Diagnose a Nether portal with no destination world

A lit portal can fail when NetherPortals cannot resolve a managed destination. The plugin does not create the missing world just because a player enters the frame. Confirm the intended saved world exists before generating anything under a guessed name.

Work through the change

1. Record the source world and portal type, then inspect the link listing. Check whether an explicit destination overrides the configured automatic naming convention.
2. List managed and loaded worlds through Multiverse-Core. Compare the destination’s exact name with the world data you expect, taking care not to confuse an alias with an internal name.
3. If the intended world exists, load or repair its managed reference through the documented workflow after a backup. If this is a new dimension, plan its creation separately with a distinct name and confirmed generator.
4. Test the route with a single expendable account, then verify its return link. Read the bounceback or no-destination message as diagnostic evidence instead of treating it as a reason to suppress all warnings.

Check the result

The portal should reach the intended existing dimension and its expected landmarks. An empty newly generated world is not a successful repair when players expected their saved Nether. Check both the managed name and the actual map contents before allowing traffic.

List the destination world’s loaded state and environment before repairing a link. A plausible world name does not prove that the destination exists or is managed. Preserve its files and check startup errors if loading failed; do not create a replacement world over an unexplained folder.

Recover or stop safely

Restore the prior explicit link if the new target is wrong and keep access closed while locating the intended world. Preserve any existing dimension folder untouched. A backup and an explicit world inventory are safer recovery tools than repeatedly creating worlds until a portal responds.

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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