Load an existing border into Chunky without replacing the border itself

A saved ChunkyBorder can be loaded as Chunky’s working selection. This is useful for inspecting its footprint before a generation job, but it should not be confused with creating or changing the border. Read back the selection before starting any task.

Work through the change

1. Record the current border entry with `chunky border list` and note the world’s exact name. Save the current Chunky selection too if another administrator is preparing a different task.
2. Use `chunky border load` with the intended world according to the installed command help. This loads the existing border into the selection; do not substitute border add, which creates a border from a selection.
3. Run `chunky selection` and compare its world, centre, shape and radii with the saved border entry. Check several edge coordinates in game before approving generation within that footprint.
4. Decide whether to run a task now or simply retain the inspected notes. If another task was already planned, coordinate with its owner before replacing the shared working selection again.

Check the result

The readback should reproduce the saved boundary without changing what players can cross. A task’s current progress and a working selection are separate pieces of state, so check both if generation was already active. No start command is required merely to inspect the loaded bounds.

Coordinate with other administrators before replacing a selection. A read-only border inspection should not quietly alter the bounds someone else expects when they issue the next generation command.

Recover or stop safely

Restore the earlier working selection from your notes if this was only an inspection. Leave the existing border untouched. If the wrong world was loaded, correct the selection before starting a task; there is no reason to remove a valid border or delete any generated chunks.

Related guidance and maintainer reference

For the broader setup, read Match a ChunkyBorder boundary to a pre-generated Minecraft world.

Check the installed plugin version before applying syntax from the official ChunkyBorder documentation.

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