Stop weather changes in one Multiverse event world

An event map can need stable weather while survival worlds keep normal conditions. Apply the policy to the named event world and check its persisted property, rather than running an unspecific weather command from whichever world an administrator happens to occupy.

Work through the change

1. Record the event world name and its current weather property. Check scheduled commands or event plugins that may also change rain and storms during the same period.
2. Read the weather property documentation for your installed Multiverse release. Apply the intended world-specific weather policy and record the value returned by its information command.
3. Observe the event world over an interval that normally allows a weather change. Check a separate survival world during the same interval to confirm you did not apply a global rule.
4. Return after a normal planned server restart to verify persistence. If a scheduler changes the weather, disable only that conflicting test action or adjust its target after recording its previous behaviour.

Check the result

The event world should keep the chosen conditions while the control world follows its existing policy. Client weather effects, region settings and visual packs can differ from actual server weather, so verify from more than one position and compare the world information output.

Observe a full weather transition rather than checking only the immediate sky. Another weather plugin may reapply its schedule later. Record whether the goal is clear weather, rain or a frozen current state, because those are different policies with different checks after a restart.

Recover or stop safely

Restore the original weather property when the event ends and remove any temporary schedule override. Keep the earlier values in the event checklist so another staff member can return the world to normal without guessing which command produced the temporary result.

Related guidance and maintainer reference

For the broader setup, read Add and import Minecraft worlds with Multiverse-Core. Check the installed plugin version before applying syntax from the official Multiverse-Core documentation.

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