Find why a BlueMap build still shows old blocks

A stale-looking build can come from rendering, a frozen map or the browser’s cached view. Check those layers separately before deleting map data. BlueMap normally detects changed chunks automatically, so a full purge should not be the first response to one outdated roof.

Commands beginning with a slash are player chat commands. Use them in game with the required role; check console support before adapting them for the hosting panel.

Work through the change

1. Write down the affected world, map ID and coordinates. Confirm the build is saved in the running world and compare it with another recently changed location on the same map.
2. Use `/bluemap maps` and `/bluemap` to check the loaded map and render status. Inspect whether that map is frozen or rendering has been stopped, preserving the reason if it was an intentional maintenance setting.
3. Inspect `/bluemap tasks` and use the documented troubleshoot command at the affected coordinates. Save the output before requesting a small targeted update using the syntax for your installed release.
4. Wait for that work to finish, then open the map in a fresh browser session and compare the exact location. Check a second client before concluding the rendered files are still outdated.

Check the result

The changed blocks should become visible after the relevant task completes and the client fetches current data. If only one browser remains stale, inspect its requests or cache rather than restarting Java. If every client shows the old build, retain the task and troubleshooting output for diagnosis.

Check the exact map ID in any targeted command. Similar display names can conceal several views of the same world, each with a different render queue and storage location.

Recover or stop safely

Restore any intentional freeze or rendering pause changed during the test. Avoid `/bluemap purge` for a small update problem: it deletes rendered map data and starts a much larger job. Keep world files untouched while investigating an issue confined to the web map.

Related guidance and maintainer reference

For the broader setup, read Set up a BlueMap web map and control rendering load. Check the installed plugin version before applying syntax from the official BlueMap documentation.

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