

Switching from YAML (file) to MySQL (DB)

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

Looking for information on migrating from v1 to v2? Then please follow this link: [Migration from v1-legacy to v2](<https://books.gilljan.de/books/gworld-dokumentation-de/page/migration-von-v1-legacy-zu-v2>) "Migration from v1-legacy to v2")

Switching from YAML to MySQL

If you no longer want to store your world data locally in a file, but centrally in a MySQL database, GWorld v2 offers an automatic transfer service.

Steps for the changeover

1. Stop your server.
2. Open `config.yml` and set `Storage.Type` to `MYSQL`.

If `Storage.Type` is missing, please update your `config.yml`. See: [Standard configuration files](<https://books.gilljan.de/books/gworld-dokumentation-de/page/standard-konfigurationsdateien>) "Standard configuration files")

3. Enter your database access data in the `MySQL` section.
4. Restart the server.

What happens at startup?

- **Data transfer:** GWorld detects that MySQL is enabled, but a local `worlds.yml` file with data still exists.
- **Import:** The plugin reads all worlds from the file and writes them to the corresponding MySQL tables.
- **Completion:** To prevent duplicate imports, the local file is renamed to `worlds.yml.imported` after successful completion.

- **Security:** If a world already exists in the database, it is not migrated for security and integrity reasons.
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Security measures & requirements

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

Requirements

- **Database availability:** If MySQL is configured, the plugin will abort the startup process if no connection can be established to prevent data loss.

Checklist

- ☐ Ensure that the database user has permissions to create tables (`CREATE`), insert (`INSERT`) and modify (`UPDATE`) data.
 - ☐ Before switching, create a manual backup of your entire plugin folder.
 - ☐ After switching, use the `/gworlds` command to check that all worlds are listed correctly.
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