

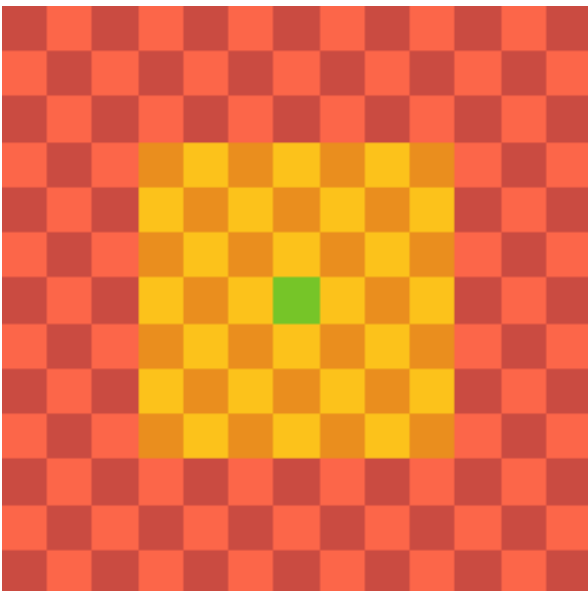
Locked Chunks

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Locked chunks are chunks that exist and have references in memory but do not process any events. These chunks may behave like unprocessed chunks to the untrained eye, but if you put an entity in one and use `/testfor` you will see that it does still exist. These chunks are generally out of the way in terms of where they appear, so you aren't likely to interact with them in day to day gameplay. Locked chunks are only seen in one natural instance and that is bordering [unloaded chunks](#).

Where are they

As stated previously they appear around unloaded chunks, but in what way? Locked chunks create a 5x5 square around a given unloaded chunk. This is good to know when testing with unloaded chunks, because these chunks may cause unexpected behavior when you are building.



(Green is the [Unloaded chunk](#) and the yellow/orange is locked)

