Lock time in one MyWorlds lobby and verify other maps keep their cycle

A lobby can use a fixed daytime scene while survival maps keep normal time. MyWorlds provides a world-specific time control, but a scheduled command or event plugin can still change the visible result. Record each actor before applying a lock.

Work through the change

1. Identify the lobby’s managed name and record its current time policy. Check for existing day-cycle gamerules or schedules that would make a short trial misleading.
2. Read the installed MyWorlds time command and its documented lock syntax. Apply the intended fixed time to the lobby, explicitly naming the world when the command supports that target.
3. Wait through an interval long enough to observe a normal day-cycle change. Compare the lobby with a survival control world while keeping weather and resource-pack settings unchanged.
4. Test after the next planned restart and through the normal player arrival route. If only one client sees a different time, inspect client-specific or region time features before reapplying the world command.

Check the result

The lobby should retain the chosen time and the control world should continue its prior cycle. Check both the reported world time and the view from ordinary accounts. A clear sky alone does not prove that time is fixed, since weather is a separate property.

Check a neighbouring map at the same real time to establish that the lock is local. If a personal-time plugin also affects the account, repeat with an ordinary visitor. Keep cosmetic sky appearance separate from mechanics that depend on the server’s actual world time.

Recover or stop safely

Restore the documented previous time policy when the lock no longer serves the lobby. Remove only a temporary schedule you added for the trial. Keep the original value in the event notes so a future staff member does not need to guess how to resume the cycle.

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.

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