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.

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