Investigate a Multiverse world player limit that staff can bypass

A world player limit can protect a small event, while staff bypass permissions let particular accounts enter. Check the limit and bypass separately. A working staff teleport does not establish that a normal participant should be admitted when the world is full.

Work through the change

1. Record the named world’s configured player limit and current occupancy. Check which staff or test accounts inherit a player-limit bypass, including world-specific and broad grants.
2. Create a small controlled admission trial with expendable accounts. Use the limit property from your installed Multiverse release and keep a route back to the lobby.
3. Fill the test capacity with ordinary accounts and attempt another ordinary admission. Then try a staff account with the documented limited bypass to compare the two responses.
4. Check reconnect behaviour and the event’s usual portal or menu route. If a separate queue or minigame plugin also enforces admission, keep its result distinct from Multiverse’s world count.

Check the result

Ordinary accounts should respect the intended capacity while authorised staff follow your bypass policy. Confirm that the configured world count is not being confused with your hosting plan’s server slots. Changing this property does not add RAM, CPU or a larger service allocation.

Use an agreed fallback lobby for capacity tests and check its own entry permission. A rejection message is not enough if the rejected player becomes trapped at a portal. Keep the trial limit small and restore normal admission promptly after the observation window.

Recover or stop safely

Restore the earlier world limit after the trial and remove temporary bypass grants. Return the test accounts to the lobby before closing access. If the event becomes overfull, use its documented evacuation procedure with a player notice rather than killing processes or deleting player files.

Related guidance and maintainer reference

For the broader setup, read Add and import Minecraft worlds with Multiverse-Core. Check the installed plugin version before applying syntax from the official Multiverse-Core documentation.

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