























CoreProtect

CoreProtect is our data logging and anti-griefing tool. We use this plugin to rollback areas, check for player actions, and backup the server.

Command	Description
<code>/co help</code>	  Display a list of commands in-game.
<code>/co inspect</code>	  Enable the inspector. Type the command again to disable it. You can also use just <code>/co i</code> .
<code>/co lookup</code>	  Check for specific actions by a player, in an area, or even in the past set amount of time.
<code>/co rollback</code>	  Perform a rollback. Uses the same parameters as <code>/co lookup</code> . <i>Rollbacks can be used to revert player actions.</i>
<code>/co restore</code>	  Perform a restore. Uses the same parameters as <code>/co lookup</code> . <i>Restoring can be used to undo rollbacks or to restore player actions.</i>
<code>/co purge t:<time> r:<world></code>	  Purge old block data. Useful for freeing up space on your HDD if you don't need the older data.
<code>/co reload</code>	  Reloads the configuration file.
<code>/co status</code>	  Displays the plugin status and version information.
<code>/co consumer</code>	  Console command to pause or resume consumer queue processing.
<code>/co near</code>	  Performs a lookup with a radius of 5.
<code>/co undo</code>	  Revert a rollback/restore via the opposite action.

Parameter	Description
<code>u:<user></code>	Specifies a single user or multiple users.
<code>t:<time></code>	Specifies weeks, days, hours, minutes, and/or seconds. Time amounts can be combined, and decimals may be used.
<code>r:<radius></code>	Specifies a spherical radius centered at your current location.
<code>a:<action></code>	Specifies an action to check.
<code>i:<include></code>	Specifies a block, item, or entity that the operation must include.

Parameter	Description
<code>e:<exclude></code>	Specified a block, item, or entity that the operation must not include.
<code>#<parameter></code>	Add a hashtag to the end of your command to perform additional actions.

Action	Description
<code>a:block</code>	blocks placed/broken
<code>a:+block</code>	blocks placed
<code>a:-block</code>	blocks broken
<code>a:chat</code>	messages sent in chat
<code>a:click</code>	player interactions
<code>a:command</code>	commands used
<code>a:container</code>	items taken from or put in chests
<code>a:+container</code>	items put in chests
<code>a:-container</code>	items taken from chests
<code>a:inventory</code>	items added or removed from player inventories
<code>a:+inventory</code>	items added to player inventories
<code>a:-inventory</code>	items removed from player inventories
<code>a:item</code>	items dropped, thrown, picked up, deposited, or withdrawn by players
<code>a:+item</code>	items picked up or withdrawn by players
<code>a:-item</code>	items dropped, thrown, or deposited by players
<code>a:kill</code>	mobs/animals killed
<code>a:session</code>	player logins/logouts
<code>a:+session</code>	player logins
<code>a:-session</code>	player logouts
<code>a:sign</code>	messages written on signs
<code>a:username</code>	username changes

Example Commands

Example Rollback Commands

By default, if no radius is specified, a radius of 10 will be applied, restricting the rollback to within 10 blocks of you. Use `r:#global` to do a global rollback.

- `/co rollback Notch t:1h`
(rollback Notch 1 hour (with default radius of 10))
- `/co rollback u:Notch,Intelli t:1h #preview`
(PREVIEW rolling back both Notch & Intelli 1 hour (with default radius of 10))
- `/co rollback u:Notch t:23h17m`
(rollback Notch 23 hours and 17 minutes (with default radius of 10))
- `/co rollback u:Notch t:1h i:stone`
(rollback ONLY stone placed/broken by Notch within the last hour (with default radius of 10))
- `/co rollback u:Notch t:1h i:stone a:-block`
(rollback ONLY stone BROKEN by Notch within the last hour (with default radius of 10))
- `/co rollback u:Notch t:1h r:#global e:stone,dirt`
(rollback EVERYTHING Notch did in the last hour EXCEPT for stone and dirt placed/broken)
- `/co rollback u:Notch t:1h r:20`
(rollback griefing Notch did in the last hour that is within 20 blocks of you)
- `/co rollback u:Notch t:1h r:#nether`
(rollback griefing Notch did in the last hour ONLY in the Nether)
- `/co rollback u:Notch t:5m a:inventory`
(rollback inventory transactions by Notch in the last 5 minutes)
- `/co rollback t:15m r:30`
(rollback everything done in the last 15 minutes by anyone within 30 blocks of you)
- `/co rollback t:15m r:#worldedit`
(rollback everything done in the last 15 minutes in a WorldEdit selection)

Example Lookup Commands

Lookup commands are generally the same as rollback commands. The primary difference is that a default radius is not applied to lookups, meaning all lookup commands do a global search by default.

- `/co lookup i:diamond_ore t:1h a:-block`
(lookup all diamond ore mined in the last hour)
 - `/co lookup u:Notch t:30m a:chat`
(lookup chat messages sent by Notch in the last 30 minutes)
 - `/co lookup u:Notch t:3d a:inventory`
(lookup inventory transactions by Notch in the last 3 days)
 - `/co lookup u:Notch a:login`
(lookup all logins ever done by Notch)
 - `/co lookup u:Notch a:login`
(lookup all logins ever done by Notch)
 - `/co lookup u:Notch a:username`
(lookup previous usernames used by Notch)
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