Keep an unused MyWorlds map unloaded without deleting its data

MyWorlds remembers loaded worlds for future starts. Use its load state to close an unused event map after checking its players and routes. Preserve its folder and configuration so the next event can reopen the same map with its existing builds.

Work through the change

1. Record the world name from the MyWorlds listing and inspect any players, portals or scheduled actions that still use it. Keep a verified backup and a safe lobby destination.
2. Use the documented evacuation or normal player exit route before unloading. Tell participants why the map is closing and avoid forcing an unload while they are actively building.
3. Run the installed world unload command for that named world and read the result. If it refuses, inspect the reported dependency or player state instead of moving the world directory by hand.
4. Check the world list after the next planned restart and test that the lobby still works. Hide or label the closed map’s public menu route without deleting unrelated portal definitions.

Check the result

The closed world should remain available on disk but absent from the loaded-world list until you reopen it. Check whether another plugin independently loads the same map. MyWorlds startup behaviour cannot prevent a separate scheduled loader from issuing its own load request.

Confirm nobody is currently building or travelling there before unloading. A quiet player list does not reveal every scheduled integration. Keep the map’s folder and import information intact so the next event can load the same world rather than accidentally create a fresh one.

Recover or stop safely

Use the documented load command for the existing folder when reopening, then verify its landmarks and portal routes before inviting players. Retain any custom generator requirement with the map notes. Do not create a replacement map just because the closed world is currently unloaded.

Related guidance and maintainer reference

For the broader setup, read Load an existing world safely with MyWorlds. Check the installed plugin version before applying syntax from the official MyWorlds documentation.

Revision #1
Created 2026-11-09 16:36:19 UTC by CloudExa Hosting Admin
Updated 2026-11-09 16:36:19 UTC by CloudExa Hosting Admin