Correct a Nether portal pair that only works in one direction

An explicit NetherPortals link is directional. A working journey from the overworld does not prove the return world points back. Inspect both arrows before rebuilding portals or adjusting coordinates, especially when a custom Nether name prevents automatic matching.

Work through the change

1. Record the source and destination managed world names and confirm both worlds are loaded. Use the documented link listing to inspect the Nether links in each direction.
2. Check whether each arrow comes from an explicit link or the naming convention. Preserve any existing custom reverse destination before replacing it with a bidirectional pair.
3. Use the link syntax for the installed release to create the intended reverse direction or a verified bidirectional link. Change only the Nether portal type during this trial.
4. Travel out and back with an expendable account from known portal coordinates. Test another portal in the source world because the link applies to that world’s portal type, not just one frame.

Check the result

Both directions should arrive in the intended managed worlds. Coordinate placement still depends on scaling and counterpart portal search, so a correct reverse world can produce a different physical frame. Keep link policy and coordinate alignment as separate acceptance checks.

Draw both arrows in the maintenance notes rather than writing only that the worlds are linked. Testing the outward trip proves one direction. Keep existing arrow destinations before using a bidirectional operation because updating the return link can replace another route that players already depend on.

Recover or stop safely

Restore the earlier arrows if the trial breaks a custom resource-world route. An unlink can return a world to automatic naming rather than disabling travel entirely. Retain the old listing and verify it again before reopening the route to regular players.

Related guidance and maintainer reference

For the broader setup, read Link Nether and End worlds with Multiverse-NetherPortals. Check the installed plugin version before applying syntax from the official Multiverse-NetherPortals documentation.

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