

Migration from v1-legacy to v2

GWorld v2 features intelligent migration systems that make the transition from older versions or the change between storage media (files to database) as easy as possible.

Are you looking for a way to switch from YAML to MySQL? Then please follow this link: [Switch from YAML \(File\) to MySQL \(DB\)](#)

Migration from GWorld v1 to v2

When you upgrade from the first version of GWorld to v2, the plugin will automatically detect this during the first start.

How it works

- **Detection:** The plugin looks for an existing `worlds.yml` where...
 - the `ConfigVersion` field is missing
 - the `LoadWorlds` list exists
 - the `Worlds` list exists
- **Automatic Backup:** Before changes are made to the datasets, GWorld renames the old file to `worlds_legacy_backup.yml`.
- **Data Conversion:** The `LegacyMigrator` reads all old world definitions and transfers them into the new, structured **v2 format**. Missing new fields are filled with default values.
- **Seed Repair:** Since seeds were not saved in v1, GWorld v2 automatically detects missing seeds when the world is first loaded, reads the correct seed from the world files, and corrects the entry.

Note: During the migration, the console will inform you about the progress. Once the `worlds.yml` file contains a `ConfigVersion: 1`, the process is complete. This will also be output in the console.

After a successful migration, GWorld v2 starts normally and all worlds are loaded.

Security Measures & Prerequisites

To ensure a smooth migration, please note the following points:

Prerequisites (see [Introduction](#))

- **Java Version:** GWorld v2 strictly requires at least **Java 21**, as modern language features are used.

Checklist

- ☐ Create a manual backup of your entire plugin folder before upgrading.
- ☐ After the migration, check with the command `/gworlds` whether all worlds are listed correctly.
- ☐ Check the server console for error messages during the first start.

Example worlds.yml Configurations

worlds.yml (v1)

worlds.yml (v2.0.0)

```
#Copyright (c) Gilljan 2020-2022. All
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```

```
#Plugin written by Gilljan
```

```
LoadWorlds:
```

- world
- world_nether
- world_the_end

```
Worlds:
```

```
world:
```

```
generator: 'null'
type: normal
timeCycle: true
time: 6000
weatherCycle: true
weather: sun
pvp: true
mobs: true
animals: true
forcedGamemode: false
defaultGamemode: SURVIVAL
difficulty: NORMAL
randomTickSpeed: 3
announceAdvancements: true
```

```
world_nether:
```

```
generator: 'null'
type: nether
timeCycle: true
time: 6000
weatherCycle: true
weather: sun
pvp: true
mobs: true
animals: true
forcedGamemode: false
defaultGamemode: SURVIVAL
difficulty: NORMAL
randomTickSpeed: 3
announceAdvancements: true
```

```
world_the_end:
```

```
ConfigVersion: 1
```

```
Worlds:
```

```
world:
```

```
Environment: NORMAL
Alias: $bMy world
Type: NORMAL
Seed: 541091381232416907
AllowPvP: true
KeepSpawnInMemory: true
AnimalSpawning: true
DisabledAnimals:
- cow
MonsterSpawning: false
DisabledMonsters:
- spider
WeatherCycle: false
WeatherType: CLEAR
TimeCycle: false
Time: 6000
DefaultGamemode: false
GameMode: ADVENTURE
Difficulty: HARD
LoadOnStartup: true
RandomTickSpeed: 3
AnnounceAdvancements: true
```

```
world_nether:
```

```
Environment: NETHER
Alias: $cThe nether
Type: NORMAL
Seed: 541091381232416907
AllowPvP: true
KeepSpawnInMemory: true
AnimalSpawning: true
DisabledAnimals: []
MonsterSpawning: true
DisabledMonsters: []
WeatherCycle: true
WeatherType: CLEAR
TimeCycle: true
Time: 0
```

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