

# 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).

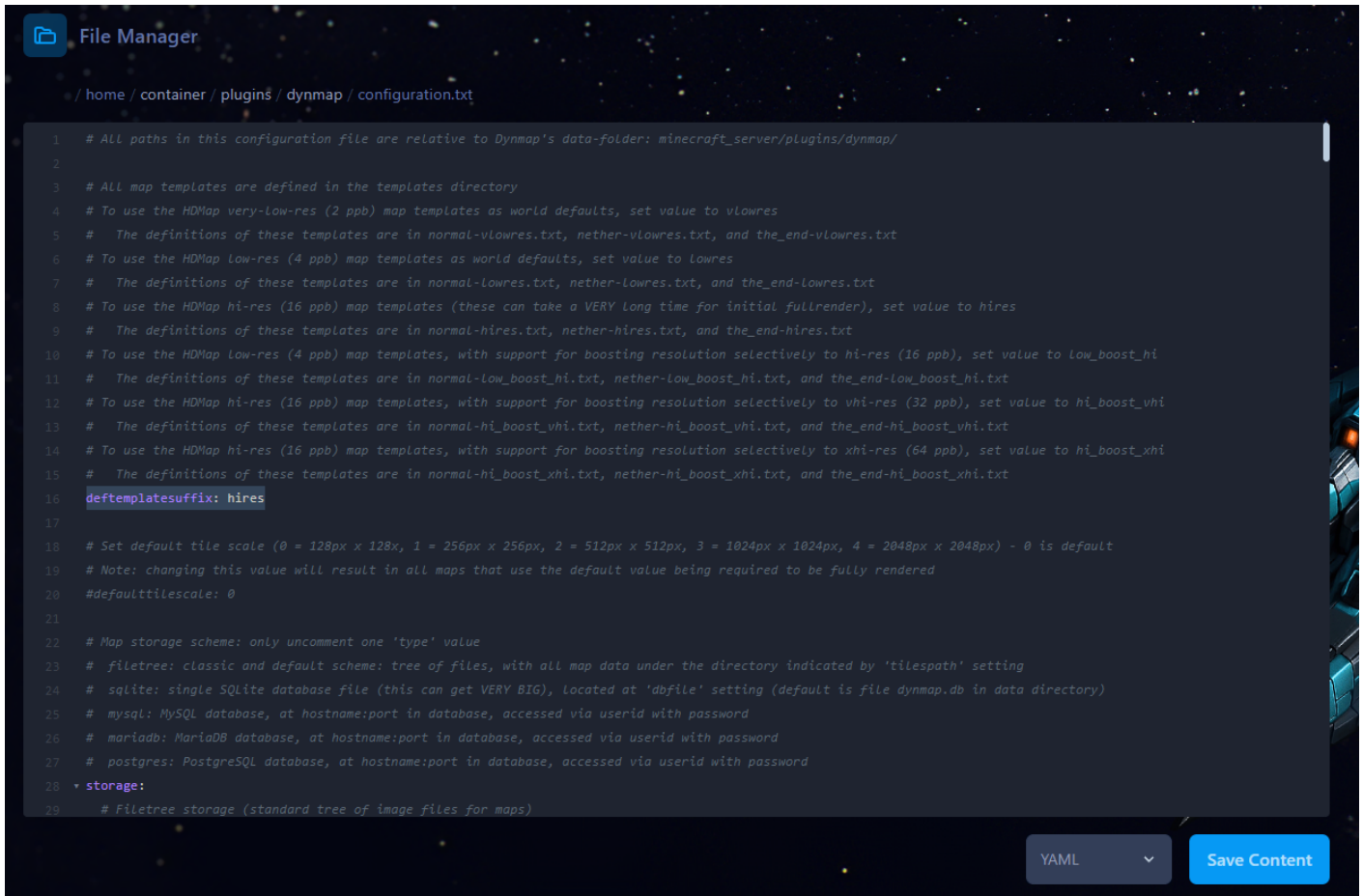
## Which option should I choose?

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.

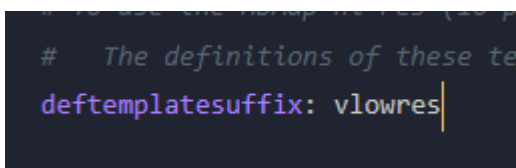


```
1 # All paths in this configuration file are relative to Dynmap's data-folder: minecraft_server/plugins/dynmap/
2
3 # All map templates are defined in the templates directory
4 # To use the HDMap very-low-res (2 ppb) map templates as world defaults, set value to vlowres
5 # The definitions of these 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
```

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