ChunkyBorder tasks

Task guides and troubleshooting for ChunkyBorder. Check the installed release before changing configuration or data.

- Enable a visible ChunkyBorder edge for unmodified clients
- Test a temporary border bypass without leaving a player exempt
- Check how a wrapping border returns players across a world edge
- Load an existing border into Chunky without replacing the border itself

Enable a visible ChunkyBorder edge for unmodified clients

A working custom border is not necessarily visible. ChunkyBorder’s visualizers are disabled by default, and the server-side option uses particles rather than the vanilla border renderer. Check enforcement first, then add the visual aid that ordinary clients can see.

Work through the change

1. Read `chunky border list` and record the world’s existing bounds. Test the actual restriction with an ordinary account so a missing visual effect is not confused with a missing border.
2. Back up the installed ChunkyBorder configuration and inspect visualizer-enabled. Confirm the setting exists in your release, then enable it using the documented configuration application method.
3. Approach the border with an unmodified client while remaining inside the safe playable area. Check particle visibility and distance before changing range or colour from their documented defaults.
4. Compare the view from a second account and check server response near a busy edge. Keep the effect’s range modest because server-side particles have a performance cost.

Check the result

Unmodified clients should see the particle guide within its configured range while the actual restriction remains unchanged. A Fabric client with the supported Chunky and ChunkyBorder mods can use a different visualizer, so record which client you tested. Neither display is a substitute for enforcement checks.

Leave the enforcement test in the change record alongside the screenshot. A visible particle wall can look convincing even when the actual border rule applies to a different world.

Recover or stop safely

Restore the previous visualization settings if particle load or visibility is unsuitable. Keep the border itself in place during that rollback. If players still cannot see particles, inspect their client particle settings and confirm the world identity before altering the playable boundary.

Related guidance and maintainer reference

For the broader setup, read Match a ChunkyBorder boundary to a pre-generated Minecraft world.

Check the installed plugin version before applying syntax from the official ChunkyBorder documentation.

Test a temporary border bypass without leaving a player exempt

A temporary bypass can help staff inspect generated terrain outside a border, but it should not become an undocumented way around normal access. ChunkyBorder provides a player bypass command. Record its state carefully and test the return path before using it on a live expedition.

Work through the change

1. Choose a staff test account and record the world, border bounds and safe return coordinates. Check whether another role or plugin already allows the player beyond the intended boundary.
2. Read `chunky border bypass` help for your installed release. Use the command for the named test player and record the response so you know whether the action enabled or disabled their bypass.
3. Cross a short distance beyond the border, then return inside before reversing the bypass. Avoid teleporting directly into ungenerated terrain or using the test to carry valuable inventory outside the map.
4. With the exemption removed, approach the same edge again and confirm normal restriction. Reconnect and repeat the check if your release treats bypass state as session-specific.

Check the result

The account should cross only during the intended inspection period and should be restricted afterward. Test an ordinary visitor as a control. A staff account that still crosses may have a separate permission bypass, so compare effective permissions instead of repeatedly toggling the temporary state.

If the account has several staff roles, inspect their combined effective permissions. Removing one temporary exemption does not prove an inherited bypass disappeared as well.

Recover or stop safely

Return the test account to the recorded safe coordinates and clear the exemption through the documented control. Keep a short audit note identifying the account and completion time. Do not remove the entire border to recover one player stranded outside it; use the normal safe teleport path.

Related guidance and maintainer reference

For the broader setup, read Match a ChunkyBorder boundary to a pre-generated Minecraft world.

Check the installed plugin version before applying syntax from the official ChunkyBorder documentation.

Check how a wrapping border returns players across a world edge

Wrapping changes the destination when a player crosses the boundary. That can place them near another build or in terrain that has not been prepared. Test the exact wrap mode on a disposable area before enabling it for a populated survival map.

Work through the change

1. Record the existing border and whether wrapping is already enabled. Choose safe test points at several edges, including a diagonal approach if the border shape makes that meaningful.
2. Read the installed `chunky border wrap` syntax and supported modes. Select the deliberate mode for the trial rather than assuming that radial, axis-based and default behaviour produce the same destination.
3. Cross each test edge with an expendable inventory and write down the arrival coordinates and facing. Check ground height, water, nearby claims and whether the destination terrain is already generated.
4. Test the reverse journey and compare a normal walking crossing with any portal or teleport route players use. Keep a safe administrator return path available throughout the trial.

Check the result

Arrival should follow the selected wrapping policy and land players in a safe prepared area. A successful east-to-west walk does not validate northern or diagonal crossings. Document the tested mode so a later border adjustment is not mistaken for an unrelated teleport bug.

Try the mode at ground level with normal movement speed before testing vehicles or flight. A safe walking destination does not establish the behaviour of every travel method.

Recover or stop safely

Restore the recorded wrapping mode after testing. The documented wrap command without a type disables wrapping in current releases; verify help before using it on an older build. Keep the border restriction intact and return stranded testers through a safe teleport rather than shrinking the world.

Related guidance and maintainer reference

For the broader setup, read Match a ChunkyBorder boundary to a pre-generated Minecraft world.

Check the installed plugin version before applying syntax from the official ChunkyBorder documentation.

Load an existing border into Chunky without replacing the border itself

A saved ChunkyBorder can be loaded as Chunky’s working selection. This is useful for inspecting its footprint before a generation job, but it should not be confused with creating or changing the border. Read back the selection before starting any task.

Work through the change

1. Record the current border entry with `chunky border list` and note the world’s exact name. Save the current Chunky selection too if another administrator is preparing a different task.
2. Use `chunky border load` with the intended world according to the installed command help. This loads the existing border into the selection; do not substitute border add, which creates a border from a selection.
3. Run `chunky selection` and compare its world, centre, shape and radii with the saved border entry. Check several edge coordinates in game before approving generation within that footprint.
4. Decide whether to run a task now or simply retain the inspected notes. If another task was already planned, coordinate with its owner before replacing the shared working selection again.

Check the result

The readback should reproduce the saved boundary without changing what players can cross. A task’s current progress and a working selection are separate pieces of state, so check both if generation was already active. No start command is required merely to inspect the loaded bounds.

Coordinate with other administrators before replacing a selection. A read-only border inspection should not quietly alter the bounds someone else expects when they issue the next generation command.

Recover or stop safely

Restore the earlier working selection from your notes if this was only an inspection. Leave the existing border untouched. If the wrong world was loaded, correct the selection before starting a task; there is no reason to remove a valid border or delete any generated chunks.

Related guidance and maintainer reference

For the broader setup, read Match a ChunkyBorder boundary to a pre-generated Minecraft world.

Check the installed plugin version before applying syntax from the official ChunkyBorder documentation.