Use a Multiverse world alias without renaming the world folder

An alias gives players a friendlier label while the world’s internal identity remains stable. That separation can prevent broken portals and inventories, but commands and third-party plugins may resolve aliases differently. Test the display change before telling staff to use it everywhere.

Work through the change

1. Record the managed world name, folder name and existing alias. Identify portals, menus and commands that currently refer to the world so you can verify they still resolve it.
2. Use the alias property documented for the installed Multiverse version. Choose a label that is distinct from another world name and avoid formatting codes during the first trial.
3. Check the world list and any menu that displays the label. Test an existing teleport with the original internal name before trying the alias as a command argument.
4. Inspect dependent plugin settings without renaming their references by rote. Keep the real world name in maintenance notes and use the alias only where that plugin explicitly supports it.

Check the result

Players should see the new label in the intended display while existing destinations still reach the same saved world. An alias should not create a new folder, reset a seed or move inventories. A plugin that ignores the alias may need its own display setting rather than a world rename.

Keep the folder name and alias in separate columns of the change record. That distinction matters when another plugin expects an internal world identifier. Give players the friendly label while retaining the exact source name for portals, permission nodes and recovery notes.

Recover or stop safely

Restore the earlier alias if a label collision confuses a menu or command. Keep the world folder and internal name unchanged throughout the trial. If a dependent command fails, revert that one display edit and collect its exact argument instead of reimporting the world.

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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