Diagnose a Dynmap view using the wrong world template

A map that resembles the wrong dimension may have a configuration problem rather than corrupted terrain. Dynmap applies world and template settings together. Compare the effective world entry with the installed template structure before launching a large replacement render.

Work through the change

1. Record the affected public map name and its actual world identifier. Back up the world-and-template configuration and note recent world imports, renames or copied map entries.
2. Read the current maintainer documentation for template selection and world-specific overrides. Check that the intended world entry references the right template and that copied map definitions have distinct identifiers where required.
3. Compare a known landmark and dimension-specific feature in game with the web view. Correct one mistaken mapping or override at a time, validating the configuration through the plugin’s supported application method.
4. Render a bounded test area after the corrected definition loads. Check the map menu, orientation and visible terrain before scheduling any wider rerender needed by the configuration change.

Check the result

The map should identify and render the intended world under its chosen template, while other dimensions retain their previous definitions. A display label is not proof of source identity; inspect coordinates and landmarks. Keep the configuration diff with the test result so later world imports follow the same pattern.

Check all map menu entries after the correction. A copied template can introduce a duplicate or misleading name even when the newly tested terrain itself now looks correct.

Recover or stop safely

Restore the backed-up definition if the correction changes unrelated views or the plugin reports configuration errors. Preserve existing tiles while investigating map IDs and storage references. Do not regenerate the Minecraft world because a web renderer selected the wrong template or copied a label incorrectly.

Related guidance and maintainer reference

For the broader setup, read Install Dynmap and test a bounded world render. Check the installed plugin version before applying syntax from the official Dynmap documentation.

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