Disable Nether travel for one event world while keeping its saved dimension

An event may need normal Nether travel closed for a limited period. Use a world-specific link policy and preserve the dimension data. Removing the saved Nether folder changes far more than whether players can enter it during the event.

Work through the change

1. Record the event world’s current Nether arrow, reverse arrow and naming convention. Move test players to a safe lobby and keep an administrator recovery route available.
2. Read the installed NetherPortals documentation for disabling one portal type through a self-link. Apply the policy only to the named event world and retain the previous explicit target.
3. Try a normal lit Nether portal with an ordinary player account. Check the response and verify that End travel and an unrelated survival world still follow their existing rules.
4. Inspect menus and command-based warps that could still send players to the dimension. Decide whether those independent routes should remain available rather than assuming the portal policy closes every access path.

Check the result

The selected portal type should remain unavailable in the event world while other worlds and dimensions retain their intended routes. The dimension’s saved data should remain present and unchanged. Tell players whether a temporary denial is intentional so they do not rebuild frames to work around it.

Check whether the event should block Nether travel only, End travel only or both. Each route needs its own observation. Keep the saved dimension available for later use and record the difference between disabling a route and removing a link that allows automatic discovery again.

Recover or stop safely

Restore the recorded explicit target or remove the self-link according to your intended automatic naming policy when reopening travel. Test a round trip before the event ends. Removing an explicit link may restore automatic travel, so verify the resulting arrow instead of assuming unlink means disabled.

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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