Set a MyWorlds spawn facing away from a dangerous landing edge

A safe position and a useful facing direction both matter at a world spawn. MyWorlds uses the player’s position and rotation when setting a spawn. Prepare the landing surface before changing it so the test does not rely on an unsafe teleport.

Work through the change

1. Record the existing world spawn coordinates and orientation, then mark the new landing platform. Confirm the world name through MyWorlds information rather than a decorative display alias.
2. Stand on the safe platform facing the intended path and use the documented setspawn control for that world. Avoid setting the target while flying over an unfinished floor.
3. Test the world-spawn route with an ordinary account. Remain still after arrival and check whether a portal, last-position feature or another spawn plugin moves the player again.
4. Repeat from a different source world and inspect the approach in both first-person and third-person views. Keep enough headroom and walking room for players who arrive before the area finishes loading.

Check the result

The player should arrive on solid ground facing the intended route, with the same map identity as before. A valid bed or a return-to-last-position route may intentionally choose another location. Record those routes separately so staff do not undo a correct spawn to fix another feature.

Test the landing without flight and with the same game mode used by visitors. Facing is part of the result: a safe standing block can still point a player toward a drop or a trigger. Photograph the approach route as well as the final spawn block.

Recover or stop safely

Restore the recorded old spawn from its safe position if the trial is unsuitable. Keep a console or staff teleport recovery path while testing. Do not delete player spawn records or rename the world folder to correct a world-specific landing direction.

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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