

# ClassCraft Orientation

ClassCraft is the ClassCloud Minecraft server.

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# Using Signs

You can easily create signs which are executing commands or teleporting players into another world when they tap on them.

## Features

- **COMMAND SIGNS** Signs executing commands when players tap them
- **TELEPORT SIGNS** Signs teleporting players in a specific world when they tap them
- **USABILITY** Easy to use and learn

## Usage

### Command Signs

To create a command sign which executes a specific command when a player touches it, just create a sign like this and touch it.



image not found or type unknown

Write the sign like that:

1. command
2. anything like a description of the command or leave blank
3. the first part of the command
4. the second part of the command

So when you are writing your sign like this, it'll execute the command "help".

1. command
2. this is a test description
3. help
4. nothing (leave blank)

And when you're writing your sign like that, it'll also execute the command "help".

1. command
2. this is a test description
3. he

4. lp

## Teleport Signs

To create a world sign which teleports a player to a specific world when he touches and is showing how many players are in the world, just create a sign like this and touch it.

image not found or type unknown



So write the sign like that:

1. world
2. the name of the world (e.g. lobby)
3. anything like a description of the world or leave blank
4. anything like a description of the world or leave blank

# Commands

# Worlds

Commands for this always beginning with `/worlds` (you can also use `/ws` which is shorter).

## List

| Command                   | Permission               | Example                   | Short example       | Example description                        |
|---------------------------|--------------------------|---------------------------|---------------------|--|
| <code>/worlds list</code> | <code>worlds.list</code> | <code>/worlds list</code> | <code>/ws ls</code> | Show the names of all worlds on the server |

## Create

| Command  | Short example                          | Example description  |
|--|--|--|
| <code>/worlds create &lt;worldname&gt;</code>              | <code>/ws cr mycoolworld</code>        | Create a world with the name <code>mycoolworld</code>  |
| <code>/worlds create &lt;worldname&gt; &lt;type&gt;</code> | <code>/ws cr mycoolworld NETHER</code> | Create a world with the name <code>mycoolworld</code> and the type <code>NETHER</code> (can be <code>NORMAL</code> , <code>FLAT</code> or <code>NETHER</code> ). |

## Removing, (un)loading and teleporting

| Command   | Short example                    | Example description  |
|---|----------------------------------|--|
| <code>/worlds remove &lt;worldname&gt;</code>   | <code>/ws rm mycoolworld</code>  | Remove the world with the name <code>mycoolworld</code>        |
| <code>/worlds load &lt;worldname&gt;</code>     | <code>/ws ld mycoolworld</code>  | Load the world with the name <code>mycoolworld</code>          |
| <code>/worlds unload &lt;worldname&gt;</code>   | <code>/ws uld mycoolworld</code> | Unload the world with the name <code>mycoolworld</code>        |
| <code>/worlds teleport &lt;worldname&gt;</code> | <code>/ws tp mycoolworld</code>  | Teleport into the world with the name <code>mycoolworld</code> |

## Copy and rename

| Command | Short example | Example description |
|---------|---------------|---------------------|
|---------|---------------|---------------------|

|   |  |   |
|---|--|---|
| <code>/worlds copy &lt;from&gt; &lt;to&gt;</code>   | <code>/ws cp theoldworld anotherworld</code> | Copy the world <code>theoldworld</code> to the world <code>anotherworld</code>  |
| <code>/worlds rename &lt;from&gt; &lt;to&gt;</code> | <code>/ws rn theoldworld thenewworld</code>  | Rename the world <code>theoldworld</code> to the world <code>thenewworld</code> |

## Set flags

| Command  | Short example                              | Example description  |
|--|--|--|
| <code>/worlds set</code>                                     | <code>/ws st</code>                        | List all flags in a world  |
| <code>/worlds set permission &lt;permissionstring&gt;</code> | <code>/ws st permission you.arecool</code> | Only players with the permission <code>you.arecool</code> are allowed to join the world  |
| <code>/worlds set gamemode &lt;gamemodename&gt;</code>       | <code>/ws st gamemode creative</code>      | Set the gamemode of a world to <code>creative</code> (possible values are <code>survival</code> , <code>creative</code> , <code>adventure</code> or <code>spectator</code> ) |
| <code>/worlds set build &lt;value&gt;</code>                 | <code>/ws st build true</code>             | Allow building in this world by setting the value to <code>true</code>   |
| <code>/worlds set pvp &lt;value&gt;</code>                   | <code>/ws st pvp true</code>               | Disable PvP in this world by setting the value to <code>false</code>   |
| <code>/worlds set damage &lt;value&gt;</code>                | <code>/ws st damage true</code>            | Enable damage in this world by setting the value to <code>true</code>  |
| <code>/worlds set interact &lt;value&gt;</code>              | <code>/ws st interact false</code>         | Disable interaction (opening chests, ...) in this world by setting the value to <code>false</code>   |
| <code>/worlds set explode &lt;value&gt;</code>               | <code>/ws st explode false</code>          | Disable explosions in this world by setting the value to <code>false</code>  |
| <code>/worlds set drop &lt;value&gt;</code>                  | <code>/ws st drop true</code>              | Disable dropping items in this world by setting the value to <code>false</code>  |
| <code>/worlds set hunger &lt;value&gt;</code>                | <code>/ws st hunger true</code>            | Enable hunger in this world by setting the value to <code>true</code>  |
| <code>/worlds set fly &lt;value&gt;</code>                   | <code>/ws st fly true</code>               | Allow flying in this world by setting the value to <code>true</code>   |

## Unset flags

| Command                               | Short example                   | Example description  |
|---------------------------------------|---------------------------------|--|
| <code>/worlds unset permission</code> | <code>/ws ust permission</code> | Remove the permission for this world so everybody can join |

| Command                             | Short example                 | Example description   |
|-------------------------------------|-------------------------------|---|
| <code>/worlds unset gamemode</code> | <code>/ws ust gamemode</code> | Remove the gamemode for this world so it's not changed when joining the world   |
| <code>/worlds unset build</code>    | <code>/ws ust build</code>    | Don't allow or forbid building in this world like the plugin wasn't there       |
| <code>/worlds unset pvp</code>      | <code>/ws ust pvp</code>      | Don't allow or forbid PvP in this world like the plugin wasn't there            |
| <code>/worlds unset damage</code>   | <code>/ws ust damage</code>   | Don't allow or forbid damage in this world like the plugin wasn't there         |
| <code>/worlds unset interact</code> | <code>/ws ust interact</code> | Don't allow or forbid interaction in this world like the plugin wasn't there    |
| <code>/worlds unset explode</code>  | <code>/ws ust explode</code>  | Don't allow or forbid explosions in this world like the plugin wasn't there     |
| <code>/worlds unset drop</code>     | <code>/ws ust drop</code>     | Don't allow or forbid dropping items in this world like the plugin wasn't there |
| <code>/worlds unset hunger</code>   | <code>/ws ust hunger</code>   | Don't enable or disable hunger in this world like the plugin wasn't there       |
| <code>/worlds unset fly</code>      | <code>/ws ust fly</code>      | Don't allow or forbid flying in this world like the plugin wasn't there         |

## (Set) default flags

| Command   | Short example                            | Example description   |
|---|--|---|
| <code>/worlds defaults</code>                                   | <code>/ws df</code>                      | List all default flags for worlds   |
| <code>/worlds defaults set gamemode &lt;gamemodename&gt;</code> | <code>/ws df st gamemode creative</code> | Set the default gamemode of worlds to <code>creative</code> (possible values are <code>survival</code> , <code>creative</code> , <code>adventure</code> or <code>spectator</code> ) |
| <code>/worlds defaults set build &lt;value&gt;</code>           | <code>/ws df st build true</code>        | Allow building by default by setting the value to <code>true</code>   |
| <code>/worlds defaults set pvp &lt;value&gt;</code>             | <code>/ws df st pvp true</code>          | Disable PvP by default by setting the value to <code>false</code>   |
| <code>/worlds defaults set damage &lt;value&gt;</code>          | <code>/ws df st damage true</code>       | Enable damage by default by setting the value to <code>true</code>  |
| <code>/worlds defaults set interact &lt;value&gt;</code>        | <code>/ws df st interact false</code>    | Disable interaction (opening chests, ...) by default by setting the value to <code>false</code>   |
| <code>/worlds defaults set explode &lt;value&gt;</code>         | <code>/ws df st explode false</code>     | Disable explosions by default by setting the value to <code>false</code>  |

| Command  | Short example                      | Example description  |
|--|------------------------------------|--|
| <code>/worlds defaults set drop &lt;value&gt;</code>   | <code>/ws df st drop true</code>   | Disable dropping items by default by setting the value to <code>false</code> |
| <code>/worlds defaults set hunger &lt;value&gt;</code> | <code>/ws df st hunger true</code> | Enable hunger by default by setting the value to <code>true</code>           |
| <code>/worlds defaults set fly &lt;value&gt;</code>    | <code>/ws df st fly true</code>    | Allow flying by default by setting the value to <code>true</code>            |

## Unset flags

| Command  | Short example                      | Example description   |
|--|------------------------------------|---|
| <code>/worlds defaults unset permission</code> | <code>/ws df ust permission</code> | Remove the permission for this world so everybody can join                      |
| <code>/worlds defaults unset gamemode</code>   | <code>/ws df ust gamemode</code>   | Remove the gamemode for this world so it's not changed when joining the world   |
| <code>/worlds defaults unset build</code>      | <code>/ws df ust build</code>      | Don't allow or forbid building in this world like the plugin wasn't there       |
| <code>/worlds defaults unset pvp</code>        | <code>/ws df ust pvp</code>        | Don't allow or forbid PvP in this world like the plugin wasn't there            |
| <code>/worlds defaults unset damage</code>     | <code>/ws df ust damage</code>     | Don't allow or forbid damage in this world like the plugin wasn't there         |
| <code>/worlds defaults unset interact</code>   | <code>/ws df ust interact</code>   | Don't allow or forbid interaction in this world like the plugin wasn't there    |
| <code>/worlds defaults unset explode</code>    | <code>/ws df ust explode</code>    | Don't allow or forbid explosions in this world like the plugin wasn't there     |
| <code>/worlds defaults unset drop</code>       | <code>/ws df ust drop</code>       | Don't allow or forbid dropping items in this world like the plugin wasn't there |
| <code>/worlds defaults unset hunger</code>     | <code>/ws df ust hunger</code>     | Don't enable or disable hunger in this world like the plugin wasn't there       |
| <code>/worlds defaults unset fly</code>        | <code>/ws df ust fly</code>        | Don't allow or forbid flying in this world like the plugin wasn't there         |



# Using Regions

WorldGuard lets you and players guard areas of land against griefers and undesirables, as well as tweak and disable various gameplay features.

**Command:** `/region`

**Alias:** `/rg`

**Permissions:** `worldguard.create`, `worldguard.modify`, `worldguard.delete`

## Permissions related to flags:

(IMPORTANT NOTE: players that have those permissions will bypass flags related to them!)

`worldguard.edit. <REGION_NAME>` : allows editing of blocks in region called `<REGION_NAME>`

`worldguard.break. <REGION_NAME>` : allows breaking of blocks in region called `<REGION_NAME>`

`worldguard.place. <REGION_NAME>` : allows placing of blocks in region called `<REGION_NAME>`

`worldguard.leave. <REGION_NAME>` : allows leaving region called `<REGION_NAME>`

`worldguard.enter. <REGION_NAME>` : allows entering region called `<REGION_NAME>`

`worldguard.eat. <REGION_NAME>` : allows eating in region called `<REGION_NAME>`

`worldguard.drop. <REGION_NAME>` : allows dropping items in region called `<REGION_NAME>`

`worldguard.usechest. <REGION_NAME>` : allows use of chests in region called `<REGION_NAME>`

`worldguard.usechestender. <REGION_NAME>` : allows use of ender chests in region called `<REGION_NAME>`

`worldguard.enchantingtable. <REGION_NAME>` : allows use of enchanting tables in region called `<REGION_NAME>`

`worldguard.usedoors. <REGION_NAME>` : allows use of doors in region called `<REGION_NAME>`

`worldguard.usegates. <REGION_NAME>` : allows use of gates in region called `<REGION_NAME>`

`worldguard.setrapdoors. <REGION_NAME>` : allows use of trapdoors in region called `<REGION_NAME>`

# Creating a region

If you aren't OP on your server, you must find a way to give yourself the permission:

`worldguard.create`. This can be done through permission-management plugins such as PurePerms.

Command: `/region create <region-name>`

Now you will have to select two points to create the region. The region is specified as the area between the two points (cube/cuboid). Congratulations, you've created your first region! You can create as many regions as you like.

Managing a region

Now that you've created your region, you would want to manage it. There are many flags you can play with, for this. You can get a list of region flags using the command `/region flags get <region-name>`.

## Toggle PvP

You can disable Player v. Player damage by using the command `/region flags set <region-name> pvp false`. You can re-enable pvp by using `/region flags set <region-name> pvp true`.

## Toggle Terrain Modification (Block breaking, Block placing, ...etc)

Block breaking/placing and interaction with the environment is by default disabled. To bypass this add permissions to the group/user that you wish to be able to bypass such protection.

## Region-based effects

To give a player effects when they join a region, use `/region flags set <region-name> effects <effect-id> <effect-amplifier>`. The effect duration is infinity and is gone once the player quits the region. To give player speed 2 and jump 3 on joining a region, you can use...

```
/region flags set <region-name> effects 1 2 ,
```

```
/region flags set <region-name> effects 8 3
```

## Creating subregions

To create a subregion simply create a region within another and set it's priority flag using `/region flags set <region-name> priority <value>` where the value is a number. Higher values mean higher priorities and the default value is 0. If 2 regions have the same priority, the first one created will be used.

## Blocking specific commands

You can block specific commands in specific regions by using the command `/region flags set <region-name> blocked-cmds <command>`. Example to block command `/give` and `/op` in a region:

```
/region flags set <region-name> blocked-cmds /give ,
```

```
/region flags set <region-name> blocked-cmds /op
```

## Allow specific commands

You can allow usage of certain commands in a specific region by using the command `/region flags set <region-name> allowed-cmds <command>`. Example to allow command `/give` and `/op` in a region:

```
/region flags set <region-name> allowed-cmds /give ,
```

```
/region flags set <region-name> allowed-cmds /op
```

This will allow the use of `/give` and `/op` only, in `<region-name>`. No other commands can be used other than these.

## Enable opening doors, trapdoors, chests, hoppers etc.

To do this, you can enable the "use" flag for the region. When "use" is set to true, players will be able to interact with such blocks.

## Toggle item drops

To allow/disallow item dropping in a region, you can set the flag "item-drops" to true or false by using the command `/region flags set <region-name> item-drops true`.

## Toggle eating

To allow/disallow eating in a region, you can set the flag "eat" to true or false by using `/rg flags set <region-name> eat true/false`.

## Prevent leaf decay

If you are using various types of leaves for decorating regions of your server you might have noticed that if said leaves are not attached to wood they will eventually decay and despawn. WorldGuard provides a flag specifically for that issue.

To prevent leaf decay in a certain area use `/region flags set <region-name> allow-leaves-decay false`

## Prevent plant growth

If you want to stop plants from growing (i.e freeze crops in their current state, prevent grass growth, etc.) you can use the 'allow-plant-growth' flag like this: `/rg flags set <region-name> allow-plant-growth false`

## Prevent block spreading

If you want to stop blocks like Mycelium or Grass from spreading to other blocks you can use the 'allow-spreading' flag like this: `/rg flags set <region-name> allow-spreading false`

## Prevent burning of blocks

If you want to stop blocks from burning away set the `allow-block-burn` flag to false.

# Disable explosion

To disable explosion in a region, set the flag "explosion" to false. You can set it to true if you want to enable it.

## More Flags

- **notify-enter:** Send a message when player enters a region. Usage: `/region flags set <region-name> notify-enter Hello, you have entered this region.`
- **notify-leave:** Send a message when player leaves a region. Usage: `/region flags set <region-name> notify-leave Hello, you have left this region.`
- **allowed-enter:** Allow/disallow players from entering a region. Set this flag to true or false.
- **allowed-leave:** Allow/disallow players from leaving a region. Set this flag to true or false.
- **whitelist:** Add player to whitelist. Usage: `/region flags set <region-name> whitelist muqsitraxxoxo`
- **fly-mode:** Let players fly in the region
  - ◦ 0 => Shows vanilla behaviour.
  - ◦ 1 => Flight mode enabled.
  - ◦ 2 => Flight mode disabled.
  - ◦ 3 => Flight mode enabled, but is disabled once the player leaves the region.
- **enderpearl:** Allow/disallow use of ender pearls (true/false).
- **send-chat:** Allow/disallow players to chat (true/false).
- **receive-chat:** Allow/disallow players from receiving chat (true/false).
- **game-mode:** Set a region's game-mode. (0, 1, 2, 3).
- **sleep:** Allow or block players from entering beds (true/false).

## Reset a flag of a region to default value.

```
/region flags reset <region-name> <flag>
```

## Customized access to regions

Want to create a VIP store that only vips can access? You can do just that by combining the flag 'allowed-enter' and the permission `worldguard.enter.<REGION_NAME>` like this:

Let's assume that our region is called "vip\_shop", in that case we would do the following to only allow VIPs to enter: `/rg flags set vip_shop allowed-enter false` and then add the 'worldguard.enter.vip\_shop' permission to the VIP group or to the user that you wish to access the shop.

Similarly you could prevent a certain group from leaving a region using the 'allowed-leave' and the permission `worldguard.leave.<REGION_NAME>`.

# Groups and Permissions

These commands allow you to set up permissions for different groups! The multi-group inheritance system to allow you to inherit group permissions.

- `/addgroup <group>` Adds a new group to the groups list.
- `/addparent <target_group> <parent_group>` Adds a group to another group inheritance list.
- `/defgroup <group> [ world]` Allows you to set default group.
- `/fperms` Allows you to find permissions for a specific plugin.
- `/groups` Shows a list of all groups.
- `/grpinfo <group> [ world]` Shows info about a group.
- `/listgperms <group> <page> [ world]` Shows a list of all permissions from a group.
- `/listuperms <player> <page> [ world]` Shows a list of all permissions from a user.
- `/ppinfo` Shows info about PurePerms.
- `/ppsudo <login / register>` Registers or logs into your Noeul account.
- `/ppreload` Reloads all PurePerms configurations.
- `/rmgroup <group>` Removes a group from the groups list.
- `/rmparent <target_group> <parent_group>` Removes a group from another group inheritance list.
- `/setgperm <group> <permission> [ world]` Adds a permission to the group.
- `/setgroup <player> <group> [ world]` Sets group for the user.
- `/setuperm <player> <permission> [ world]` Adds a permission to the user.
- `/unsetgperm <group> <permission> [ world]` Removes a permission from the group.
- `/unsetuperm <player> <permission> [ world]` Removes a permission from the user.
- `/usrinfo <player> [ world]` Shows info about a user.

# Using MultiWorlds

All MultiWorld commands starts with `/mw` (`/multiworld`) except for the `/gamerule` command that was added as an alias to change game rules from settings.

In game, you can get list of all commands using commands `/mw help`

## All MultiWorld Commands:

| Command                          | Description  |
|----------------------------------|--|
| <b><code>/mw help</code></b>     | <b>Displays list of all MultiWorld commands</b><br><br>Alias: <code>/mw ?</code><br>Usage: <code>/mw help &lt;page: 0-1&gt;</code>   |
| <b><code>/mw create</code></b>   | <b>Generate new world using seed and generator</b><br><br>Aliases: <code>/mw new</code> , <code>/mw generate</code><br>Usage: <code>/mw create &lt;levelName&gt; [seed] [generator]</code><br><br>Seed is value seed is the initial value by which the world is generated, when you set it empty, world will be generated by random number. You can use 6 generators ( <code>Normal</code> , <code>Nether</code> , <code>End</code> , <code>Void</code> , <code>SkyBlock</code> and <code>Nether_Old</code> = Nether generator without glowstone and quartz ore) |
| <b><code>/mw teleport</code></b> | <b>Teleports you or selected player to world spawn</b><br><br>Aliases: <code>/mw tp</code> , <code>/tp move</code><br>Usage: <code>/mw tp &lt;levelName&gt; [player]</code><br><br>If you are using <a href="#">Slapper</a> plugin and after you click on the npc you want to move the player to another world, you can use <code>/slapper edit &lt;id&gt; addcommand mw tp &lt;world&gt; {player}</code> command  |
| <b><code>/mw list</code></b>     | <b>Displays list of all levels</b><br><br>Alias: <code>/mw ls</code><br>Usage: <code>/mw list</code>   |
| <b><code>/mw info</code></b>     | <b>Displays level information</b><br><br>Alias: <code>/mw i</code><br>Usage: <code>/mw info</code><br><br>This command can be used only in game  |

| Command             | Description  |
|---------------------|--|
| <b>/mw delete</b>   | <b>Remove level</b><br><br>Aliases: <code>/mw del</code> , <code>/mw dl</code> , <code>/mw remove</code> , <code>/mw rm</code><br>Usage: <code>/mw remove &lt;level&gt;</code><br><br>Default level can not be deleted |
| <b>/mw update</b>   | <b>Change spawn, lobby or default level</b><br><br>Aliases: <code>/mw ue</code><br>Usage: <code>`/mw update &lt;spawn&gt;</code>   |
| <b>/mw load</b>     | <b>Loads level</b><br><br>Aliases: <code>/mw ld</code><br>Usage: <code>/mw load &lt;level&gt;</code>   |
| <b>/mw unload</b>   | <b>Unloads level</b><br><br>Aliases: <code>/mw unld</code><br>Usage: <code>/mw unload &lt;level&gt;</code>   |
| <b>/mw gamerule</b> | <b>Manages with level game rules</b><br><br>Aliases: <code>/gamerule</code> , <code>/mw gr</code> , <code>/mw gamer</code> , <code>/mw grule</code><br>Usage: <code>`/gamerule &lt;list&gt;</code>                     |
| <b>/mw manage</b>   | <b>Opens form world manager</b><br><br>Aliases: <code>/mw mg</code> , <code>/mw mng</code> ,<br>Usage: <code>`/mw manage &lt;list&gt;</code>   |
| <b>/mw rename</b>   | <b>Renames world</b><br><br>Aliases: <code>/mw rnm</code> , <code>/mw re</code><br>Usage: <code>/mw rename &lt;oldName&gt; &lt;newName&gt;</code>  |