Set a Minecraft Java world border without stranding players

A world border gives a Minecraft Java community a defined area to explore. Plan its centre and width around existing builds before changing it. A smaller border can leave bases, portals and logged-out players outside the playable area. It does not remove already generated terrain or shrink your disk usage.

Check the version and save a recovery point

These steps cover the vanilla Java command on Paper, Purpur and vanilla servers. They do not apply to a native Bedrock server. Use Console in the CloudExa game panel; enter commands there without a leading slash. An operator can enter the same commands in chat with a slash. Follow the game backup guide before making changes.

Write down your server version, intended centre coordinates and the location of important builds. Check spawn, shops, farms and transport routes with your staff. Read the current width in the intended dimension:

```
execute in minecraft:overworld run worldborder get
```

Record the existing centre from your configuration or administration records. The get command reports width, not centre coordinates. If you cannot establish the old centre, test on a copy and ask support before moving a live border.

Choose the area before applying it

The size is the full side length of a square. For example, a 6,000-block border centred at 0, 0 reaches about 3,000 blocks in each horizontal direction. Treat this as an example; it may exclude your existing builds. Announce the change and move affected players and possessions inside first. Check offline players' last known locations as well.

Apply a planned centre and width only after your checks. This example changes the Overworld immediately:

```
execute in minecraft:overworld run worldborder center 0 0
execute in minecraft:overworld run worldborder set 6000
execute in minecraft:overworld run worldborder get
```

Copy the reply into your change notes. Do not use the example centre for a map whose community lives elsewhere. Keep an administrator available to help anyone who reconnects beyond the new boundary.

Check dimensions and portals

Mojang introduced dimension-specific borders in Java 1.21.9. On that version and later, inspect the Nether and End separately by replacing minecraft:overworld with minecraft:the_nether or minecraft:the_end. Choose a policy for each dimension and test both ends of established portal routes. Older releases handle borders differently, so check your exact version before applying a multi-dimension plan.

If you use a timed transition, note that Java 1.21.11 changed unsuffixed border time arguments to ticks. The examples above omit the time argument. Consult your installed version's command help before scheduling a gradual shrink.

Verify and reverse a change

Join as a regular player and visit a safe point near the edge. Test spawn, beds, homes and portal destinations. Check any multiworld or border plugin for overrides if results differ between worlds. Repeat the width query after a normal restart to confirm persistence.

To reverse the configuration, restore the recorded centre and width in each affected dimension. Re-expanding a border cannot recover items lost during an unsafe shrink. Use your recovery plan for lost progress rather than deleting chunks or reinstalling the server. For command errors, include the server version, dimension, exact command and reply using our support-ticket checklist.

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