

/gimport - Import existing worlds

Do you already have a world from another server or from single player? With `/gimport` you can import it into the GWorld system.

Preparation

1. Stop the server (recommended, but not mandatory).
2. Copy your world folder to the root directory of your server (where `server.properties` is located).

Important: The folder must not contain any spaces!

☐ `My awesome world`

☐ `My_awesome_world`

The command

```
/gimport <FolderName> <Environment> [Generator]
```

Parameters explained

1. **FolderName (required):**
 - Must match the folder name exactly.
2. **Environment (required):**
 - Helps GWorld assign the correct type (e.g., for ceiling height in the Nether). This argument must be specified.
3. **Generator (optional):**
 - Must be specified if the world was created with a generator.

To use a generator, you must have the appropriate plugin installed!

Example

You have uploaded a folder named `Lobby_Backup`.

1. Execute the command:

```
/gimport Lobby_Backup NORMAL
```

2. GWorld recognizes the files (level.dat, region files).
3. The world is registered and loaded immediately.
4. You can now teleport there: /gtp Lobby_Backup.

Note about the database: If you have MySQL enabled, the imported world is automatically entered into the database and is also available on other servers after a restart (provided the files are also located there or are synchronized).

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