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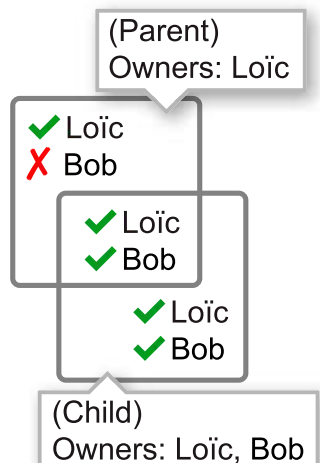
How to understand overlapping regions:
- Child regions inherit parent regions
- Higher priority regions override lower priority regions

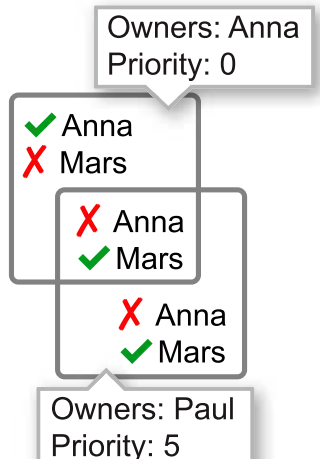## Simple Regions

Owners: Axel
- ✔ Axel
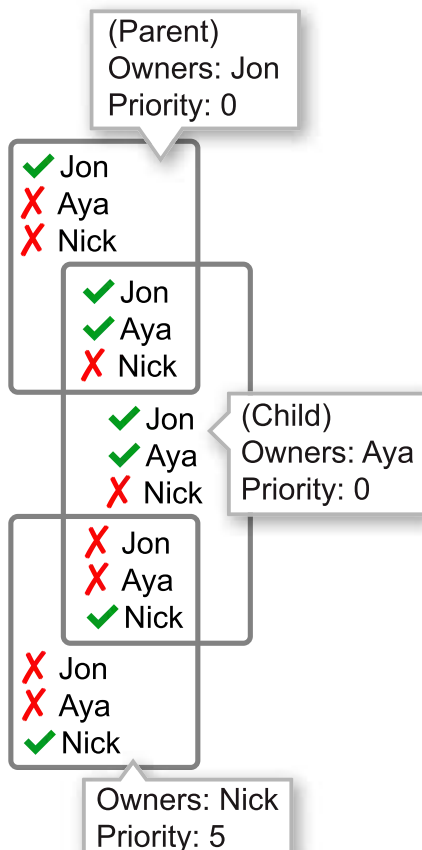- ✘ Paul

- ✔ Axel
- ✘ Paul

- ✔ Axel
- ✔ Paul

Owners: Axel, Paul
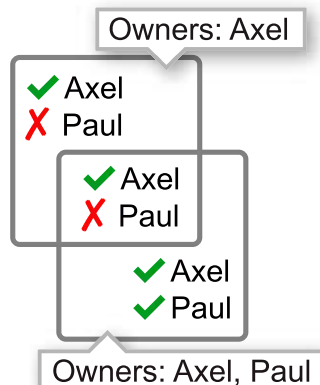
Regions with Parent/Child

(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: Paul
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

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]