Configure bounded random teleports with BetterRTP

BetterRTP finds a random teleport destination within configured limits. The search may load or generate terrain, so a large travel area can create both lag and disk growth. Begin with a small area and one intended world instead of opening every dimension immediately.

Define the travel area first

Decide the exact world name, centre, minimum distance and maximum distance. Keep destinations inside the world border and away from a protected spawn where necessary. A radius is measured from a centre; it is not the full width of the destination area.

Review the installed release's support for your Minecraft build, world environment and protection plugins. Obtain the plugin from the author's official links. Before adding it, take a completed backup of world and plugin configuration using the backup guide. Terrain generated during tests will remain part of the world unless separately trimmed or rolled back.

Edit the correct world configuration

Start once to generate files, inspect Console, then stop before making changes. BetterRTP distinguishes defaults, custom world settings and other override arrangements. Read its World Setup Types documentation rather than copying one block into several unrelated configuration sections.

1. Record the target world name exactly as the server loads it. A display alias in another plugin may differ.
2. Configure that world's allowed range and centre using your generated file's field names.
3. Review safe-surface checks, disallowed blocks and the intended Nether or End behaviour where supported.
4. Set a modest cooldown and search effort appropriate to your server. Keep economy charges explicit if enabling them.

5. Save, start and check that the configuration loads without an error. Inspect any protection-hook startup messages.

Do not remove dangerous-block checks or increase search attempts drastically just because the first trial cannot find a destination. A tiny valid area, water-heavy map or conflicting border can explain the failure.

Run an ordinary-player trial

Use a non-operator test player with the documented use permission for your release. Try `/rtp` from the intended source world. Record the destination world and coordinates, then confirm there is solid footing and enough space. Repeat a few times with the normal cooldown rather than issuing a burst of requests.

Check that the cooldown and any charge occur only as intended, including when a search fails. Test movement during a teleport delay if you have enabled cancellation. If players should not random-teleport from a hub or a particular dimension, test that refusal separately.

Control generation load

Watch Console, tick performance and free storage during the trial. Random travel outside generated terrain can be much more expensive than revisiting existing chunks. If you choose pre-generation, follow the bounded Chunky guide and keep its selected area consistent with BetterRTP's destination area.

Claim and region integrations must be tested with an ordinary account. Do not assume every protection plugin is supported or that an administrator's successful teleport proves a visitor cannot enter a claim.

Report a failed search clearly

Provide the exact message, plugin/server versions, world name, configured bounds and a redacted relevant configuration section. Preserve existing worlds and restore only your copied configuration if a test change fails. Further reading: configuration, world overrides and permissions.

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

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