

# 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>`.

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