Distinguish a PlotSquared weather display from actual weather mechanics

A plot can look sunny while the underlying world still follows its weather cycle. PlotSquared documents its weather flag as simulated weather, without changing weather-dependent mechanics. Check that distinction before using a cosmetic setting to protect a farm or a public event.

Commands beginning with a slash are player chat commands. Use them in game with the required role; check console support before adapting them for the hosting panel.

Work through the change

1. Choose a test plot beside an unchanged control plot. Record the current weather flag, world weather and any weather plugin that personalises what players see.
2. Read `/plot flag info weather` for supported values in your release. Apply a clear-weather display to the trial plot without changing the world’s weather cycle or another plot’s flags.
3. Walk across the plot boundary with two ordinary accounts. Compare the displayed rain and sky while also recording the world’s actual weather state through its existing administration controls.
4. Test the specific mechanic you care about separately, using expendable blocks or entities. Keep cosmetic appearance and game behaviour as different observations in the change notes.

Check the result

The selected weather appearance should apply inside the trial plot and end at the intended boundary. It should not be described as a world weather lock. Server plugins, client settings and version differences can alter what players see, so compare more than one client.

Tell event staff whether the setting is cosmetic or mechanical in the handover notes. That prevents a later organiser relying on a sunny-looking plot to suppress a weather-dependent hazard. Keep a screenshot of the control area and the actual world state with the trial result.

Recover or stop safely

Restore the earlier weather override or remove the local flag to return to inherited behaviour. If the aim was to change crop, mob or lightning behaviour, stop this cosmetic test and choose an appropriately scoped world or protection setting with its own recovery plan.

Related guidance and maintainer reference

For the broader setup, read Create a separate creative plot world with PlotSquared. Check the installed plugin version before applying syntax from the official PlotSquared documentation.

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