

Mapserver

Mapserver is an additional software which can easily be installed on the same server where Luanti is running. You find detailed instructions about the installation on [github](#).

Starting the mapserver the first time will initiate the initial rendering. Depending on the size of the map, this can take some time (on my 8 GB server about 3 days ...). After the initial rendering, mapserver switches to incremental rendering: each change will be implemented in the map within a short delay.

To be able to add additional infos, as e.g. POI, train lines a.o., you should install the companion [mapserver mod](#). As described on the github page, you can chose between the passive and the active mode. With active mode, you have more real time data displayed on the map (number of players a.o.). To start the active mode, you have to add those lines of code into luanti.conf:

```
mapserver.enable_crafting = true
secure.http_mods = mapserver
mapserver.url = http://[ip of your server]:8080 <!-- e.g. 127.155.84.156:8080 -->
mapserver.key = [secret] <!-- secret is automatically generated, to be found in
mapserver.json->>
```

The mapserver_mod installed, you find additional blocks in your inventory:

- label
- POI (five colors)
- Trains

To be shown on the map, you have to add those blocks in your world. There is no documentation for this mod, but a look into the mod and some experimentation allows these minimal instruction:

Train lines

Mapserver will grab all blocks and add a lines between blocks ordered by index. Adding a station name will add a circle on the line as station symbol, click on it will open a popup with the station info. Best way will be to start at the starting station and add more or less blocks between stations. If you want to show exactly the rails, you will add more blocks, if you want just connect the stations, you put no additional blocks in between.

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