Find a Dynmap marker hidden by its layer or zoom settings

A missing marker may still exist in Dynmap’s marker data while its set is unchecked or hidden at the current zoom. Check the layer before recreating markers. Repeatedly adding the same location can leave duplicate icons that appear later when visibility changes.

Work through the change

1. Identify the expected marker and its marker-set ID. Read the existing marker and set listings through the installed dmarker help, recording labels separately from their internal identifiers.
2. Inspect the set’s hide and minzoom settings in the documented marker controls. Open the web layer selector and check whether that particular set is enabled in the current browser.
3. Zoom to the marker’s recorded coordinates and compare several zoom levels. Check the world name too; a correctly configured marker will not appear on an unrelated world’s map.
4. Change only the responsible set visibility setting through the documented updateset control if the default is wrong. Reload the public page in a fresh session and compare it with the browser that originally reported the problem.

Check the result

The existing marker should appear in its intended layer at the chosen zoom without adding a duplicate. A user can still hide a selectable layer locally, so document whether the change affects the default or the current browser selection. Confirm nearby unrelated marker layers retain their earlier behaviour.

Keep the set identifier in the maintenance notes. Labels can be renamed for visitors, while later command-based checks still need to target the correct internal collection.

Recover or stop safely

Restore the recorded set settings if the change exposes too much information. Do not delete the marker set to reset its display: deleting a set also deletes its contained markers. Preserve identifiers and coordinates before any later structural change to the marker collection.

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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