

View Chunks

View Chunks or Cached Chunks (but officially called view chunks) are chunks that have most but not all functionality disabled within them. These chunks are not simulated and cannot process things like block updates and pending ticks. These chunks do process some events however and knowing what does and does not work will help you be able to interact with these chunks in much more confidence.

Where do they come from

They come from only these sources:

- End Gateway Pairing
- Player Render Distance
- Spawn Chunks
- Maps
- Various Commands
 - /teleport
 - /execute detect
 - /structure
 - /spreadplayers
 - /setblock
 - /fillblocks
 - /clone
 - /testforblock
 - /testforblocks
- Lighting Updates.
- Ticking Areas

Green means the view region is deconstructed after use. Yellow means the area is deconstructed after the owner disconnects. Red means the area is never deconstructed until the world restarts.

What Works In Them

The things we know to work in unloaded chunks:

- Redstone circuit structure
- Capacitors (E.g, Redstone Torches, Repeaters, Comparators)
- Redstone Dust
- Global Entities (Player Owned Projectiles, Ender Dragon, fireworks, lightning)
- Block state changes from a wind charge
- Sculk Spread
- Block Creation
- Tripwire
- Target Block
- Pressure Plate
- Damaging/Killing Entities (Non-Global Entities will not be fully dead/deleted until simulated)
- Artificial Entity Spawning
- Breeze Projectile Redirection
- Pending Tick Scheduling (Not execution)
- Wind Charging effect.
- Weaving Effect

Although Observers are a "Pulse Capacitor" they cannot fire in unloaded chunks due to their reliance on pending ticks.

Since tridents are player-owned projectiles, they can fall through the world if they spawn in an unloaded chunk before the chunk's block collision map is initialized especially when the world is running slowly. Grindstones are used to combat this.

How it works under the hood

This functionality is a product of

Revision #13

Created 2025-09-14 18:01:51 UTC by Nytreon

Updated 2026-10-13 20:18:20 UTC by Nytreon