Set a MyWorlds admission limit for a small event map

A per-world player limit can keep an event area manageable without changing the server’s overall slots. Check how MyWorlds handles additional arrivals and reconnects before relying on the limit to protect a live competition.

Work through the change

1. Record the world’s current limit and choose a safe lobby for players who cannot enter. Inspect the bypass permission for staff roles and use ordinary accounts for capacity tests.
2. Apply a small trial limit using the documented MyWorlds playerlimit control. Keep the main server slot setting unchanged so the result tests only this world’s admission rule.
3. Fill the event map with test accounts and attempt one extra entry through its normal portal. Record the denial or fallback destination rather than assuming it matches a direct command test.
4. Test reconnect behaviour and then an authorised staff bypass. Check that the lobby and another event world remain accessible under their existing limits.

Check the result

The world should admit only the intended ordinary participants while staff access follows your recorded bypass policy. Confirm that rejected players land safely rather than becoming stuck in a portal loop. A world limit controls admission; it does not reserve CPU or RAM for the map.

Test denial through the event’s real entrance rather than only by command. The player must have a safe place to remain when capacity is reached. Record what happens on reconnect too, because a world admission cap should not leave an existing participant stranded without staff assistance.

Recover or stop safely

Restore the earlier limit after the trial and remove temporary bypass grants. If you need to lower a live limit, announce the change and use a documented evacuation path where necessary. Do not kick everyone or unload the map without checking ongoing player progress and saves.

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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