Hide live player locations on BlueMap without removing the terrain map

A public terrain map does not have to publish online player positions. BlueMap separates live player markers from the rendered landscape. Test the public page as a logged-out visitor after changing privacy settings, rather than relying only on an administrator’s browser.

Work through the change

1. Identify every public map URL and any external web host serving the same data. Back up the installed BlueMap plugin configuration and record the current live-player-markers value.
2. Read the current plugin configuration reference. Disable live player markers in the documented setting and review related player-list or third-party marker integrations if your privacy policy requires those to be hidden too.
3. Apply the configuration using BlueMap’s supported method for the installed release. Keep terrain rendering and the web service enabled, then join with a consenting test player and move between several locations.
4. Open the public map in a fresh browser without staff access. Check the player list, position markers and any separate marker layer supplied by another plugin, including after a normal page refresh.

Check the result

The landscape should remain available while the selected live player information is absent. A removed position marker does not automatically erase names written into signs, static markers or chat integrations. Review those separately before claiming that the entire map is anonymous.

Ask the test player to change worlds as well as move within one map. Privacy should be checked across every public view that can expose their current position.

Recover or stop safely

Restore the recorded configuration if the change breaks the web app, then inspect logs for configuration errors before trying again. Do not remove world data or rendered terrain to hide one information layer. If another plugin republishes player markers, disable that integration through its own supported controls.

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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