

# Plugins

## Overview

There are a variety of plugins that add important or convenient commands. Keep in mind that **most of the commands added with our plugins are not important enough to memorize; some plugins might not even add commands at all!**

## 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:&lt;time&gt; r:&lt;world&gt;</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.

Parameter	Description
<code>u:&lt;user&gt;</code>	Specifies a single user or multiple users.
<code>t:&lt;time&gt;</code>	Specifies weeks, days, hours, minutes, and/or seconds. Time amounts can be combined, and decimals may be used.
<code>r:&lt;radius&gt;</code>	Specifies a spherical radius centered at your current location.
<code>a:&lt;action&gt;</code>	Specifies an action to check.
<code>i:&lt;include&gt;</code>	Specifies a block, item, or entity that the operation must include.
<code>e:&lt;exclude&gt;</code>	Specified a block, item, or entity that the operation must not include.
<code>#&lt;parameter&gt;</code>	Add a hashtag to the end of your command to perform additional actions.

# Dreamvisitor

Dreamvisitor, created by Bog specifically for the server, has a variety of features. It serves as an all-in-one utility plugin and Discord bot. Below are several commands. You can view them all on the [Dreamvisitor wiki](#).

Command	Description
<code>/aradio &lt;message&gt;...</code>	<input type="checkbox"/> <input type="checkbox"/> Send a message to all operators.
<code>/discord</code>	<input type="checkbox"/> Toggle whether messages from the Discord chat bridge appear in your chat. This can also be adjusted with <code>/dvset</code> .
<code>/dreamvisitor manage</code>	<input type="checkbox"/> <input type="checkbox"/> View or modify the Dreamvisitor configuration.
<code>/dvset</code>	<input type="checkbox"/> Manage your Dreamvisitor settings.
<code>/hub [entities]</code>	<input type="checkbox"/> <input type="checkbox"/> Teleport yourself entities to the hub location. If you have an entity on a lead, the entity will teleport with you below the normal hub location.
<code>/invswap</code>	<input type="checkbox"/> <input type="checkbox"/> Swap between two different inventories.
<code>/itemblacklist</code>	<input type="checkbox"/> <input type="checkbox"/> Open the item ban list inventory GUI.
<code>/moonglobe remove &lt;players&gt;</code>	<input type="checkbox"/> <input type="checkbox"/> Remove moon globes from players.
<code>/moonglobe add &lt;players&gt; &lt;location&gt; &lt;maxDistance&gt;</code>	<input type="checkbox"/> <input type="checkbox"/> Give players moon globes.
<code>/panic</code>	<input type="checkbox"/> <input type="checkbox"/> Kick all players and sets the player limit override to 0.

Command	Description
<code>/parcel cancel</code>	☐☐ Cancel your current parcel delivery.
<code>/parcel locations add &lt;position&gt; &lt;name&gt; &lt;weight&gt; &lt;home_tribe&gt;</code>	☐☐ Add a delivery location. <small>name</small> cannot contain spaces, but underscores will be replaced with spaces when displayed to players. <small>weight</small> determines the likelihood of the location being chosen. At 0, it will never be chosen. At 4, it is quite likely to be chosen. <small>home_tribe</small> determines only which names will appear on parcels to or from this location.
<code>/parcel locations remove &lt;name&gt;</code>	☐☐ Remove a delivery location.
<code>/parcel locations list</code>	☐☐ List all mail delivery locations.
<code>/parcel delivery terminal &lt;players&gt;</code>	☐☐ Give a player a parcel or allow players to deliver parcels to a location within 10 blocks.
<code>/parcel delivery add &lt;players&gt; &lt;start&gt; &lt;end&gt;</code>	☐☐ Create deliveries for players.
<code>/parcel delivery remove &lt;players&gt;</code>	☐☐ Cancel deliveries for players.
<code>/parcel delivery list</code>	☐☐ List ongoing deliveries.
<code>/pausebypass add &lt;players&gt;</code>	☐☐ Allow players to chat even when chat is paused.
<code>/pausechat</code>	☐☐ Suppresses messages from players and the Discord chat bridge.
<code>/playerlimit [newLimit]</code>	☐☐ Override the server player limit.
<code>/radio &lt;message&gt;</code>	☐☐ Send a message to all other players who can access the radio.
<code>/sandbox &lt;player&gt; [on off]</code>	☐☐ Manage players' access to Sandbox Mode.
<code>/setback &lt;players&gt; [location] [rotation] [world]</code>	☐☐ Set a player's last EssentialsX location. If no world is specified, the current world is assumed. If no rotation is specified, none will be applied. If no location is specified, the execution position will be used.
<code>/setmotd [newMotd...]</code>	☐☐ Change or reset the server MOTD.
<code>/softwhitelist add &lt;player&gt;</code>	☐☐ Add a player to the soft whitelist.
<code>/softwhitelist remove &lt;player&gt;</code>	☐☐ Remove a player from the soft whitelist.
<code>/softwhitelist list</code>	☐☐ List all players on the soft whitelist.
<code>/softwhitelist on</code>	☐☐ Enable the soft whitelist.
<code>/softwhitelist off</code>	☐☐ Disable the soft whitelist.
<code>/synctime [world]</code>	☐☐ Sync time across all worlds.
<code>/tagradio &lt;tag&gt; &lt;message&gt;</code>	☐☐ Send a message to all players with a given tag.
<code>/togglepvp</code>	☐☐ Toggle whether PvP is enabled or disabled.

Command	Description
<code>/tribeupdate &lt;players&gt;</code>	☐☐ Update the roles of a player based on their tribe.
<code>/unwax</code>	☐☐ Unwax the sign you are looking at.
<code>/user &lt;player&gt;</code>	☐☐ Get details of a player, online or offline.
<code>/zooop</code>	☐☐ Sends a fake leave message to Discord and hides you from the list command.

# Item Blacklist

`/itemblacklist` will open a chest-like inventory. Items placed in this container will be saved in their place and players with matching items will have them automatically removed from non-operator player inventories. **This removal is permanent.** Be cautious of items you add. **Items are only removed if the data is an exact match.** If you put a potato into the blacklist GUI, potatoes that have been renamed or enchanted will not be removed.



A demonstration of the item blacklist.

# Soft Whitelist

The soft whitelist acts as a secondary whitelist that works much like Minecraft's built-in whitelist feature. This allows reducing the allowed players to a specified group while not modifying the main whitelist. Players with the `dreamvisitor.nowwhitelist` permission will always bypass the soft whitelist. **Operators will always bypass the soft whitelist.**

The soft whitelist persists through restarts.

# Sandbox Mode

**Sandbox Mode** is a feature that allows administrators to safely allow players to use Creative Mode. When a player is put into Sandbox Mode, their inventory is swapped, and they are put into Creative Mode with the following restrictions:

- They cannot access containers.
- They cannot drop items.

- They cannot use spawn eggs.
- They cannot teleport.

A player with the `dreamvisitor.sandbox` permission — usually an admin — must be online for Sandbox Mode to remain active. If all admins leave, all players in Sandbox Mode will have it removed, restoring their inventories. If players leave the game while in Sandbox Mode, they will remain in Sandbox Mode when they rejoin unless there are no admins. When a Sandboxed player joins, admins will be notified.

## Pause Chat

The `/pausechat` command will stop all incoming chat messages from being broadcasted. It will also block messages from `/me` and Discord pass-through. You can allow certain players to bypass this with `/pausebypass`. Players with the `dreamvisitor.nopause` permission will always bypass chat pause.

**Operators will always bypass chat pause.**

Chat pause will persist through restarts.

## Moon Globes

Moon Globes can be created with the `moonglobe` command.

A player may only have one moon globe at a time. Each moon globe has an origin and a maximum distance. By default, the maximum distance is 256 blocks. If a moon globe (not the player) moves beyond that distance, it will be removed. It will also be removed if the player moves to a different dimension. It will *not* be removed if the player disconnects, though it will disappear until the player reconnects. Moon globes are not saved, so they will be deleted upon a server shutdown.

## Mail System

Players can earn money by delivering mail. Players may interact with a mail terminal to receive a parcel. They will be assigned a location to deliver it to, and they must interact with the terminal at that location without teleportation to get a reward based on the distance.

When a player interacts with a terminal (a command block with the command `/parcel terminal @p`), Dreamvisitor will choose a random end location with each location weighted by an inherent, preset weight, and the distance from the start location, weighing closer locations higher than further ones.

The distance weight can be multiplied using the

`mailDeliveryLocationSelectionDistanceWeightMultiplier` option in `config.yml`.

The player will be given an enchanted book that they must keep with them until they complete the delivery. The book will be addressed to a random name. There is a 45% chance that the name will be of the tribe associated with the start location, a 45% chance that the name will be of the tribe associated with the end location, and a 10% chance that the name will be of a random tribe. A random lore string will also be chosen from a preset pool. If the player does not have the parcel when they reach the destination location, they delivery will not be completed and they must re-obtain the parcel or cancel the delivery. If a player cancels their deliver while they still have the parcel, they will keep the parcel.

When a player completes a delivery, the parcel will be removed from them, and they will be given a reward based on the distance between the start and end location, multiplied by `mailDistanceToRewardMultiplier` in `config.yml`.

# Discord Economy

Dreamvisitor has an economy system. Users may purchase items from a shop using currency that can be used.

The shop consists of up to 25 items. Items have an ID, name, description, price, sale percent, quantity, and max allowed quantity. The ID is randomly chosen upon item creation. The name and description are chosen upon creation. The price represent the regular price of the item. It must not be negative. The sale percent is a number form 0 to 100 that represents the percent removed from the price. The quantity represents the number of items available in the shop (or infinity if -1). If the item is purchased, the quantity will be reduced by one. When at zero, the item can no longer be purchased. Max allowed quantity represents the maximum number of the item a user can hold in their inventory.

Items also have the following flags:

- `enabled` - Whether the item appears in the shop and can be purchased.
- `giftingEnabled` - Whether the item can be transferred by one user to another.
- `useDisabled` - Whether the item can be used.
- `useOnPurchase` - Whether the item is automatically used when purchased. Does not override `useDisabled`.

Items can do the any of following on use:

- Add roles
- Remove roles
- Add parent groups (requires `LuckPerms`)
- Remove parent groups (requires `LuckPerms`)
- Execute commands via the console

Users can gain currency by claiming daily rewards and working.

Users can claim a daily reward every 24 hours. If they claim their reward before 48 hours after their last, they can build a streak. The daily reward is configured by `dailyBaseAmount` and the steak multiplier is configured by `dailyStreakMultiplier` in `config.yml`.

Users can work once every hour. The work reward is configured by `workReward`.

# EssentialsX

**EssentialsX** is the most comprehensive general-purpose plugin available. It provides teleportation, moderation tools, gameplay enhancements, homes, warps, sign shops, kits, and everything in between. Being a general-purpose plugin, it doesn't excel at any specific feature or function, but its versatility means there are a lot of commands to consider. Here are the most important for an admin:

Command	Description
<code>/editsign &lt;set clear copy paste&gt; [line number] [text]</code>	Edits a sign that the player is looking at.
<code>/msgtoggle [player] [on off]</code>	Blocks receiving all private messages.
<code>/mute &lt;player&gt; [datediff]</code>	Mutes or unmutes a player.
<code>/spawner &lt;mob&gt; [delay]</code>	Change the mob type of a spawner.
<code>/powertool [l:a:r:c:d:][command] [arguments] ({player} can be replaced by name of a clicked player.)</code>	Assigns a command to the item in hand. Use <code>c:</code> as the command to make a chat macro. Use <code>a:</code> to append multiple commands. Use <code>r:</code> to remove a single command. Use <code>l:</code> to list all power tools Use <code>d:</code> to remove all power tools.
<code>/gc</code>	Reports memory, uptime and tick info.
<code>/enderchest [player], /ec</code>	Lets you see inside an ender chest.
<code>/powertooltoggle</code>	Enables or disables all current powertools.
<code>/speed [type] &lt;speed&gt; [player]</code>	Change your walk or fly speed.
<code>/whois &lt;nickname playername&gt;</code>	Displays player information.
<code>/disposal</code>	Opens a portable disposal menu.
<code>/condense [itemname]</code>	Condenses items into more compact blocks.
<code>/book [title author [name]]</code>	Allows reopening and editing of sealed books.
<code>/mail [read clear clear [number]] send [to] [message] sendtemp [to] [expire time] [message] sendall [message]</code>	Manages inter-player, intra-server mail.
<code>/pweather [list reset storm sun clear] [player]*</code>	Adjust a player's weather.

Command	Description
<code>/ignore &lt;player&gt;</code>	☐☐ Toggles ignoring other players.
<code>/near [playername] [radius]</code>	☐☐ Lists the players nearby or around a player.
<code>/invsee &lt;player&gt; [armor]</code>	☐☐☐ See and/or edit the inventory of other players.
<code>/socialspy [player] [on off]</code>	☐☐☐ Toggles if you can see msg/mail commands in chat.
<code>/ptime [list reset day night dawn 17:30 4pm 4000ticks] [player *]</code>	☐☐☐ Adjust player's client time. Add @ prefix to fix.
<code>/home [player:]&lt;name&gt;</code>	☐☐ Teleport to your home.
<code>/vanish [player] [on off]</code>	☐☐☐ Hide yourself from other players.
<code>/god [player] [on off]</code>	☐☐☐ Enables your godly powers.
<code>/skull [owner]</code>	☐☐☐ Get the player head item with your skin or a skin of a specified player, or change the skin of the head you're holding.
<code>/broadcast &lt;msg&gt;</code>	☐☐☐ Broadcasts a message to the entire server.
<code>/itemdb &lt;item&gt;</code>	☐☐☐ Searches for an item.
<code>/itemlore &lt;add\ set\ clear&gt; [text\ line] [text]</code>	☐☐☐ Edit the lore of an item.
<code>/itemname [name]</code>	☐☐☐ Renames the item you're currently holding. Leave <code>[name]</code> empty to reset. You can add in color codes when you have permission to.
<code>/eco &lt;give take set reset&gt; &lt;player&gt; &lt;amount&gt;</code>	☐☐☐ Manages a player's economy.
<code>/feed [player]</code>	☐☐☐ Satisfy the hunger of a specified player.
<code>/heal [player]</code>	☐☐☐ Heals you or the given player.
<code>/nick [player] &lt;nickname off&gt;</code>	☐☐☐ Change your nickname or that of another player.

# Powertools

`/powertool` allows you to assign a command to an item. Pressing the attack button (left mouse button by default) will execute the command. The argument `{player}` will insert the name of a clicked player. There are five flags you can prepend to the argument that change the behavior of `/powertool`. `c:` will create a chat macro. Instead of running a command, the powertool will send a chat message. Use `a:` to append multiple commands. Use `r:` to remove a single command from a powertool. Use `l:` to list all power tools and their commands. Use `d:` to remove all power tools.

Command	Description
<code>/powertool setblock ~ ~-1 ~ stone</code>	Executes 'setblock ~ ~-1 ~ stone' on click.
<code>/powertool effect give {player} regeneration</code>	Gives regeneration to a player that you click on.

Command	Description
<code>/powertool a:effect give {player} saturation</code>	Adds a subsequent command to give saturation to a clicked player

# GriefDefender

**GriefDefender** is the claim and anti-grief system we use that allows players to claim and protect 2D and 3D land plots.

Command	Description
<code>/abandon &lt;all claim top&gt;</code>	☐☐ Abandon a specific claim, or all of your owned claims.
<code>/abandon world [world]</code>	☐☐ Abandon all claims in the current world or a specified world.
<code>/buyblocks &lt;count&gt;</code>	☐☐ Purchases additional claim blocks.
<code>/gd buy claim</code>	☐☐ View a list of claims for sale.
<code>/contractclaim &lt;amount&gt;</code>	☐☐ Contracts/shrinks the claim from the direction you are facing.
<code>/claimcreate &lt;radius&gt; [type]</code>	☐☐ Creates a claim around the player of the given type.
<code>/expandclaim &lt;amount&gt;</code>	☐☐ Expands the claim in the direction you are facing.
<code>/gd claim farewell &lt;clear message&gt;</code>	☐☐ Sets a message to display when a player leaves the claim.
<code>/gd claim greeting &lt;clear message&gt;</code>	☐☐ Sets a message to display when a player enters the claim.
<code>/claimnotifications</code>	☐☐ Enable/disable greeting and farewell messages on trusted claims.
<code>/gd claim we &lt;claim clear select&gt;</code>	☐☐ Used to manage GD claims with WorldEdit.
<code>/cuboid</code>	☐☐ Toggles 3D claiming on and off.
<code>/modeadmin</code>	☐☐☐ Enables admin claim mode with the claiming tool.
<code>/modebasic</code>	☐☐ Enables basic claim mode with the claiming tool.
<code>/modesubdivide</code>	☐☐ Enables subdivide claim mode with the claiming tool.
<code>/modetown</code>	☐☐ Enables town claim mode with the claiming tool.
<code>/gd player info &lt;player&gt; &lt;world&gt; &lt;player&gt;  [&lt;world&gt;]</code>	☐☐☐ Gets information about a player and their claim blocks.
<code>/sellblocks &lt;blocks&gt;</code>	☐☐ Sell your claim blocks for server money.

Command	Description
<code>/gd sell claim &lt;price&gt;</code>	☐ Puts your claim up for sale at the set price. To disable sale, set the price to -1 or set ForSale setting in /claiminfo to false.
<code>/transferblocks &lt;player&gt; &lt;amount&gt;</code>	☐ Transfers the player's claim blocks to another player.
<code>/trapped</code>	☐ Teleports the player to a safe location if they are stuck and unable to build.
<code>/trust trustall &lt;player group list&gt; &lt;trusttype&gt;</code>	☐ View and manage claim permissions for this claim or all claims you own.
<code>/untrust untrustall &lt;player group&gt;</code>	☐ Revoke a player or group's access to this claim or all claims you own.

# Claim Types

- **Basic:** Default claim type used for users.
- **Town:** Can house other basic claims, similarly to how basic or admin claims can house subdivisions.
- **Admin:** Has no size restrictions, does not cost anything to create, can be created around any existing claim, can be rented, and are only manageable by administrators.
- **Wilderness:** The default claim around the world that is not owned by any player.
- **Subdivision:** Used to subdivide top level claims such as basic/admin/town into smaller areas.

# Trust Types

- **Resident:** Player/group can create (sub?)claims. Includes Accessor trust.
- **Accessor:** Player/group can enter your claim and use your bed.
- **Container:** Player/group can access containers, crops, animals, beds, buttons, and levers in your claim.
- **Builder:** Player/group can build in your claim.
- **Manager:** Player/group can do all of the above and use this command.

# LuckPerms

LuckPerms is a permissions plugin for Minecraft servers. It allows server admins to control what features players can use by creating groups and assigning permissions.

Command	Description
<code>/lp editor</code>	☐☐☐ Provides a link to a web editor. This editor is used to manage permissions.

# SignShop

**SignShop** is an economy-dependent plugin that allows players to exchange goods with an installed economy plugin (for us, this is Vault). As there are few, if any, commands to know for SignShop usage, below is a table of sign types available with SignShop instead.

Sign	Description
<code>[Buy]</code> / <code>[Sell]</code>	Buy / sell an item from the shop chest for the price specified on the 4th line.
<code>[Trade]</code>	Trades one set of items for another, 2 chests required.
<code>[Share]</code>	Link to another SignShop to split profits, lines 2 and 3 are for the other players, line 4 is for % amounts (e.g. "25/50" for 75% to others).
<code>[Bank]</code>	Link to another SignShop to make the shop take/give money to a bank account, The bank account is specified on line 2 of the sign (Note: you must own the bank account for this to work).
<code>[Donate]</code>	Gives an item to the shop chest.
<code>[DonateHand]</code>	Donates the item in your hand to the shop chest.
<code>[Dispose]</code>	Takes the item in your hand and safely decomposes the material.
<code>[Slot]</code>	Gives a random item from the selected chest items (not the entire inventory) to the player.
<code>[DeviceOn]</code>	Turns a lever on.
<code>[DeviceOff]</code>	Turns a lever off.
<code>[Toggle]</code>	Toggles a lever.
<code>[Device]</code>	Temporarily turns on a lever.
<code>[DeviceItem]</code>	Temporarily turns on a lever using items as payment.
<code>[Jukebox]</code>	Allows players to create jukeboxes by placing music discs in a chest.
<code>[Restricted]</code>	Makes it so only certain permission groups can use the linked SignShop (listed on lines 2, 3, and 4).
<code>[gBuy]</code>	☐☐ Buy an item from the shop chest, but the owner receives no money.

Sign	Description
[gSell]	☐ Sell an item to the shop chest, and the player receives money, but not from the owner.
[iBuy]	☐ Buy an item from the "shop", money goes to no one, infinite items.
[iSell]	☐ Sell an item to the "shop", infinite money, item disappears.
[iTrade]	☐ Trades one set of items for another, infinite stock.
[Class]	☐ Takes the user's inventory and replaces it with items from a chest, infinite stock.
[Kit]	☐ Gives the buyer a set of items once (infinite stock), must be reset using ResetKit sign before they can use it again.
[ResetKit]	☐ Allows a player to use a Kit sign again.
[iBuyXP]	☐ Buy the number of XP levels on the third line of the sign.
[iSellXP]	☐ Sell the number of XP levels on the third line of the sign.
[iXPBuy]	☐ Buy an item using raw XP points on the third line of the sign.
[iXPSell]	☐ Sell an item using raw XP points on the third line of the sign.
[iSlot]	☐ Gives a random item from the selected chest items with infinite stock.
[Day]	☐ Turns the time to day.
[Night]	☐ Turns the time to night.
[Rain]	☐ Turns on rain + thunder.
[ClearSkies]	☐ Turns off rain + thunder.
[Repair]	☐ Repairs the current item.
[Heal]	☐ Fully heals the player.
[Enchant]	☐ Sells the enchantments from the item in the chest.
[Disenchant]	☐ Removes enchantments from an item.
[TpToOwner]	☐ An example of a custom sign for running commands.
[Command]	☐ Allows players to run commands on the 2nd and 3rd lines of the sign.
[UserCommand]	☐ Allows players to run commands on the 2nd and 3rd lines of the sign as if they typed it themselves.
[Promote]	☐ Promotes players to the permission group listed on the 2nd line of the sign.

# spark

spark (yes, the s is not capitalized) is a performance monitoring tool.

Command	Description
<code>/spark profiler</code>	<code>spark profiler</code> Used to start, stop, or view information on a profiler. Profilers are used to create digestible information on how well the server is running.
<code>/spark tps</code>	<code>spark tps</code> Prints information about the servers TPS (ticks per second) rate and CPU usage.
<code>/spark health</code>	<code>spark health</code> Generates a health report for the server, including TPS, CPU, Memory and Disk Usage.
<code>/spark ping [--player &lt;username&gt;]</code>	<code>spark ping</code> Prints information about average (or specific) player ping.
<code>/spark tickmonitor</code>	<code>spark tickmonitor</code> Controls the tick monitoring system.
<code>/spark gc</code>	<code>spark gc</code> Prints information about the servers GC (garbage collection) history.
<code>/spark gcmonitor</code>	<code>spark gcmonitor</code> Toggles the GC (garbage collection) monitoring system on or off.
<code>/spark heapsummary</code>	<code>spark heapsummary</code> Generates a new memory (heap) dump summary and upload it to the viewer.
<code>/spark heapdump</code>	<code>spark heapdump</code> Generates a new heapdump (.hprof snapshot) file and saves to the disk.
<code>/spark activity</code>	<code>spark activity</code> Prints information about recent activity performed by spark.

# WorldEdit

WorldEdit is a terrain editing plugin that allows operators to move and shape large quantities of blocks. We recommend using WorldEdit CUI for some helpful visual information when using this tool. This guide will cover the most common commands. To find more in-depth information, see the WorldEdit Documentation Hub.

## Basic Commands

Command	Description
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<code>//wand</code>	☐☐☐ Gives the player a wand (wooden axe). Left click to select the first desired position, right click to select the second.
<code>//undo [#]</code>	☐☐☐ Reverses a chosen number of WorldEdit commands. Defaults to 1.
<code>//redo [#]</code>	☐☐☐ Reverses a chosen number of <code>//undo</code> commands. Defaults to 1.
<code>//pos1 pos2</code> , <code>//1 2</code>	☐☐☐ Sets first and second positions to your current location respectively without the wand.
<code>//set &lt;block&gt;</code>	☐☐☐☐ Sets the current selection to the chosen block.
<code>//replace &lt;from&gt; &lt;to&gt;</code>	☐☐☐☐ Replaces the target block in a selection to the chosen block.
<code>//replacenear &lt;radius&gt; &lt;from&gt; &lt;to&gt;</code>	☐☐☐☐ Replaces the target block in the radius to the chosen block.
<code>//copy</code>	☐☐☐☐ Copies all blocks in a selection to the clipboard.
<code>//cut</code>	☐☐☐☐ Cuts all blocks in a selection to the clipboard.
<code>//paste</code>	☐☐☐☐☐ Pastes all blocks in the clipboard relative to the player's position.
<code>//clear clipboard</code>	☐☐☐☐ Clears the clipboard.
<code>//rotate &lt;amount&gt;</code>	☐☐☐☐ Rotates the contents of the clipboard with the given angle (multiples of 90).
<code>//flip &lt;direction&gt;</code>	☐☐☐☐ Flips the contents of the clipboard across the given direction or the direction the player is facing.
<code>//move &lt;amount&gt;</code>	☐☐☐☐☐ Moves all blocks in the selection to the chosen distance relative to the direction the player is facing.

# Tool Commands

Command	Description
<code>//shift &lt;amount&gt;</code>	☐☐☐☐☐ Shifts the selection a given amount.
<code>//expand &lt;amount&gt;</code>	☐☐☐☐ Expands the selection a given amount.
<code>//contract &lt;amount&gt;</code>	☐☐☐☐ Contracts the selection a given amount.
<code>//sel</code>	☐☐☐☐ Deselects the selection.
<code>//count &lt;target&gt;</code>	☐☐☐☐ Counts the number of blocks in a selection.
<code>//size</code>	☐☐☐☐ Provides information about the selection.
<code>//drain &lt;radius&gt;</code>	☐☐☐☐ Drains water and lava in the given radius.

Command	Description
<code>//fixwater fixlava &lt;radius&gt;</code>	☐☐ Levels water or lava in the given radius.
<code>/butcher &lt;radius&gt;</code>	☐☐☐ Kills mobs in the given radius.
<code>/up &lt;amount&gt;</code>	☐☐ Teleports the player up on the y axis the given amount of blocks.
<code>/thru</code>	☐☐ Teleports the player through obstacles in the facing direction.
<code>/give &lt;player&gt; debugstick 1</code>	☐☐ Gives the player a debug stick that can be used to easily rotate blocks.

# Generation Commands

Command	Description
<code>//stack &lt;#&gt;</code>	☐☐ Repeats the content of the selection the chosen distance (#) relative to the direction the player is facing.
<code>//schematic list</code>	☐☐ Lists available saved schematics.
<code>//schematic load &lt;name&gt;</code>	☐☐ Loads the chosen schematic into the clipboard.
<code>//schematic paste</code>	☐☐ Pastes the schematic currently in the clipboard.
<code>//schematic save &lt;name&gt;</code>	☐☐ Saves the current selection as a schematic with the chosen name.
<code>//schematic delete &lt;name&gt;</code>	☐☐ Deletes the chosen saved schematic.
<code>//hollow &lt;thickness&gt; &lt;block&gt;</code>	☐☐ Hollows out the object in the selection with the given wall thickness and block.
<code>//walls &lt;block&gt;</code>	☐☐ Creates walls around the sides of the selection with the chosen block.
<code>//cyl &lt;block&gt; &lt;radius&gt; &lt;height&gt;</code>	☐☐ Creates a cylinder of the specified size using the chosen block.
<code>//hcyl &lt;block&gt; &lt;radius&gt; &lt;height&gt;</code>	☐☐ Creates a hollow cylinder of the specified size using the chosen block.
<code>//sphere &lt;block&gt; &lt;radius&gt;</code>	☐☐ Creates a sphere of the specified size using the chosen block.
<code>//hsphere &lt;block&gt; &lt;radius&gt;</code>	☐☐ Creates a hollow sphere of the specified size using the chosen block.
<code>//pyramid &lt;block&gt; &lt;radius&gt;</code>	☐☐ Creates a pyramid of the specified size using the chosen block.
<code>//hpyramid &lt;block&gt; &lt;radius&gt;</code>	☐☐ Creates a hollow pyramid of the specified size using the chosen block.

Command	Description
<code>//fill &lt;block&gt;</code>	☐☐☐ Fills a hole or container with the given block.
<code>//forest &lt;type&gt;</code>	☐☐ Generates the specified type of forest in the selected region.
<code>//snow &lt;radius&gt;</code>	☐☐ Places snow in a given radius.

## Brush Commands

Command	Description
<code>//br sphere &lt;block&gt; &lt;radius&gt;</code>	☐☐ Applies a sphere brush to the held tool. Right click to use the brush.
<code>//br cyl &lt;block&gt; &lt;radius&gt; &lt;height&gt;</code>	☐☐ Applies a cylinder brush to the held tool. Unlike the sphere, the cylinder brush has a height parameter along with a radius.
<code>//br smooth &lt;radius&gt; &lt;height&gt;</code>	☐☐ Applies a horizontal smoothing brush to the held tool.
<code>//br deform &lt;radius&gt;</code>	☐☐ Applies a deform brush to the held tool.
<code>/br none/unbind</code>	☐☐ Unbinds the brush from the tool you are currently holding.
<code>/mask &lt;block&gt;</code>	☐☐ Applies or removes a mask to the selected brush. The brush will only affect the specified block until the mask is disabled using <code>/mask</code> again.
<code>/gmask &lt;block&gt;</code>	☐☐ Sets a global mask for all brushes. The brush will only affect the specified block until the mask is disabled using <code>/gmask</code> again.
<code>/tracemask #solid</code>	☐☐ Allows brush to work underwater. Run <code>/tracemask</code> to disable.

## Flags

Flag	Description
<code>[%block1,%block2,%block3,...]</code>	Percentage modifier that allows multiple blocks to be included in a command. The given percentage values must add up to 100% and are separated by a comma with no spaces. Exclude percentages for equal distribution. (e.g. <code>/replace stone 70%dir,30%cobblestone</code> )
<code>[facing=direction]</code>	Specifies where a directional block should face.

Flag	Description
<code>[-a]</code>	Ignore air blocks.
<code>[-e]</code>	Include entities.
<code>[-b]</code>	Include biomes.
<code>[-m &lt;block&gt;]</code>	Excludes everything that isn't a given block.
<code>[!]</code>	Prefixing any block with an exclamation point will exclude everything that comes after it. (e.g. <code>//replace !dirt stone</code> will replace everything that is not dirt with stone.)
<code>[*]</code>	Prefixing any block with an asterisk (*) will set the given block in random directions.

# WorldGuard

[WorldGuard](#) is a plugin that allows operators to create regions with specific game rules and functions. We recommend using [WorldEdit CUI](#) for some helpful visual information when using this tool. This guide will cover the most common commands. To find more in-depth information, see the [WorldGuard Documentation Hub](#).

## Basic Commands

Command	Description
<code>//wand</code>	<code>⏏ ⏏</code> Gives the player a wand (wooden axe). Left click to select the first desired position, right click to select the second.
<code>//pos1 pos2</code>	<code>⏏ ⏏</code> Sets first and second positions to your current location respectively without the wand.
<code>/rg define &lt;name&gt;</code>	<code>⏏ ⏏</code> Creates a new region using the current selection.
<code>/rg remove &lt;name&gt;</code>	<code>⏏ ⏏ ⏏</code> Deletes the given region. This cannot be undone.
<code>/rg info &lt;name&gt;</code>	<code>⏏ ⏏</code> Provides information on the given region. Defaults to the region the player is currently inside if no name is specified. Manual selections and changes can be made in this menu.
<code>/rg flags &lt;name&gt;</code>	<code>⏏ ⏏</code> Lists all region flags in the given region. Manual selections can be made in this menu.
<code>/rg flag &lt;name&gt;</code>	<code>⏏ ⏏ ⏏</code> Allows or denies a specified game rule in the given region.

Command	Description
<code>/rg setpriority</code>	☐☐☐ Sets the priority of a given region. Higher number priorities override the permissions of lower number priorities.
<code>/rg flag &lt;name&gt; deny-message &lt;content&gt;</code>	☐☐ Sets the message players will receive when an action they attempt is blocked.
<code>/rg flag &lt;name&gt; blocked-cmds &lt;command&gt;</code>	☐☐☐ Blocks specific commands from being used in the given region. Additional commands can be added by separating with a comma (e.g. <code>/rg flag spawn blocked-cmd /tpa,/back,/tell</code> ).

# Flags

Flags are used to make changes to what can be edited by certain players. Note that there are three default permission groups: `non-member`, `member`, and `owner`. **You do not need to set any flags to protect a region.** Also note that flags are not player-specific. Setting `block-break` to deny will prevent pistons, endermen, and any other mechanics that move or remove blocks from doing so because setting that flag denies access to **members**.

A member is anything *inside* the region. By default, pistons will work inside the region, but pistons outside the region cannot push blocks inside because they are *non-members*. Because players are non-members by default, you don't need to set any flags for protection, and it still allows members to function correctly. In specific cases, you may want to disallow any block modification whatsoever. What you want to do is to **deny building for all permission groups**. This is when you want to set `build` to `deny`.

Region groups are powerful, but can be difficult to understand. Keep this in mind: Members are objects that exist/originate within the region. Non-members are objects that do not exist/originate within the region, including all players. Most flags, by default, unset, allow *members* but deny *non-members*. Setting a flag to `allow` or `deny` applies that setting to both members and non-members.

Flag	Description
<code>passthrough</code>	☐☐ This flag is short for 'passthrough build'. It has nothing to do with movement. If not set (default), then the region protects its area. If set to <code>deny</code> , then the region protects its area. If set to <code>allow</code> , then the region no longer protects its area.

Flag	Description
<code>build</code>	<p><input type="checkbox"/> <input type="checkbox"/> Whether blocks can be mined or placed, whether doors, levers, etc. (but not inventories) can be used, whether entities and blocks can be interacted with, whether player versus player combat is permitted, whether sleeping in a bed is permitted, whether inventories can be accessed, whether vehicles (boats, minecarts) can be placed, etc.</p> <p><b>This should not be used to protect a region!</b> Regions are automatically protected by the <code>passthrough</code> flag.</p>
<code>interact</code>	<input type="checkbox"/> Everything that involves 'using' a block or entity: Whether doors, levers, etc. (but not inventories) can be used, whether vehicles (including animals) can be mounted, etc.
<code>block-break</code> / <code>block-place</code>	<input type="checkbox"/> Whether blocks can be mined / used.
<code>use</code>	<input type="checkbox"/> Whether doors, levers, etc. (but not inventories) can be used.
<code>damage-animals</code>	<input type="checkbox"/> Whether players can harm friendly animals (cows, sheep, etc).
<code>chest-access</code>	<input type="checkbox"/> Whether inventories can be accessed.
<code>ride</code>	<input type="checkbox"/> Whether vehicles (including animals) can be mounted.
<code>pvp</code>	<input type="checkbox"/> Whether player versus player combat is permitted.
<code>sleep</code>	<input type="checkbox"/> Whether sleeping in a bed is permitted.
<code>respawn-anchors</code>	<input type="checkbox"/> Whether respawn anchors can be activated.
<code>tnt</code>	<input type="checkbox"/> Whether TNT detonation or damage is permitted.
<code>vehicle-place</code> / <code>vehicle-destroy</code>	<input type="checkbox"/> Whether vehicles (boats, minecarts) can be placed / destroyed.
<code>lighter</code>	<input type="checkbox"/> Whether flint and steel can be used.
<code>block-trampling</code>	<input type="checkbox"/> Whether farmland and turtle eggs can be trampled.
<code>frosted-ice-form</code>	<input type="checkbox"/> Whether players with frost walker boots will form ice.
<code>item-frame-rotation</code>	<input type="checkbox"/> Whether items can be rotated within item frames.
<code>firework-damage</code>	<input type="checkbox"/> Whether fireworks can deal damage to entities.
<code>use-anvil</code>	<input type="checkbox"/> Whether anvils can be used.
<code>use-dripleaf</code>	<input type="checkbox"/> Whether dripleaf can be used.

WorldGuard Extra Flags provides the following extra flags. Note that **most of these flags bypass operators entirely.**

Flag	Description
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<code>blocked-effects</code>	<input type="checkbox"/> Disables the effects of potion effects while inside.
<code>chat-prefix</code> / <code>chat-suffix</code>	<input type="checkbox"/> Defines the prefix/suffix shown when inside the region.
<code>chunk-unload</code>	<input type="checkbox"/> Prevents chunks the region occupies from being unloaded.
<code>command-on-entry</code> / <code>command-on-exit</code>	<input type="checkbox"/> Executes a command as the player when a player enters/exits the region.
<code>console-command-on-entry</code> / <code>console-command-on-exit</code>	<input type="checkbox"/> Executes a command as the console when a player enters/exits the region.
<code>fly</code>	<input type="checkbox"/> <input type="checkbox"/> When set to <code>deny</code> , disallows creative flight from the ground.
<code>frostwalker</code>	<input type="checkbox"/> When set to <code>deny</code> , stops Frostwalker boots from forming ice on water within the region.
<code>give-effects</code>	<input type="checkbox"/> Gives players who enter the region a permanent <b>potion effect</b> until they leave.
<code>glide</code>	<input type="checkbox"/> When set to <code>deny</code> , stops all gliding inside the region.
<code>godmode</code>	<input type="checkbox"/> When set to <code>allow</code> , stops all damage delivered to players.
<code>item-durability</code>	<input type="checkbox"/> When set to <code>deny</code> , tools will not be damaged by any actions.
<code>join-location</code>	<input type="checkbox"/> Players who disconnect in the region will teleport to the given location when joining.
<code>keep-exp</code>	<input type="checkbox"/> When set to <code>allow</code> , players always keep experience levels on death. If the <code>keepInventory</code> gamerule is set to <code>true</code> and this flag is set to <code>deny</code> , the experience will be deleted on death.
<code>keep-inventory</code>	<input type="checkbox"/> When set to <code>allow</code> , players always keep inventory on death. If the <code>keepInventory</code> gamerule is set to <code>true</code> and this flag is set to <code>deny</code> , the inventory will be deleted on death.
<code>nether-portals</code>	<input type="checkbox"/> When set to <code>deny</code> , nether portals cannot be lit.

<code>play-sounds</code>	<input type="checkbox"/> Plays a sound (from a resource location) repeatedly at a specified interval to players inside the region. This flag may produce errors if it is set incorrectly. Ask a friend to help you set this if you're not sure.
<code>respawn-location</code>	<input type="checkbox"/> Sets the location to respawn players upon death.
<code>teleport-on-entry</code> / <code>teleport-on-exit</code>	<input type="checkbox"/> Teleports a player to the give location when they enter/exit the region.
<code>walk-speed</code> / <code>fly-speed</code>	<input type="checkbox"/> Players inside the region will inherit this speed while walking/flying.
<code>worldedit</code>	<input type="checkbox"/> When set to <code>deny</code> , stops all WorldEdit operations.

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