Add and import Minecraft worlds with Multiverse-Core

Multiverse-Core manages additional worlds inside one Minecraft server. It does not allocate another game server or isolate that world's CPU and memory. Adding a world increases the data and workload handled by the same service.

Plan names and take a recovery copy

Record the server version, current world identifiers and any terrain-generator plugins. Choose a new, unused identifier for a new world. For an imported world, record its source Minecraft version and required generator. Loading it with a different generator can create mismatched terrain as players explore beyond existing chunks.

Stop the service and take a completed backup containing all worlds, player data and existing Multiverse configuration. Keep an off-server copy. Test an imported copy before opening it to players; do not overwrite the live world or rename its folders as a shortcut. See backups and world upload.

Install and identify the expected world format

Install a supported Multiverse-Core release using the plugin guide. Check the documented migration notes when updating an older major version. Addon modules must be compatible with the Core release; their minor version numbers do not necessarily match.

Current Multiverse documentation distinguishes older Spigot/Paper folder-based world names from Paper 26.1+ namespaced dimension identifiers. Follow the layout and identifier syntax for your actual server. Do not move a newer dimension into an old-style folder structure simply to make an

old video tutorial fit.

Create a separate world or import a copy

1. Check the current world list using the installed `/mv` help. Confirm that the intended destination name is unused.
2. For a new ordinary overworld, current Core documentation uses `/mv create creative normal`. Replace `creative` with your planned unused world identifier and check the release's syntax before executing.
3. For an existing world, upload its copy into the correct version-specific location while stopped. Use `/mv import` with the matching environment and actual identifier. Do not use create against data you intend to import.
4. Read Console for the completion or first meaningful error before repeating any operation.
5. Visit the destination as an administrator. Inspect terrain and choose a safe arrival point; `/mv setspawn` uses the player's current position.

Commands shown with a slash are in-game commands. Remove the slash when using Console, and remember that location-dependent operations require a player position.

Test access and boundaries

Use an ordinary non-operator player to test entry, return travel, spawn and game mode. Where world-access enforcement is enabled, grant the specific `multiverse.access.WORLD` node for the intended world rather than a global wildcard. Record any respawn or teleport plugin that can override these results.

Multiverse-Core alone does not create per-world inventories. Arrange inventory separation before allowing creative items into survival; see the Multiverse-Inventories guide. Do not assume a different game mode automatically separates player possessions.

If an import fails, preserve the uploaded files and send support the world identifier, source version, generator and first error. Further reading: basic world management and access permissions.

Looking for another plugin? Browse the Minecraft plugin guide directory.

Revision #2
Created 2026-11-09 08:57:16 UTC by CloudExa Hosting Admin
Updated 2026-11-09 08:57:17 UTC by CloudExa Hosting Admin