# Use a custom Minecraft world seed without overwriting an existing world

A seed is an input to world generation, not a command that replaces existing terrain. If you want a fresh Minecraft Java map with a chosen seed, test a separate world and preserve your current installation. Do not delete the live world to see whether a number looks right.

## Decide whether you want a new map

Separate two requests: keeping your community's current builds, or beginning a fresh map. Existing terrain will not become a different landscape because you type another value into a configuration file. If you want to retain builds while adopting a new generation setup, ask support to help plan a controlled migration rather than editing world metadata in place.

Check the seed's intended Minecraft edition and release. A screenshot or seed list may use a different version, generator, mod or data pack. Record the exact setup you are trying to reproduce, including the coordinates of an advertised feature. A seed alone is not enough evidence that the result will match.

## Keep a recovery point

1. Tell players about the test and stop the existing server normally.
2. Take a completed backup containing all worlds, configuration and player data. Export any external plugin databases separately.
3. Keep a copy outside the server and record the active world name.
4. Note any multiworld plugins or custom dimension configuration before making changes.

A world can include several dimensions and related folders. Preserve the complete setup rather than downloading only the overworld's region files. Keep your existing recovery point until the replacement has been tested and players have confirmed the migration plan.

# Create an isolated seed test

The safest approach is a separate test server with a new, empty world location. Use the intended Minecraft version and generation packs. Do not copy production database credentials or integrations into that test server. Confirm there is enough storage for both the existing save and the test world.

For a standard Java server, `level-name` identifies the world folder and `level-seed` supplies the generation seed. Set these before the new world is first created. Use an unambiguous new name, such as `seed-test-november`, only on the test installation. Keep the production world's folder and files untouched.

Start the test and inspect the console for the world being loaded. Join and check the expected coordinates, biomes and structures. Confirm the generator and data packs match your plan. Test more than the spawn area if the decision depends on a distant structure or a special dimension.

# Choose how to go live

If the map is suitable, schedule a separate change window and agree what happens to player inventories, permissions and plugin data. Starting a new map does not automatically reset every plugin database. Conversely, replacing unrelated account data can destroy things you intended to keep. Avoid copying a few folders into production without a complete plan.

If the test is unsuitable, stop the test instance and keep production unchanged. Do not try to repair the result by swapping the live world's metadata files. When importing a prepared map, use the existing-world upload guide. Further reading: Paper's world properties and world-layout migration notes.

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