Hide a consenting player’s Dynmap location and verify the public view

Player visibility on a public map should be tested from the public page. Dynmap supplies hide and show controls, but another component can publish similar information independently. Agree what needs to be hidden before changing settings for a live player.

Work through the change

1. Ask a consenting test player to join and record the current marker and player-list behaviour. Check whether the installed version or another plugin applies persistent visibility rules on login.
2. Read the installed Dynmap command help for the hide control and its required permission. Apply the documented action to the test player without granting them map administration or unrelated command access.
3. Open the public map in a fresh browser and move the player between known locations. Inspect both the map icon and player list, then repeat after reconnecting to identify whether the state persists as intended.
4. Check third-party claim, chat and marker integrations separately. A static marker bearing the player’s name or a chat message can remain visible even when their live location is hidden.

Check the result

The tested public view should match the agreed location policy, including the reconnect behaviour you recorded. Do not promise that hiding a live icon erases information already observed by visitors. Keep test results tied to the installed plugin version and the components actually enabled.

Use a second consenting test account as a control. Its visible marker helps show that you changed the intended player policy rather than accidentally hiding every live location.

Recover or stop safely

Use the documented show control to restore the test player’s earlier state when appropriate. If another component republishes locations, change that integration through its own configuration rather than removing the terrain map. Preserve the privacy setting until the client understands which information is still public.

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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