Set a Multiverse portal landing position and facing without moving its frame

A portal’s destination can point to a world spawn, a second portal or exact coordinates. Choose a coordinate destination when visitors need to face a walkway rather than a wall. Keep the portal region unchanged while you test the landing details.

Work through the change

1. Record the portal name, current destination and region bounds. Prepare a safe landing platform with enough headroom and mark which direction a visitor should face.
2. Read the installed destination syntax, including its pitch and yaw fields. Use the documented exact-position or current-location destination rather than guessing the coordinate field order.
3. Select the named source portal and change only its destination. Walk through as an ordinary visitor and record the arrival coordinates, facing and any safety adjustment.
4. Repeat from the other side of the source frame and with a second visitor. Inspect whether another teleport plugin moves the player again after the portal action completes.

Check the result

Visitors should arrive on the platform and face the intended route without immediately entering another trigger. Check both the visible orientation and the world name. If the safety system adjusts an unsafe point, repair the landing area before attempting to disable the safety control.

Check the landing position with the destination chunks fully available. A safe-looking coordinate can still face a player into a wall or drop them off an edge during movement. Leave several blocks of clear standing space and repeat the arrival without staff flight enabled.

Recover or stop safely

Restore the recorded destination if the trial produces a loop or unsafe arrival. Keep a staff return route available during testing. Moving the physical frame is unnecessary when the destination alone needs correction, and can leave a hidden trigger at its old coordinates.

Related guidance and maintainer reference

For the broader setup, read Create a controlled Multiverse-Portal between worlds. Check the installed plugin version before applying syntax from the official Multiverse-Portals documentation.

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