Test a temporary border bypass without leaving a player exempt

A temporary bypass can help staff inspect generated terrain outside a border, but it should not become an undocumented way around normal access. ChunkyBorder provides a player bypass command. Record its state carefully and test the return path before using it on a live expedition.

Work through the change

1. Choose a staff test account and record the world, border bounds and safe return coordinates. Check whether another role or plugin already allows the player beyond the intended boundary.
2. Read `chunky border bypass` help for your installed release. Use the command for the named test player and record the response so you know whether the action enabled or disabled their bypass.
3. Cross a short distance beyond the border, then return inside before reversing the bypass. Avoid teleporting directly into ungenerated terrain or using the test to carry valuable inventory outside the map.
4. With the exemption removed, approach the same edge again and confirm normal restriction. Reconnect and repeat the check if your release treats bypass state as session-specific.

Check the result

The account should cross only during the intended inspection period and should be restricted afterward. Test an ordinary visitor as a control. A staff account that still crosses may have a separate permission bypass, so compare effective permissions instead of repeatedly toggling the temporary state.

If the account has several staff roles, inspect their combined effective permissions. Removing one temporary exemption does not prove an inherited bypass disappeared as well.

Recover or stop safely

Return the test account to the recorded safe coordinates and clear the exemption through the documented control. Keep a short audit note identifying the account and completion time. Do not remove the entire border to recover one player stranded outside it; use the normal safe teleport path.

Related guidance and maintainer reference

For the broader setup, read Match a ChunkyBorder boundary to a pre-generated Minecraft world.

Check the installed plugin version before applying syntax from the official ChunkyBorder documentation.

Revision #1
Created 2026-11-09 16:36:20 UTC by CloudExa Hosting Admin
Updated 2026-11-09 16:36:20 UTC by CloudExa Hosting Admin