

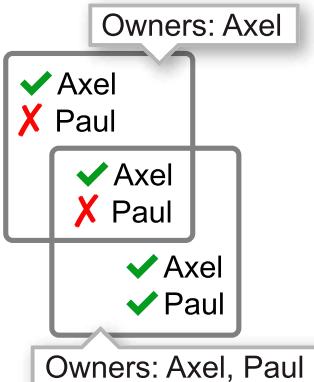
EverWorldGuard 0.1.5 Reference

Revision #1 (18 July, 2017)
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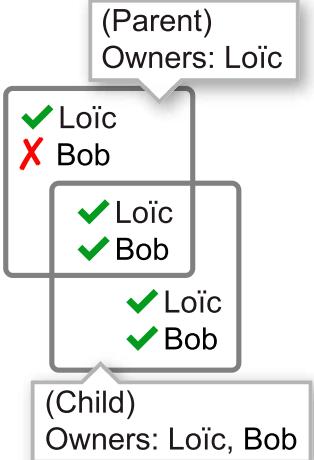
How to understand overlapping regions:

- Child regions inherit parent regions
- Higher priority regions override lower priority regions

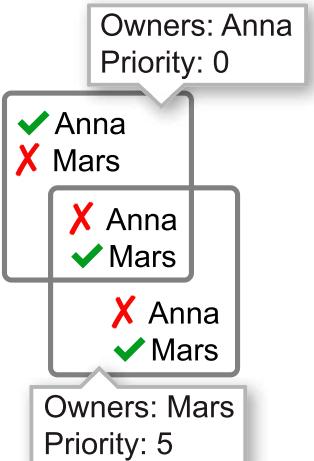
Simple Regions



Regions with Parent/Child

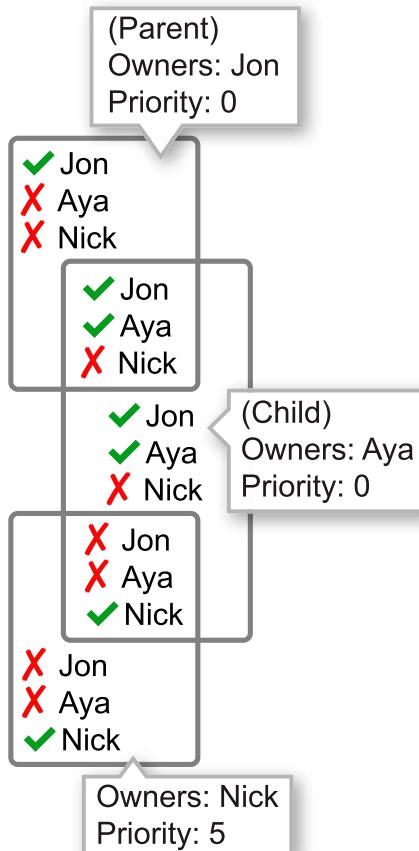


Regions with Priorities



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

With Parent/Child and Priorities



Region Types

CUBOID

2DX1D
POLYGON

TEMPLATE

GLOBAL

Region Groups

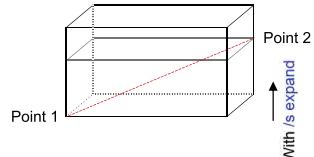
DEFAULT

MEMBER

OWNER

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



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]