

# Dynmap

Dynmap is an interactive map of the server accessible via a web browser with abilities to view different worlds, a flat and 3D view, following players on the server and more.

For Survival server maps, these are not fully rendered in advance, rather they are only rendered as players explore and/or build in game.

The Survival Server Dynmap can be found [here](#).

## Showing on Dynmap

You are shown on Dynmap when you are above ground and/or near enough light source.

This means if you are in a unlit place, or underground, you may be hidden automatically.

You may also choose to make yourself hidden permanently on the map - or shown when possible with the following commands in-game:

```
/dynmap hide
```

```
/dynmap show
```

## Adding markers

Only Staff and Trusted players can place Dynmap markers

Go to the destination you wish to have the marker - and place a sign with the following syntax

```
[dynmap]  
<Name>  
set:<set>  
icon:<icon>
```

Set and icon must be on their own lines. They are case sensitive and should not have extra spaces. Icons should be kept the same for each layer type.

Settlements

```
set:settlements
```

```
icon:house
```

Farms

set:farms

icon:factory

Points of Interest (POI)

set:poi

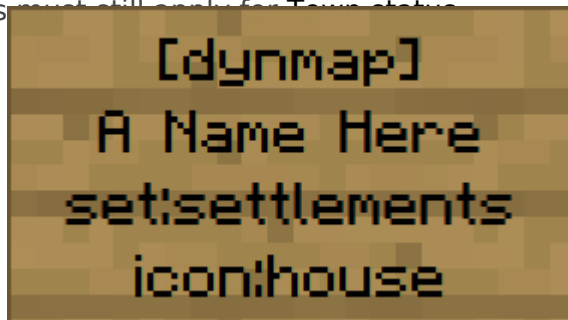
icon:star

Towns

set:towns

icon:bighouse

The Towns set should not be used unless the previous town sign was removed / wishes to be relocated. Towns must still only be for Town status



Example of a correct sign

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