

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
<code>/mw help</code>	Displays list of all MultiWorld commands Alias: <code>/mw ?</code> Usage: <code>/mw help <page: 0-1></code>
<code>/mw create</code>	Generate new world using seed and generator Aliases: <code>/mw new</code> , <code>/mw generate</code> Usage: <code>/mw create <levelName> [seed] [generator]</code> 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>SkyBock</code> and <code>Nether_Old</code> = Nether generator without glowstone and quartz ore)
<code>/mw teleport</code>	Teleports you or selected player to world spawn Aliases: <code>/mw tp</code> , <code>/tp move</code> Usage: <code>/mw tp <levelName> [player]</code> If you are using Slapper plugin and after you click on the npc you want to move the player to another world, you can use <code>/slapper edit <id> addcommand mw tp <world> {player}</code> command
<code>/mw list</code>	Displays list of all levels Alias: <code>/mw ls</code> Usage: <code>/mw list</code>
<code>/mw info</code>	Displays level information Alias: <code>/mw i</code> Usage: <code>/mw info</code> This command can be used only in game
<code>/mw delete</code>	Remove level Aliases: <code>/mw del</code> , <code>/mw dl</code> , <code>/mw remove</code> , <code>/mw rm</code> Usage: <code>/mw remove <level></code> Default level can not be deleted

Command	Description
/mw update	Change spawn, lobby or default level Aliases: <code>/mw ue</code> Usage: <code>`/mw update <spawn></code>
/mw load	Loads level Aliases: <code>/mw ld</code> Usage: <code>/mw load <level></code>
/mw unload	Unloads level Aliases: <code>/mw unld</code> Usage: <code>/mw unload <level></code>
/mw gamerule	Manages with level game rules Aliases: <code>/gamerule</code> , <code>/mw gr</code> , <code>/mw gamer</code> , <code>/mw grule</code> Usage: <code>`/gamerule <list></code>
/mw manage	Opens form world manager Aliases: <code>/mw mg</code> , <code>/mw mng</code> , Usage: <code>`/mw manage <list></code>
/mw rename	Renames world Aliases: <code>/mw rnm</code> , <code>/mw re</code> Usage: <code>/mw rename <oldName> <newName></code>

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