# EverWorldGuard 0.1.5 Reference
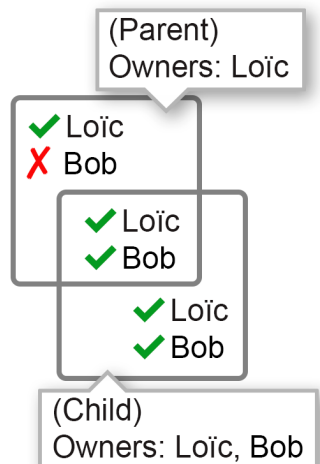
## How to understand overlapping regions:
- Child regions inherit parent regions
- Higher priority regions override lower priority regions

## Simple Regions
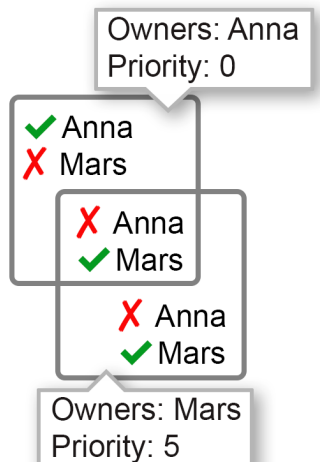
Owners: Axel

✔ Axel
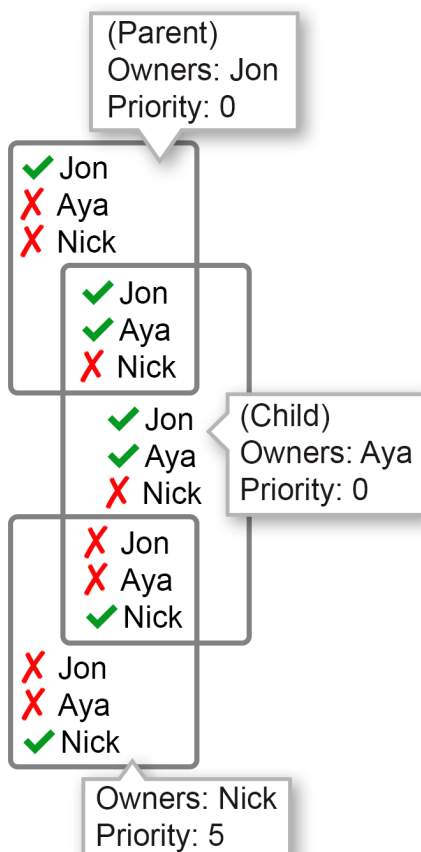✘ Paul

✔ Axel
✘ Paul

✔ Axel
✔ Paul

Owners: Axel, Paul
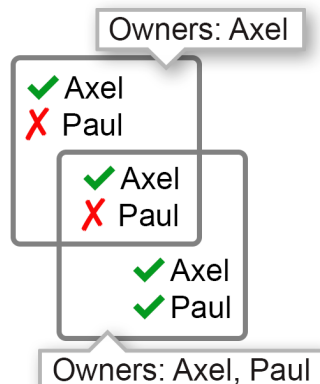
## Regions with Parent/Child

(Parent)
Owners: Loïc

✔ Loïc
✘ Bob

✔ Loïc
✔ Bob

✔ Loïc
✔ Bob

(Child)
Owners: Loïc, Bob

## Regions with Priorities

Owners: Anna
Priority: 0

✔ Anna
✘ Mars

✘ Anna
✔ Mars

✘ Anna
✔ Mars

Owners: Mars
Priority: 5

- Global region : __global__
- Region info. tool : Leather

## With Parent/Child and Priorities

(Parent)
Owners: Jon
Priority: 0

✔ Jon
✘ Aya
✘ Nick

✔ Jon
✔ Aya
✘ Nick

✔ Jon
✔ Aya
✘ Nick

(Child)
Owners: Aya
Priority: 0

✘ Jon
✘ Aya
✔ Nick

✘ Jon
✘ Aya
✔ Nick

Owners: Nick
Priority: 5

## Protection Tutorial (for Cuboids)

1. Get your with the /select wand command.
2. Left click the first point of the cuboid.
3. Right click to select the diagonal second point of the cuboid.
4. To cover the entire area, from bedrock to sky, use /select expand vert
5. Use /region define nameofregion Axel Paul to define a region named nameofregion with owners Axel and Paul.
6. The region can now only be modified by Axel and Paul

Point 2

Point 1

With /s expand

## Region Types

CUBOID

2Dx1D POLYGON

TEMPLATE

GLOBAL

## Region Groups

DEFAULT

MEMBER

OWNER
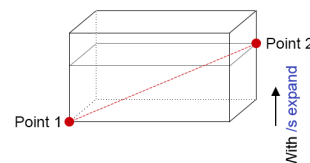
## Region Commands

- /region define [-t] <region> [-p player] [-g group]
- /region redefine [-w world] [-t] <region>
- /region rename [-w world] <region> <name>
- /region remove [-w world] <region>
- /region select [-w world] <region>
- /region info [[-w world] region]
- /region list [-w world] [-p player | -g group]
- /region check [-g region_group | -f flag]
- /region flags [flag]
- /region addflag [-w world] <region> <flag> <region_group> <values...>
- /region removeflag [-w world] <region> <flag> <region_group> [values...]
- /region addowner [-w world] <region> [-g] <owners...>
- /region removeowner [-w world] <region> [-g] <owners...>
- /region addmember [-w world] <region> [-g] <members...>
- /region removemember [-w world] <region> [-g] <members...>
- /region setparent [-w world] <region> [parent | -e]
- /region setpriority [-w world] <region> <priority>
- /region teleport [-s] [-w world] <region>
- /region load [-w world]

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| Flag | Description | Type | Default |
|---|---|---|---|
| BLOCK_BREAK | Define the blocks that will be allowed to be broken | BLOCK_TYPE [1] | ALL |
| BLOCK_PLACE | Define the blocks that will be allowed to be placed | BLOCK_TYPE [1] | ALL |
| BUILD | Allow or block building | STATE | ALLOW |
| CHAT | Allow or block message sending and receiving | CHAT_TYPE | ALL |
| COMMAND | List of authorized or blocked commands | STRINGS | EMPTY |
| DAMAGE_ENTITY | Allow or block damage to entities | ENTITY_TYPE | ALL |
| ENDERDRAGON_GRIEF | Allow or prevent enderdragon damage to blocks | STATE | ALLOW |
| ENDERMAN_GRIEF | Allow or prevent enderman from picking up or placing blocks | STATE | ALLOW |
| ENDERPEARL | Allow or prevent players from teleporting to or from regions using enderpearls | STATE | ALLOW |
| ENTITY_DAMAGE | Allow or block entities damage on players | ENTITY_TYPE | ALL |
| ENTITY_SPAWNING | Allow or deny entities spawning | ENTITY_TYPE | ALL |
| ENTRY | Allow or deny a player to enter an area | STATE | ALLOW |
| ENTRY_DENY_MSG | Message to show a player that they can't enter a region | MESSAGE | (Config) |
| ENTRY_MSG | Message to show a player when they enter a region | MESSAGE | (Empty) |
| EXIT | Allow or deny a player to leave an area | STATE | ALLOW |
| EXIT_DENY_MSG | Message to show a player that they can't leave a region | MESSAGE | (Config) |
| EXIT_MSG | Message to show a player when they leave a region | MESSAGE | (Empty) |
| EXP_DROP | Allow or block experience orbs from dropping | STATE | ALLOW |
| EXPLOSION | Allow or block the explosions to terrain and players | EXPLOSION_TYPE | ALL |
| EXPLOSION_BLOCK | Allow or block the explosions to terrain | EXPLOSION_TYPE | ALL |
| EXPLOSION_DAMAGE | Allow or block explosion damage on players | EXPLOSION_TYPE | ALL |
| FIRE | Allow or block fire | FIRE_TYPE | ALL |
| ICE | Allow or block ice from forming and melting in an area. | ICE_TYPE | ALL |
| INTERACT_BLOCK | Allow or block interaction with blocks | BLOCK_TYPE [2] | ALL |
| INTERACT_ENTITY | Allow or block interaction with entities | ENTITY_TYPE | ALL |
| INVINCIBILITY | Sets a temporary godmode on the player | STATE | DENY |
| ITEM_DROP | Allow or block items from being able to be dropped | ITEM_TYPE | ALL |
| ITEM_PICKUP | Allow or block items from being able to be picked up | ITEM_TYPE | ALL |
| KEEP_INVENTORY | Players keep their items in their inventory after death | STATE | DENY |
| LIGHTNING | Allow or block lightning striking at all in a region | STATE | ALLOW |
| POTION_SPLASH | Allow or block splash effect from potion | POTION_TYPE | ALL |
| PROPAGATION | Allow or block splash effect from potion | BLOCK_TYPE [3] | ALL |
| PVP | Allow or block PvP | STATE | ALLOW |
| SNOW | Allow or block snow from forming and melting in an area | SNOW_TYPE | ALL |
| SPAWN | Define the spawn of the region (/region teleport -s <region>) | LOCATION | (Empty) |
| TELEPORT | Defines the location /region teleport <region> teleports you to | LOCATION | (Center) |

## Flag Types

| | |
|---|---|
| BLOCK_TYPE | (Default [1] : GROUP_BEDROCK, GROUP_LAVA, GROUP_OTHERS, GROUP_PISTON, GROUP_TNT, GROUP_WATER)<br>(Default [2] : GROUP_DOOR, GROUP_INVENTORY, GROUP_REDSTONE, GROUP_OTHERS, TNT)<br>(Default [3] : GRASS, MUSHROOM, MYCELIUM, VINE) |
| CHAT_TYPE | RECEIVE and SEND |
| ENTITY_TYPE | (Default : GROUP_ANIMAL, GROUP_INVENTORY, GROUP_MONSTER, GROUP_OTHERS, GROUP_OWNER) |
| EXPLOSION_TYPE | (Default : CREEPER, ENDER_CRYSTAL, GHAST, TNT, WITHER) |
| FIRE_TYPE | (Default : EXPLOSION, FIRE_CHARGE, FLINT_AND_STELL, LAVA, LIGHTNING, PROPAGATION) |
| ICE_TYPE | FORM and MELT |
| ITEM_TYPE | (Default : GROUP_BEDROCK, GROUP_OTHERS, GROUP_PISTON, GROUP_SWORD, GROUP_TNT) |
| LOCATION | A location in the current world |
| MESSAGE | Message in Chat, ActionBar, Title and BossBar |
| POTION_TYPE | (Default : GROUP_BONUS, GROUP_MALUS) |
| SNOW_TYPE | FALL and MELT |
| STATE | ALLOW or DENY |
| STRINGS | Group of Strings |