Find an invisible or overlapping Multiverse portal trigger

A configured portal can remain active without a visible frame. When a player teleports from an unexpected floor tile, inspect portal bounds and debug information before rebuilding the area. A second hidden trigger can overlap the decorative portal you already recognise.

Work through the change

1. Record the exact world and coordinates where the teleport begins. List portals in that world and keep the player outside the suspected trigger during inspection.
2. Use the documented portal information and debug controls for your installed release. Identify the portal selected at the test position without creating a new region over it.
3. Compare the stored corners with the intended doorway. Walk a marked perimeter with an expendable account and record which blocks trigger the action, including upper and lower levels.
4. Correct one portal’s region using the supported modify workflow if its bounds are wrong. Recheck any neighbouring portal rather than assuming the corrected region was the only trigger.

Check the result

The portal should activate only within its intended bounds after debug mode is turned off. Confirm that ordinary walking on the neighbouring path no longer teleports players. Debug mode itself can change whether teleporting occurs, so repeat the acceptance test in normal operation.

Portal regions can remain active when their decorative frame is removed. Record the coordinates of the trigger, not just a screenshot of the visible frame. Inspect vertically overlapping selections so an upstairs entrance does not accidentally include the corridor below it.

Recover or stop safely

Restore the earlier region bounds if the adjustment excludes a required part of the doorway. Keep the original portal record until its references are understood. Removing decorative blocks alone is not a reliable way to disable a hidden configured trigger.

Related guidance and maintainer reference

For the broader setup, read Create a controlled Multiverse-Portal between worlds. Check the installed plugin version before applying syntax from the official Multiverse-Portals documentation.

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