# Change a bounded WorldEdit biome area and verify the client view

A biome edit changes biome data rather than replacing terrain blocks. A successful command can look unchanged until the client receives updated chunk information. Check a small area with visible grass or water colour before applying a biome change to a whole district.

## Work through the change

1. Record the existing biome at several test coordinates and select a compact region. Include its vertical bounds because biome storage and editing behaviour depend on the Minecraft version.
2. Check the biome command syntax in your installed WorldEdit release and choose a valid biome identifier. Avoid using an example from a different server generation without checking completion.
3. Apply the change once on the test area. Move away and return or reconnect so the client requests fresh information, while keeping the server running normally.
4. Compare the biome reading inside and outside the selection. Inspect colour transitions from another client and note any terrain generator or world plugin that can override your expectations.

## Check the result

The chosen biome should appear within the edited bounds, while nearby control points retain their earlier value. Grass colour alone is insufficient evidence when resource packs or client settings change the display. Confirm the data as well as the visual result.

A biome trial needs coordinates on both sides of the boundary. If every observation is inside the edited region, you cannot show that neighbouring land was left alone. Keep the original biome names with those coordinates rather than relying solely on colour screenshots.

# Recover or stop safely

Use history only if your installed release recorded the biome change, and verify a small reversal before relying on it. Otherwise restore the area from a known checkpoint. Retain the old biome coordinates so you can reverse the trial deliberately.

# Related guidance and maintainer reference

For the broader setup, read Use WorldEdit selections, limits and undo safely. Check the installed plugin version before applying syntax from the official WorldEdit documentation.

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