

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).

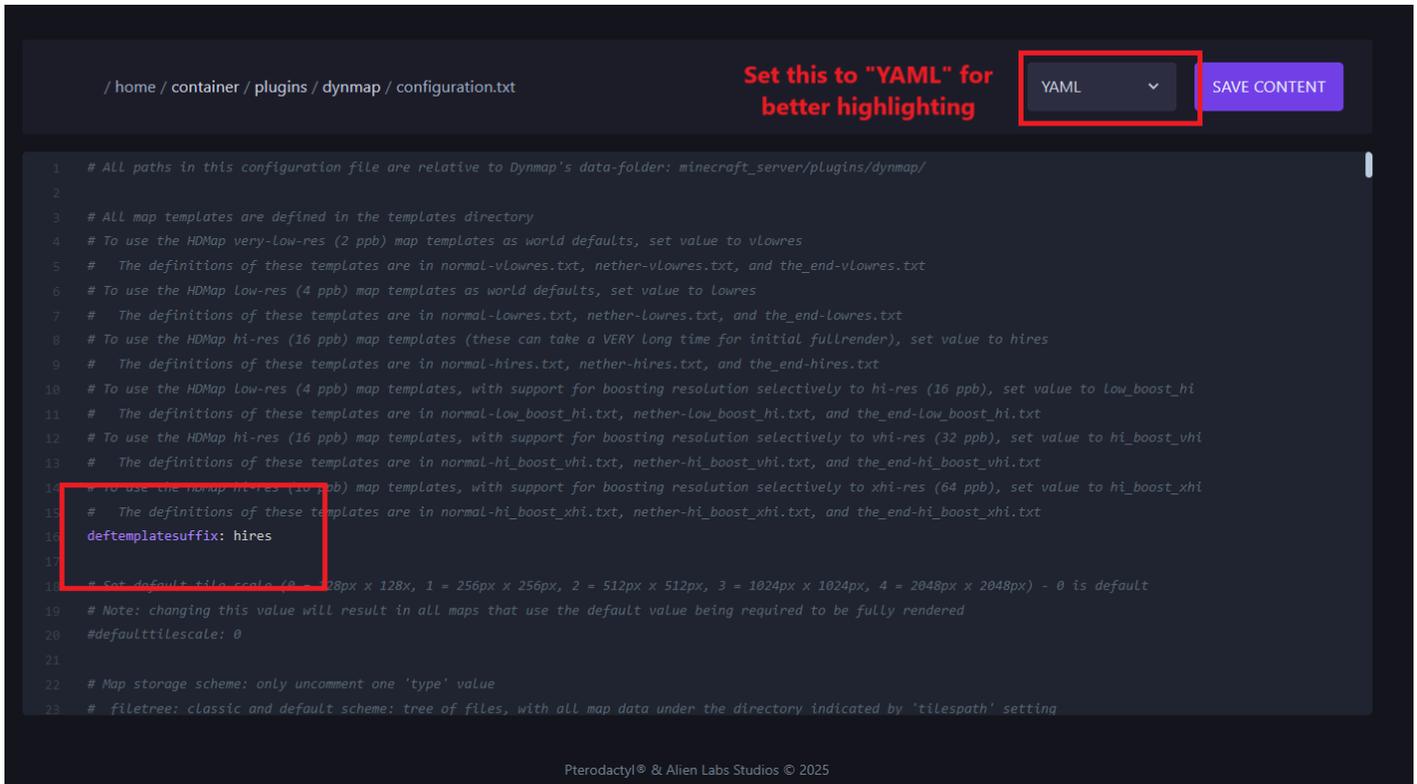
Which option should I choose?

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.

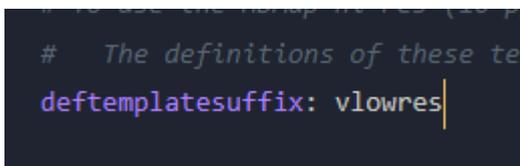


```
1 # ALL paths in this configuration file are relative to Dynmap's data-folder: minecraft_server/plugins/dynmap/
2
3 # ALL map templates are defined in the templates directory
4 # To use the HDMap very-low-res (2 ppb) map templates as world defaults, set value to vlowres
5 # The definitions of these 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 = 28px 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
```

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.

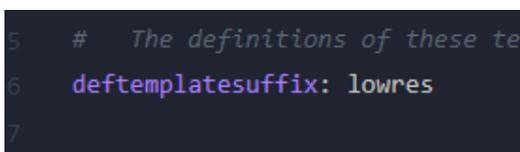
Examples

Very Low Resolution:



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

Low Resolution:



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

Revision #2

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