

EverWorldGuard 0.1.5 Reference

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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) (Default ² : GROUP_DOOR, GROUP_INVENTORY, GROUP_REDSTONE, GROUP_OTHERS, TNT) (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