

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 <worldname></code>	<code>/ws cr mycoolworld</code>	Create a world with the name <code>mycoolworld</code>
<code>/worlds create <worldname> <type></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 <worldname></code>	<code>/ws rm mycoolworld</code>	Remove the world with the name <code>mycoolworld</code>
<code>/worlds load <worldname></code>	<code>/ws ld mycoolworld</code>	Load the world with the name <code>mycoolworld</code>
<code>/worlds unload <worldname></code>	<code>/ws uld mycoolworld</code>	Unload the world with the name <code>mycoolworld</code>
<code>/worlds teleport <worldname></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 <from> <to></code>	<code>/ws cp theoldworld anotherworld</code>	Copy the world <code>theoldworld</code> to the world <code>anotherworld</code>

Command	Short example	Example description
<code>/worlds rename <from> <to></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 <permissionstring></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 <gamodename></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 <value></code>	<code>/ws st build true</code>	Allow building in this world by setting the value to <code>true</code>
<code>/worlds set pvp <value></code>	<code>/ws st pvp true</code>	Disable PvP in this world by setting the value to <code>false</code>
<code>/worlds set damage <value></code>	<code>/ws st damage true</code>	Enable damage in this world by setting the value to <code>true</code>
<code>/worlds set interact <value></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 <value></code>	<code>/ws st explode false</code>	Disable explosions in this world by setting the value to <code>false</code>
<code>/worlds set drop <value></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 <value></code>	<code>/ws st hunger true</code>	Enable hunger in this world by setting the value to <code>true</code>
<code>/worlds set fly <value></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 <gamemodename></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 <value></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 <value></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 <value></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 <value></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 <value></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 <value></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 <value></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 <value></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

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