

# 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).

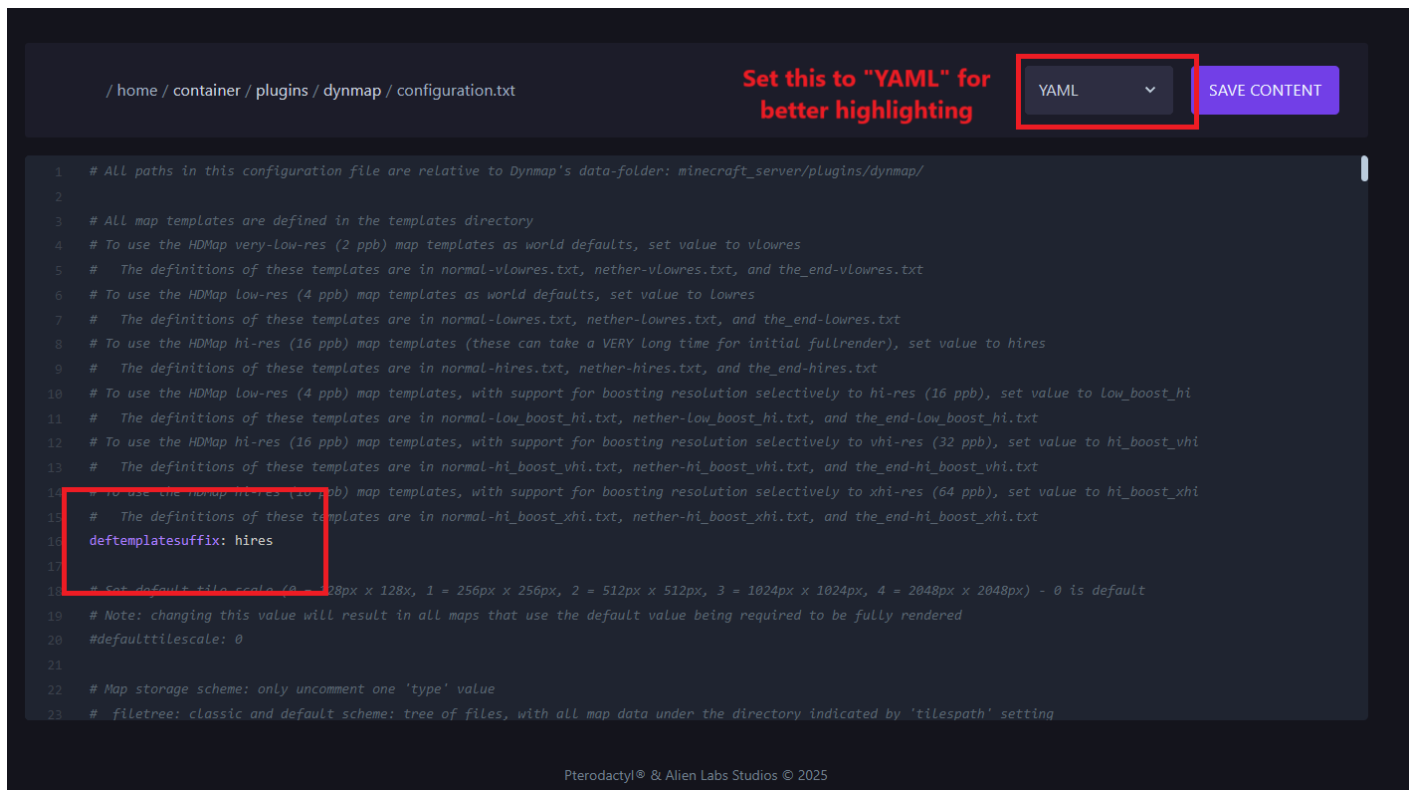
## Which option should I choose?

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 "storage 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

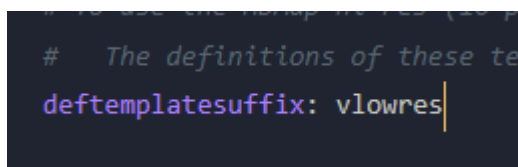
Through the use of the File Manager, reach the following path: `/home/container/plugins/dynmap` (NOTE: This is the path for Spigot/Paper servers. These are all folders), where you'll find a text file named `configuration.txt`. Open it.



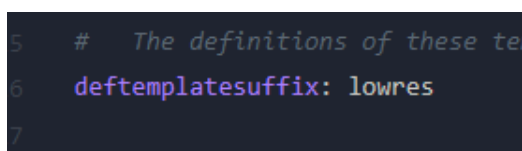
Now change `deftemplatesuffix` with one of the values given at the beginning of this article. Save the file with the `Save content` button and restart the server through the console.

## Examples

### Very Low Resolution:



### Low Resolution:



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