Check MyWorlds world entry permissions without granting teleport administration

Entering a world and teleporting other players are separate permissions in MyWorlds. Give players only the route they need, then test the exact portal or command they use. An administrator’s successful teleport can hide a missing entry permission.

Work through the change

1. Record the source world, target world and normal player route. Confirm the target is loaded and the test player’s role does not contain operator status or a broad administrative grant.
2. Read the documented world-enter and world-specific teleport permissions for the installed MyWorlds release. Check inherited grants before adding a narrowly scoped test permission.
3. Attempt the same route with an allowed test account and a denied control account. Capture the messages and note whether denial occurs before or after a portal action starts.
4. Grant only the missing approved entry or self-teleport capability to the trial role. Retest another restricted world to confirm the change did not give access beyond the intended target.

Check the result

The allowed role should enter the selected world while the control account and unrelated restricted world remain denied. Confirm that the player cannot teleport other people merely because it can use its own world route. Keep the actual successful grant with your access policy.

Compare entry through the normal public route with a direct staff command. These exercise different permissions and can produce apparently contradictory results. Keep the player’s effective nodes and destination world name together, particularly when the visible world label differs from

its internal name.

Recover or stop safely

Remove temporary permissions if the result differs from policy and restore the previous role assignment. A failure at a world-specific portal can need a portal permission rather than teleport administration. Do not resolve a narrow admission problem by enabling per-world operator behaviour for ordinary players.

Related guidance and maintainer reference

For the broader setup, read Load an existing world safely with MyWorlds. Check the installed plugin version before applying syntax from the official MyWorlds documentation.

Revision #1
Created 2026-11-09 16:36:19 UTC by CloudExa Hosting Admin
Updated 2026-11-09 16:36:19 UTC by CloudExa Hosting Admin