Match a ChunkyBorder boundary to a pre-generated Minecraft world

Chunky generates terrain; ChunkyBorder controls a playable boundary using a Chunky selection. Match the world, centre, shape and radius between both jobs. An unfinished generation task or a mismatched selection can leave players travelling into terrain you did not intend to open.

Map the current world before setting a border

Install compatible releases of Chunky and its ChunkyBorder addon for your server. Check their platform requirements rather than mixing Bukkit plugins with a mod-loader build. Keep the existing world and plugin configuration before changing an established boundary.

Write down the current spawn, furthest builds, important portals and planned playable area. Keep the full intended build area inside the new border. Shrinking a boundary around player homes can prevent access even though the chunks still exist. A border change does not delete terrain or recover disk space.

Define one explicit selection

The following console example selects a square with a 1,000-block radius around zero in a world named `world`. Replace the world name, coordinates and radius with your reviewed plan. These values illustrate the command structure; they are not a recommended size for every server.

```
chunky world world
chunky center 0 0
chunky shape square
chunky radius 1000
```

1. Check the selection feedback before starting work. Radius and total width are different measurements.
2. If terrain still needs generation, follow the Chunky generation guide and monitor disk space until the intended task completes. Do not start a second generation task by accident.
3. With the reviewed selection active, run `chunky border add world`. The world argument identifies where the border belongs; the current selection still supplies its geometry.
4. Run `chunky border list` and inspect the stored border for that world.

Verify the boundary as a player

Use a normal account without bypass access. Approach a safe test point near each edge on foot, with disposable items and no drop nearby. Check that the boundary matches your map and that the player stays inside the intended area. Test a corner when using a square and an off-axis point when using a circular shape.

Review vanilla world-border settings and other boundary plugins too. A player can encounter whichever restriction applies first. Keep portal destinations inside safe generated terrain in each linked dimension; an Overworld border alone does not establish the corresponding Nether or End behaviour.

Avoid enabling wrap by accident

ChunkyBorder offers wrapping modes that move players across a boundary. Leave wrapping unused unless your design calls for it, then test destination safety. A bypass permission or temporary bypass command can also make an administrator's test differ from an ordinary player's experience.

To reverse a mistaken new border, restore the previous documented border configuration. Use `chunky border remove world` only for the specific border you intended to remove, during controlled access. Do not trim or delete chunks as part of the correction. Keep the old selection record so you can recreate its exact centre, shape and radius.

Related CloudExa guides

pre-generate terrain with Chunky · back up the server files · collect the relevant Minecraft logs

Official references

- Creating a ChunkyBorder border
- ChunkyBorder command reference
- Chunky selection commands

Revision #1
Created 2026-11-09 10:42:41 UTC by CloudExa Hosting Admin
Updated 2026-11-09 10:42:41 UTC by CloudExa Hosting Admin