Stop an arrival loop between two Multiverse portals

A landing point inside an active return portal can send a player back at once. Portal safety and other teleport plugins can also move the arrival into a trigger. Separate the destination pad from both portal regions before changing global portal behaviour.

Work through the change

1. Record both portal regions, their destinations and the direction of each link. Keep a staff teleport or console recovery route available for the test account.
2. Prepare a landing point beyond the destination trigger with clear walking space. Check its world, height and facing using the documented destination format for your installed release.
3. Change one source destination to the pad and walk through with an ordinary account. Wait without moving, then step toward the return portal to distinguish automatic loops from deliberate re-entry.
4. Test the opposite route separately and inspect any spawn or last-location plugin that can override the pad. Keep each destination change recorded so you know which leg fixed the loop.

Check the result

The visitor should remain on the landing pad until choosing to enter the next portal. If a loop remains at a location outside both recorded regions, check for an overlapping hidden portal or another teleport action. Breaking frame blocks does not necessarily remove a configured portal region.

Distinguish immediate retriggering from a later scheduled teleport. Ask the tester to stand still on arrival, then walk out deliberately. Timestamped observations help identify whether the destination intersects a portal region or another plugin moves the player after the first transition.

Recover or stop safely

Restore the prior destination only after moving the test player to a safe world. If you need to close a route, use the portal’s documented access or configuration controls and notify participants. Avoid deleting both portal records before recording their bounds and links.

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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