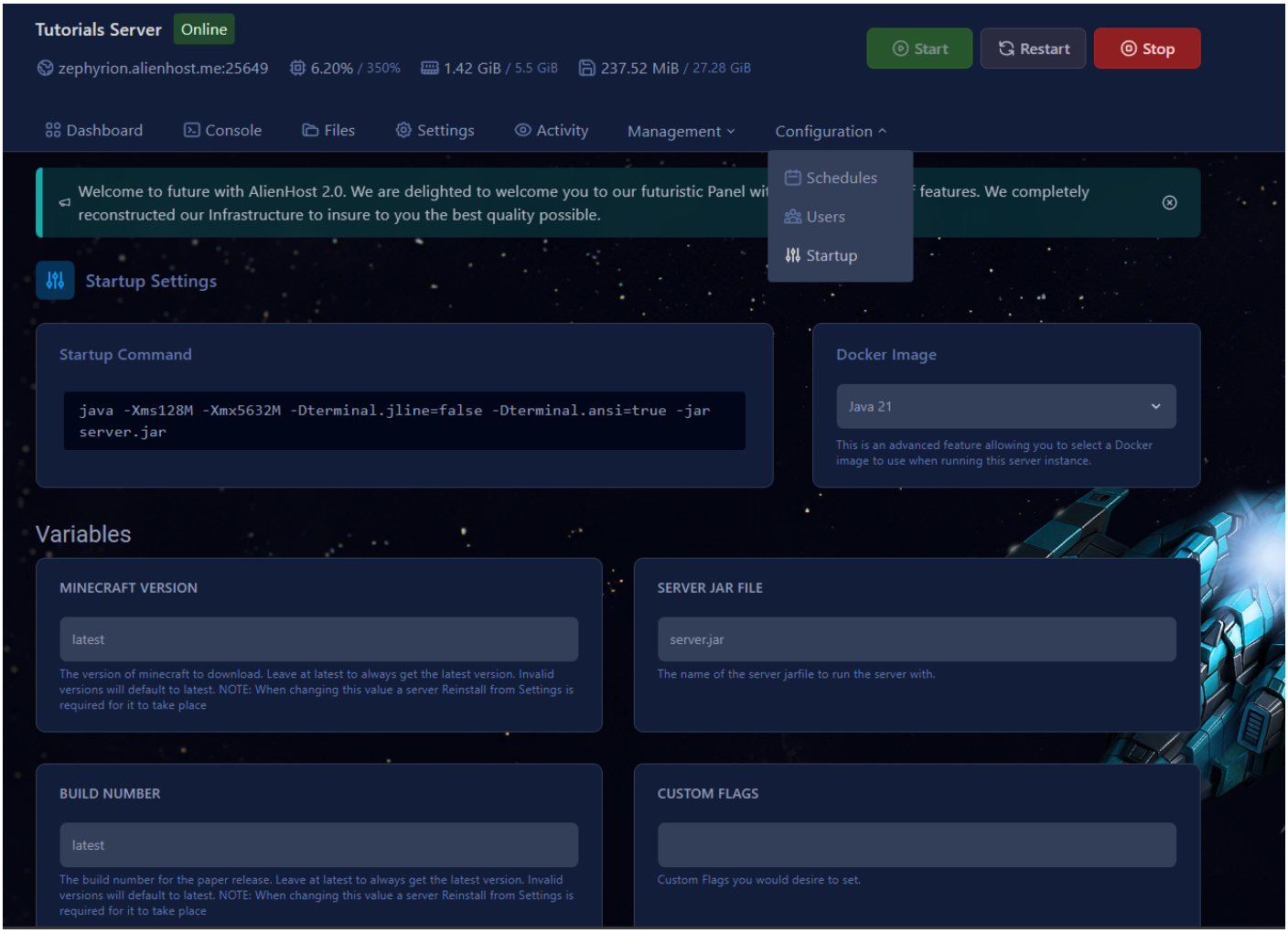
- Installation and usage
- Changing Storage Type (Optimization)
- Changing the resolution of the map (Optimization)

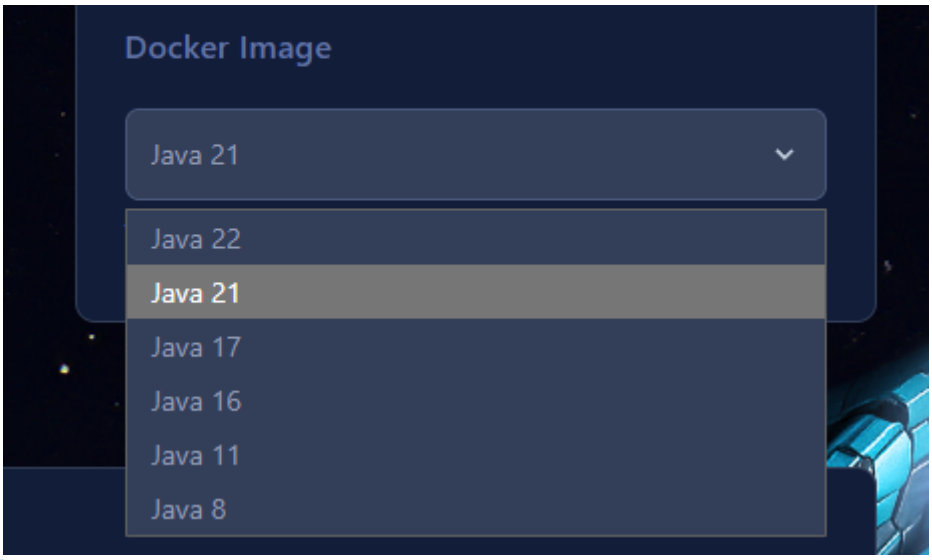
Installation and usage

Prerequisites

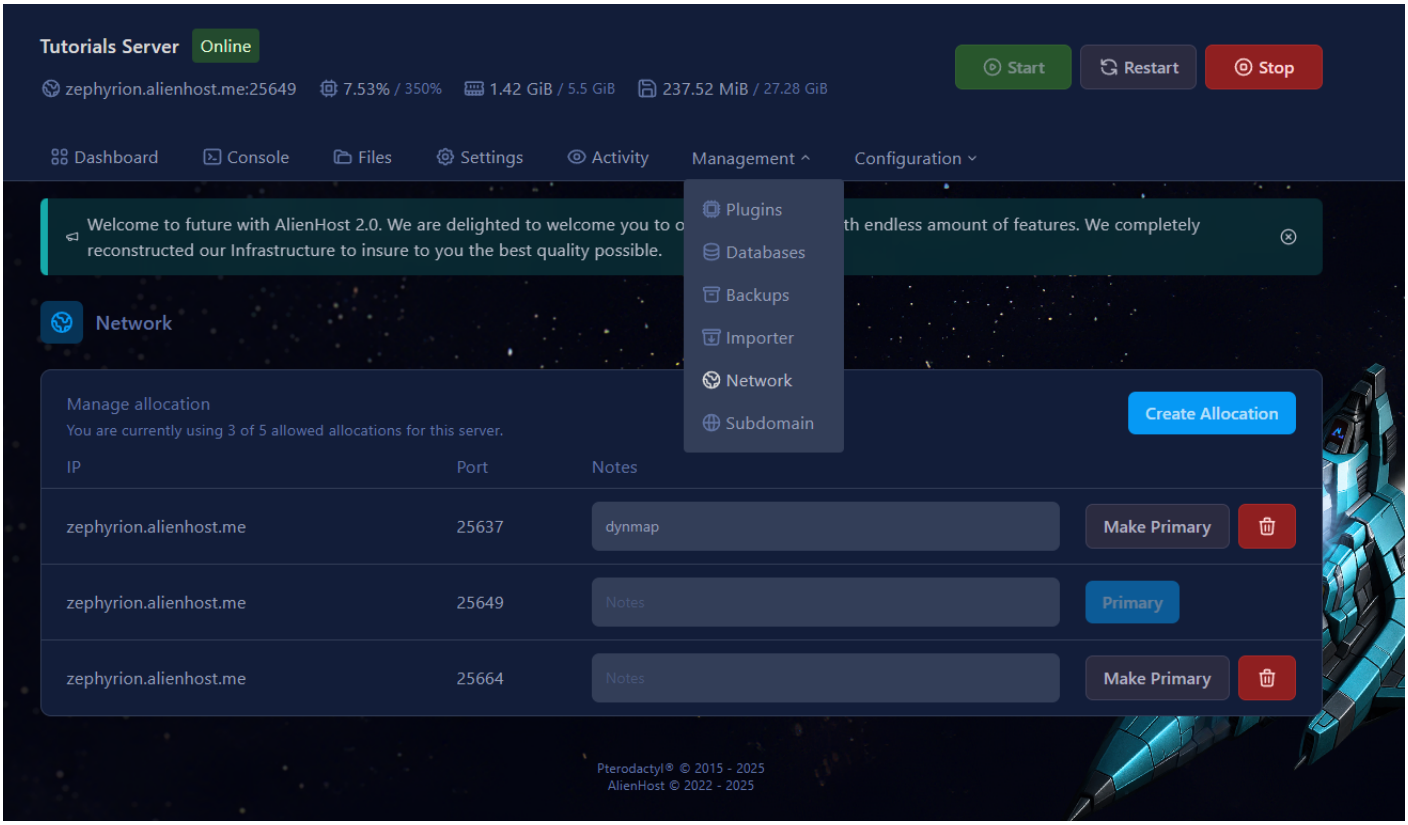
Spigot/Paper 1.10.2+ (This guide makes use of 1.19.4)

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

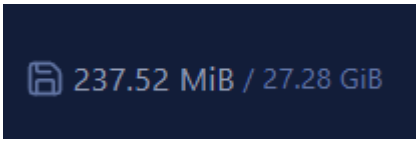




Additional port allocation (In this guide the port is 25663)



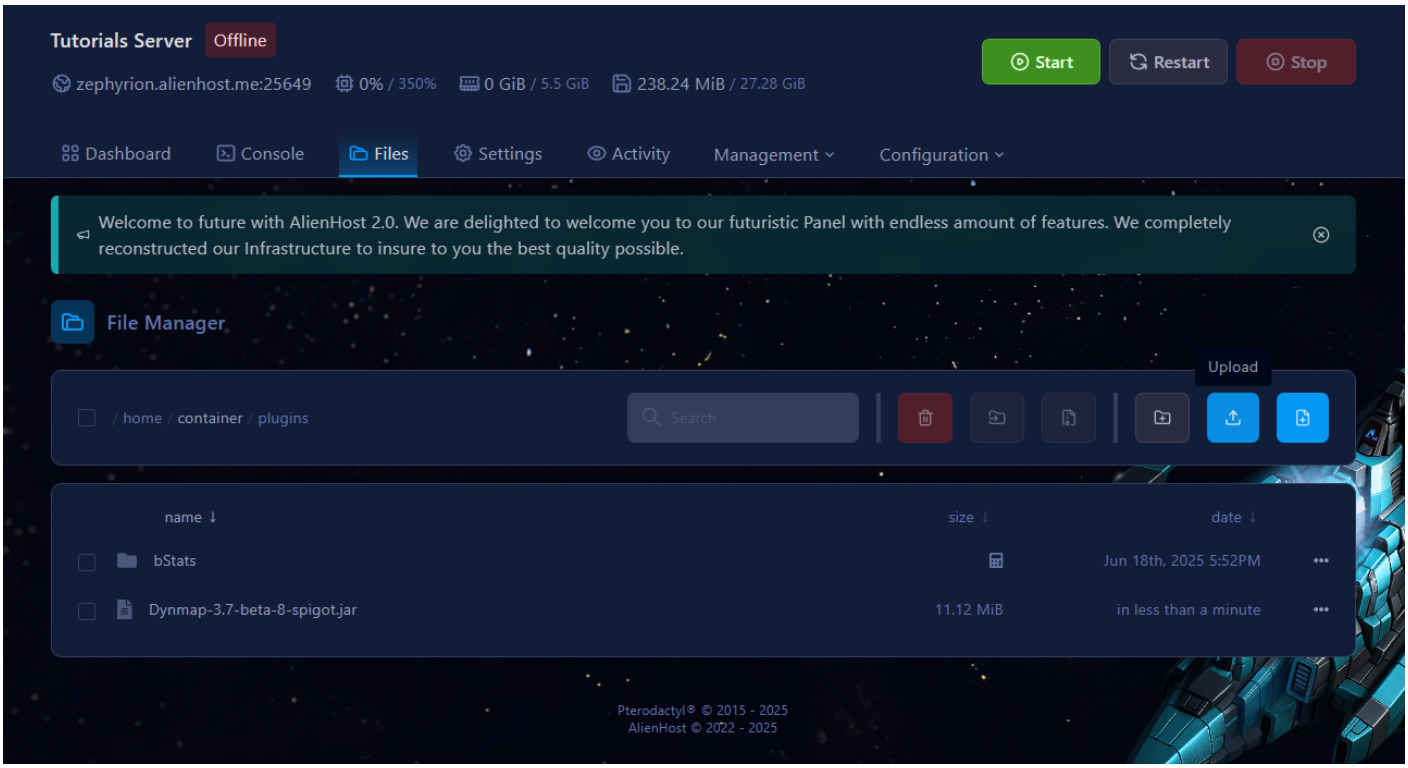
Free storage (a lot)



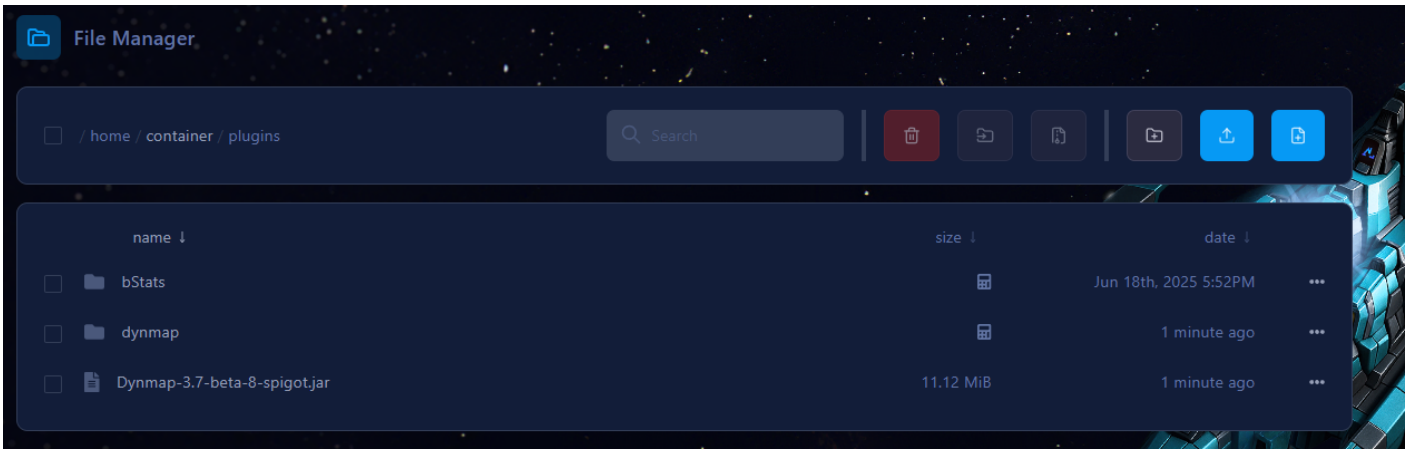
Installation

Download dynmap

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

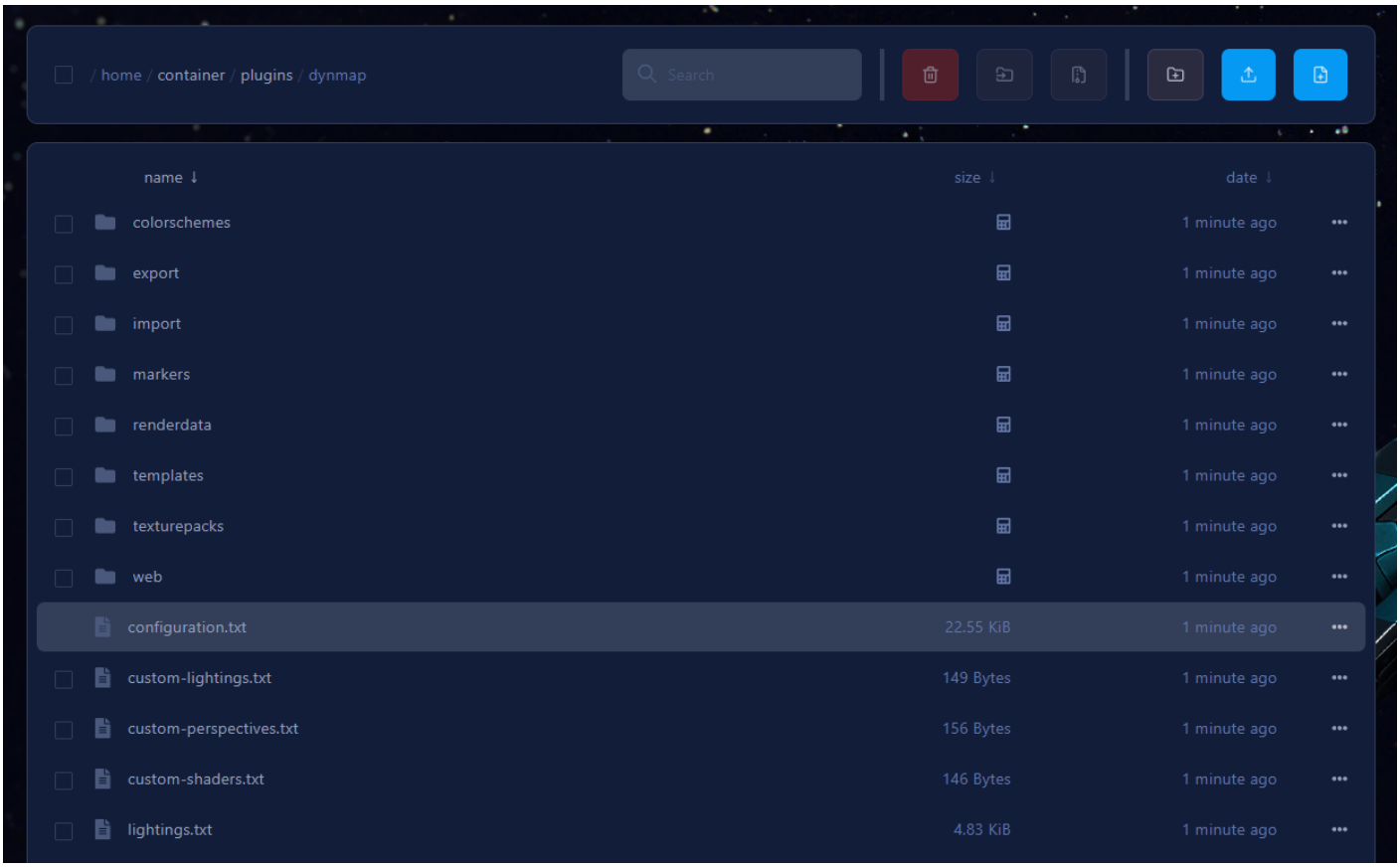


(Re)start the server to load the plugin. You'll know it loaded successfully if it generated a folder named "dynmap"

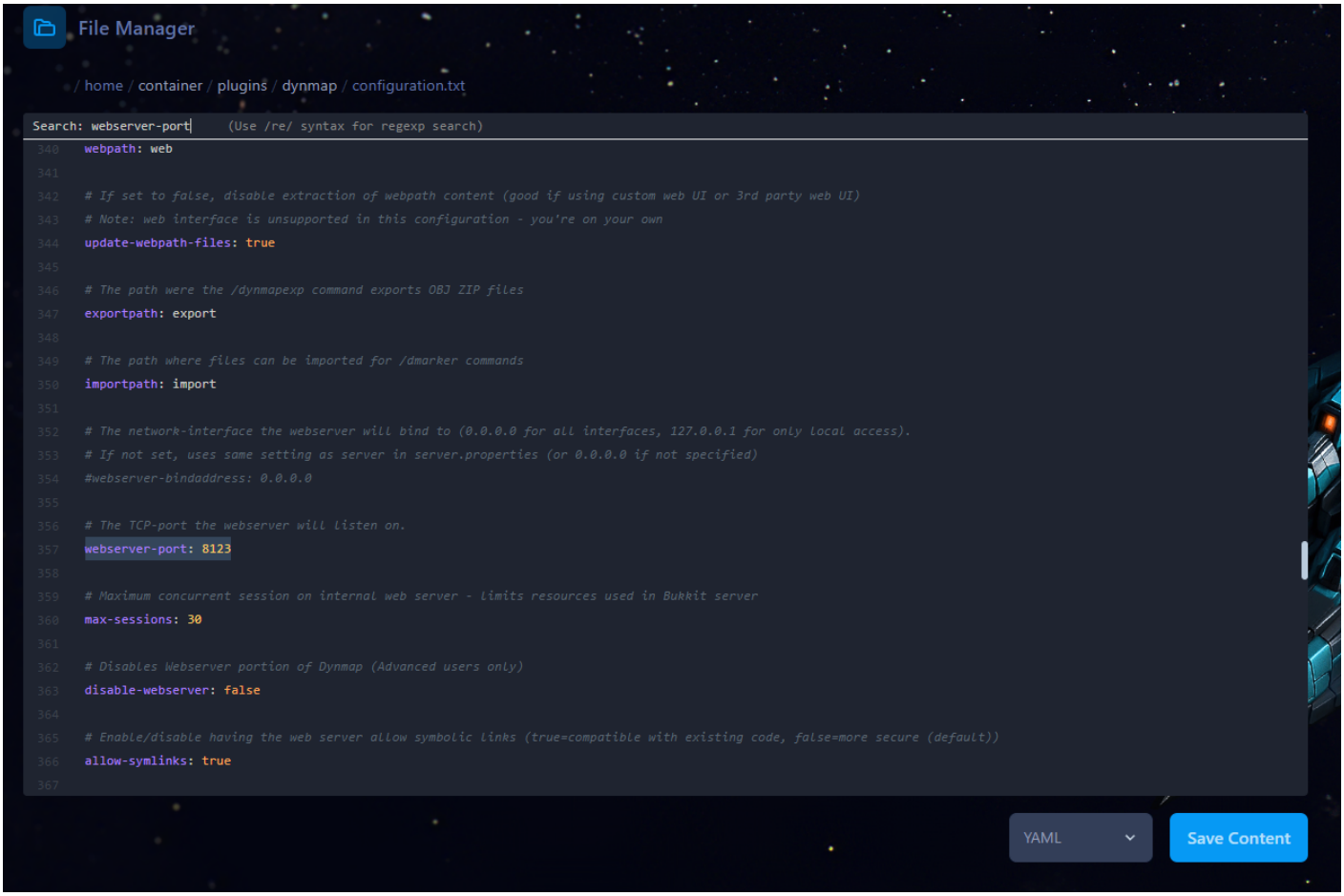


Web Server

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)

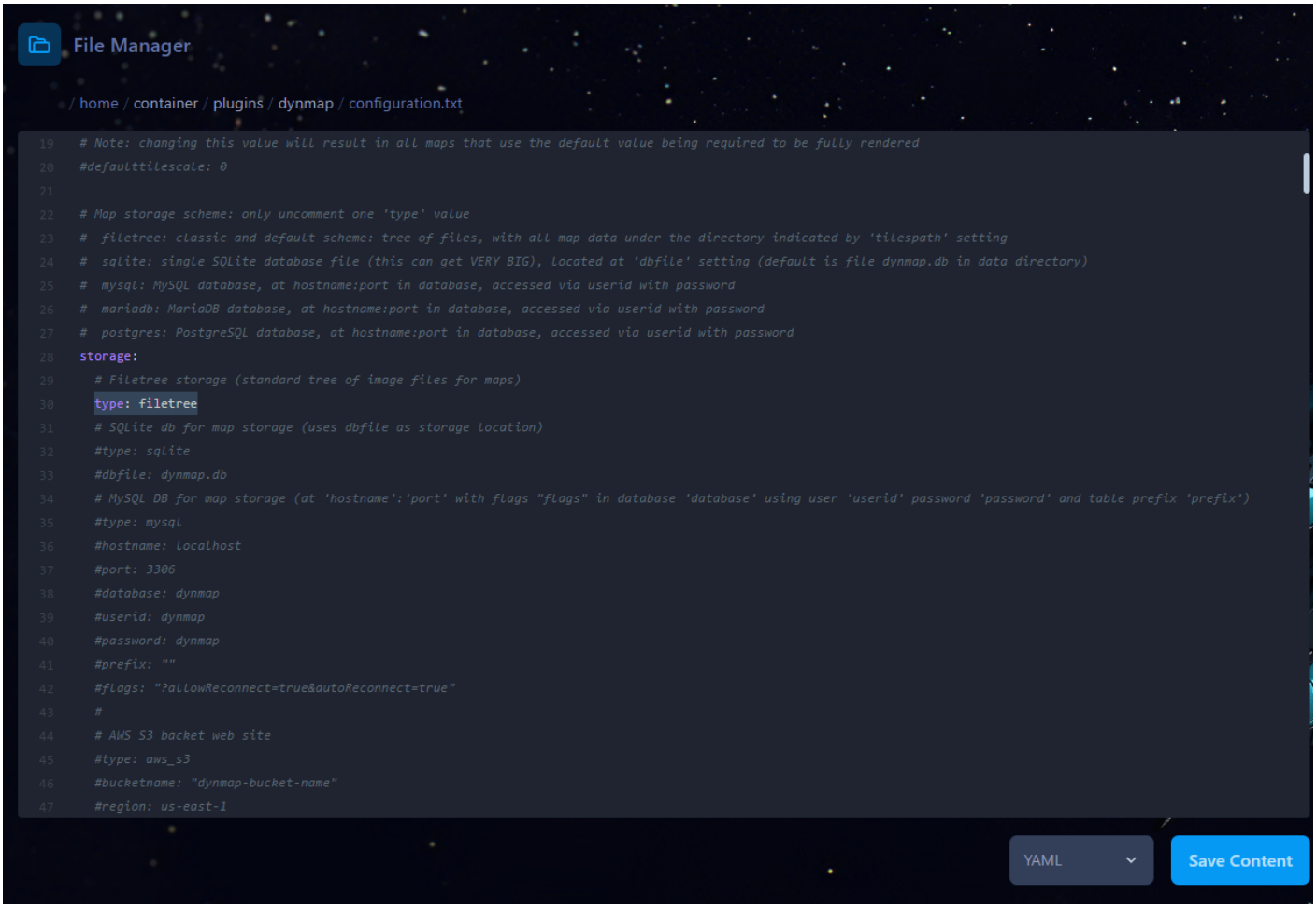
What is this chapter about?

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`.



```
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.

```
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
```

- 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
`vlowres`	Uses the HDMap renderer with view from the SE with the "vlowres" resolution (2 pixels per block edge)
`lowres`	Uses the HDMap renderer with view from the SE with the "lowres" resolution (4 pixels per block edge)
`hires`	Uses the HDMap renderer with view from the SE with the "hires" resolution (16 pixels per block edge)
`low_boost_hi`	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)
`hi_boost_vhi`	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)
`hi_boost_xhi`	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).

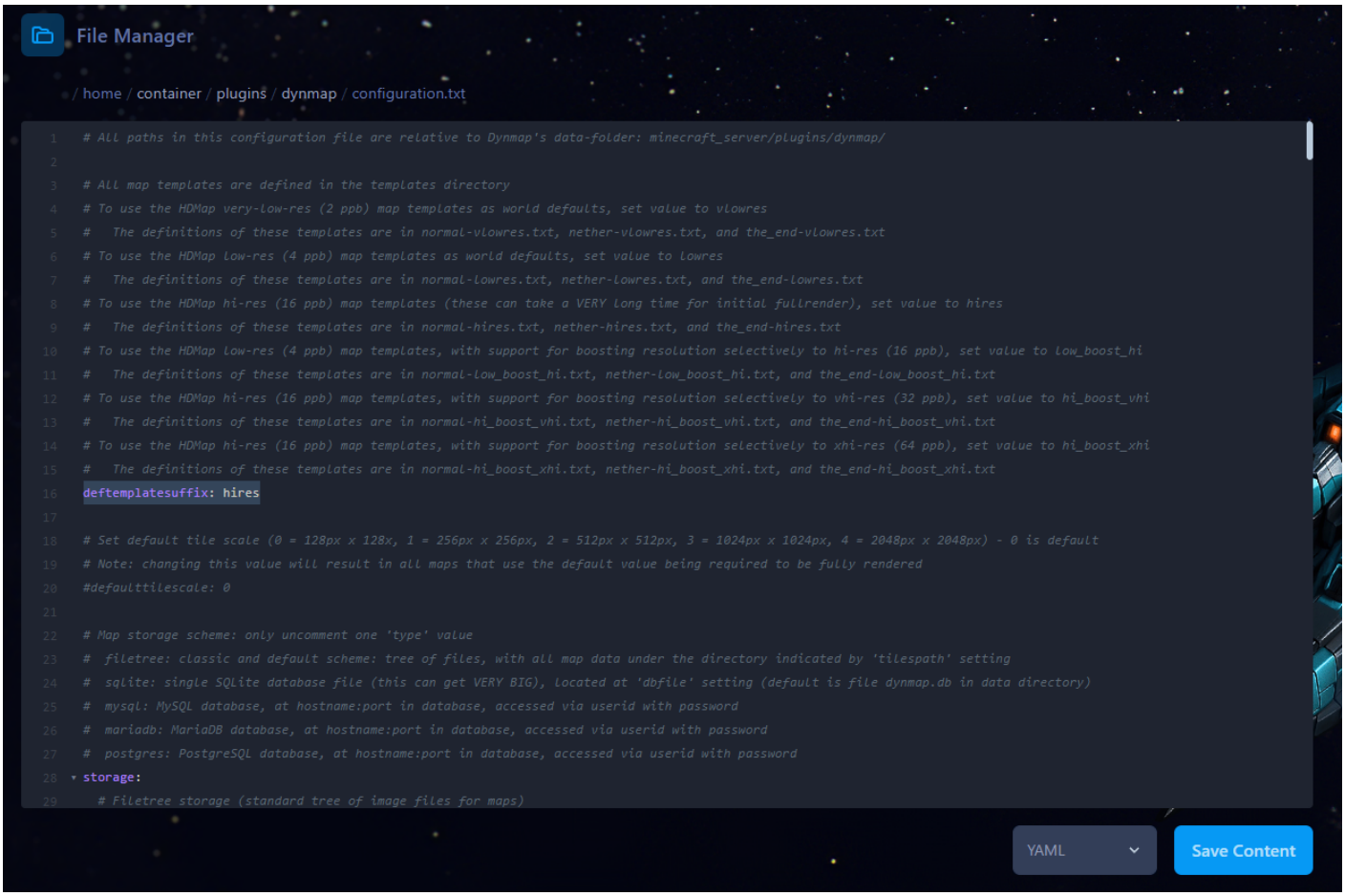
Which option should I choose?

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 exhorbitant amount of storage).

Where and how to change the resolution

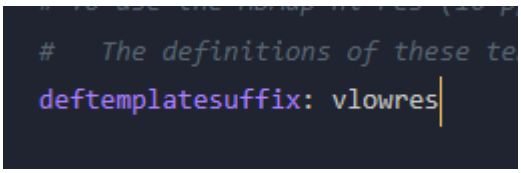
Through the use of the File Manager, reach the following path: `/home/container/plugins/dynmap` (NOTE: This is the path for Spigot/Paper servers. These are all folders), where you'll find a text file named `configuration.txt`. Open it.



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

Examples

Very Low Resolution:



Low Resolution:

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