Separate a stale Dynmap tile from a stale browser response

A build can remain outdated on one browser even when Dynmap has already rendered the new blocks. Compare the rendered state and the web response before scheduling a full world render. One small landmark is enough to isolate the failing layer.

Work through the change

1. Record the world, map name and coordinates of a distinctive changed block. Confirm the live world save includes it, then check Dynmap’s task state and console for render errors near the same time.
2. Use the installed documentation to request a small render around the affected location. Avoid a fullrender while investigating a single tile because it adds work unrelated to the observed problem.
3. Wait for the relevant work to finish and open the location in a fresh browser session. Compare a second device and inspect the response for the tile request if only one view remains outdated.
4. If a proxy or CDN serves the map, compare its cache policy and response age with the origin’s current data through the established administration path. Keep internal addresses and access tokens out of public screenshots.

Check the result

The changed landmark should appear consistently after the render and a fresh response. A successful plugin command confirms a request was accepted, not that every web cache has updated. Record whether the stale result affects one tile, one map or all served assets.

Compare the same zoom and coordinates on both clients. Different detail levels may request different rendered files and make a cache problem appear inconsistent.

Recover or stop safely

Leave world files unchanged while correcting the web delivery or specific render problem. Restore any temporary cache setting after the test and retain console evidence if rendering failed. Do not wipe the entire tile directory merely to clear one browser’s outdated response.

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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