Check old-client access near modern world-height limits

A modern world can contain playable blocks outside the height range understood by an older client. ViaBackwards documents limits for clients predating expanded world height. Translation cannot give those clients a native view of every modern coordinate, even when joining works.

Record the starting point

Record the server version and oldest permitted client. Identify the coordinates of spawn, portals, homes and minigame arenas. Use a private test area with a safe recovery location. Do not test the limitation by dropping a real player's valuable inventory into an inaccessible region.

Work through the change

1. Read the current ViaBackwards known issues for the client generation you allow. Compare its supported vertical range with the coordinates your community actually uses.
2. Join with the native client and the older client, then inspect a safe route near each relevant boundary. Check movement and interaction, not just whether a chunk appears.
3. Review automatic teleports such as homes, portals and random-teleport destinations. A plugin may select a valid modern coordinate that the older client cannot use properly.
4. Choose a documented client restriction, a compatible destination policy or a clearly explained limitation. Retest a normal login and the affected teleport using a disposable test account.

Check the result

The supported client range should match the areas players are expected to reach. Record the tested coordinates and client builds. If you retain older clients with limits, place the explanation alongside joining instructions so players do not discover it after becoming trapped.

If the result differs

If the native client also fails at the destination, investigate the world, teleport plugin or protection rule separately. If only the old client fails beyond the documented range, repeatedly reinstalling ViaBackwards will not expand the client's world model.

Return the tester to the safe location using normal server controls. Restore only the trial teleport or client policy if it causes a new issue. Keep the modern world intact; deleting regions or downgrading world files is not a safe compatibility fix.

References and related help

- ViaBackwards maintainer reference 1
- Allow compatible Minecraft Java clients with ViaVersion
- Let supported older Java clients join with ViaBackwards

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