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).

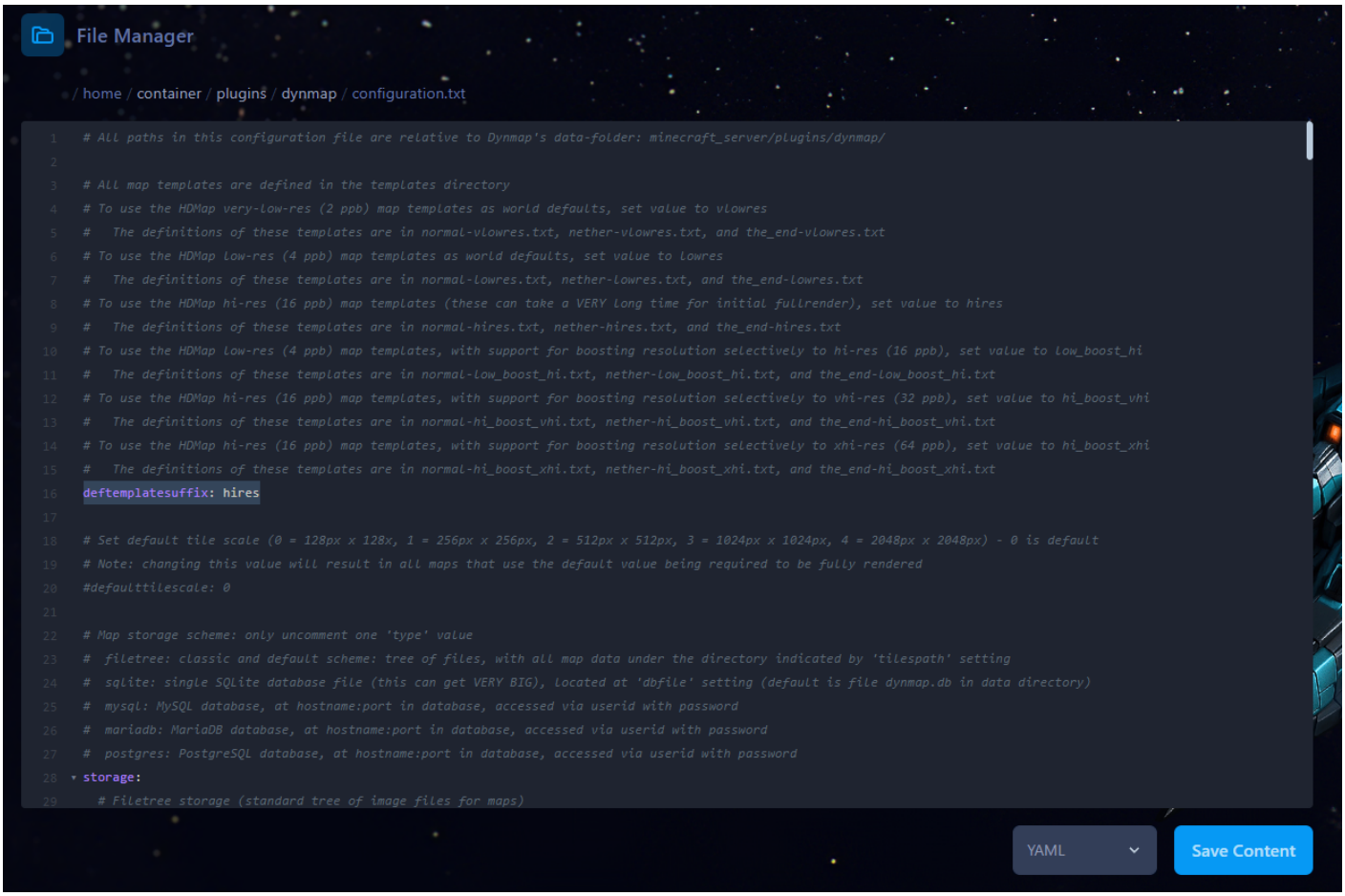
Which option should I choose?

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

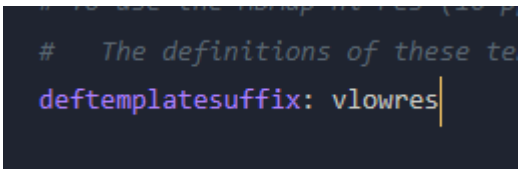
Through the use of the File Manager, reach the following path: `/home/container/plugins/dynmap` (NOTE: This is the path for Spigot/Paper servers. These are all folders), where you'll find a text file named `configuration.txt`. Open it.



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
```

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