

# 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>  Alias: <code>/mw ?</code> 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>  Aliases: <code>/mw new</code> , <code>/mw generate</code> Usage: <code>/mw create &lt;levelName&gt; [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>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>  Aliases: <code>/mw tp</code> , <code>/tp move</code> Usage: <code>/mw tp &lt;levelName&gt; [player]</code>  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>  Alias: <code>/mw ls</code> Usage: <code>/mw list</code>
<b><code>/mw info</code></b>	<b>Displays level information</b>  Alias: <code>/mw i</code> Usage: <code>/mw info</code>  This command can be used only in game
<b><code>/mw delete</code></b>	<b>Remove level</b>  Aliases: <code>/mw del</code> , <code>/mw dl</code> , <code>/mw remove</code> , <code>/mw rm</code> Usage: <code>/mw remove &lt;level&gt;</code>  Default level can not be deleted

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

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