# Inspect lighting and side effects after a FAWE terrain edit

A finished block placement can leave an area looking wrong because lighting or physics-related side effects need attention. Inspect the saved world from another client before assuming the edit failed and repeating a large terrain operation.

## Work through the change

1. Record the FAWE build, affected coordinates and command. Keep builders out of the test area until you have compared its block layout with the intended result.
2. Reconnect or revisit the chunks and ask another player to view the same location. Compare client visual artefacts with server-side block and light conditions at fixed points.
3. Read the side-effect and queue guidance for the installed FAWE release. Trial only a documented update or relighting method on a compact section before applying it elsewhere.
4. Observe server responsiveness and inspect fluids, falling blocks and nearby redstone after the trial. These behaviours can matter even when the terrain now appears visually correct.

## Check the result

The test section should retain the intended blocks and show consistent lighting to both clients. If a resource pack or client shader causes the display difference, server-wide relighting may add load without changing the underlying issue. Save before-and-after views from matching positions.

Inspect a test tunnel as well as an exposed surface. Lighting faults can be hidden at midday and obvious underground. Keep clients at comparable brightness settings, and record whether the anomaly survives a reconnect before deciding that stored light data needs repair.

# Recover or stop safely

Undo only the demonstrated faulty test operation or restore the area checkpoint if the repair changes terrain. Return any trial side-effect setting to its earlier value. Avoid toggling several performance controls at once, because that removes your ability to identify which behaviour changed.

# Related guidance and maintainer reference

For the broader setup, read Replace WorldEdit with FastAsyncWorldEdit safely. Check the installed plugin version before applying syntax from the official FastAsyncWorldEdit documentation.

---

Revision #1
Created 2026-11-09 16:36:18 UTC by CloudExa Hosting Admin
Updated 2026-11-09 16:36:18 UTC by CloudExa Hosting Admin