



Build Region Guide

<http://www.adultcraft.net/>

Follow the steps below to create a worldguard region for a build project and grant build permissions to players in our Builders rank.

NOTES:

1. Commands will be wrapped with “s. When running the command, do not use the “s. (ie “/test” should be typed as /test not “/test”
2. Anywhere with <somethinghere>, this should be replaced with the appropriate context for what you are doing, without the < >. IE “/rg flag <regionname> farewell <farewellmessage>” for a region named Spawn would be typed as /rg flag spawn farewell Good Luck!.
3. ALL build projects must be documented in the Adultcraft Github (<https://github.com/ResqDiver1317/Adultcraft>). Be sure to label the project in the Git with the proper Server name and Region name. (“Sauce – Casino” would be a build on the Special Sauce server with a region called Casino.)
4. Additional notes and comments are at the bottom of this guide. Please be sure to read them.

REGION CREATION:

5. Determine the 2 opposing corners for the project. It is recommended that you mark these corners with an easily identifiable block (such as a glowstone or redstone block). Remember to allow a little “padding” when possible to allow builders room to work on the edges of the project when needed.
6. Stand at 1 corner and use the command “//pos1” (this identifies the 1st corner of the region)
7. Stand at the opposing corner and do “//pos2” (this identifies the opposite corner of the region therefore selecting the area to be defined)
8. Type “//expand vert” (this changes the selection from just the 1 block height (or few blocks height depending on the terrain) to now being defined as the opposing corners you selected, from bedrock to build limit)
9. “/rg create <regionname>” (this is what actually creates the region itself)
10. “/rg priority <regionname> 10” (this ensures the sub region will have priority over base regions for permissions)
11. “/rg am <regionname> -g builder” OR “/rg am <regionname> g:builder” depending on which server you are on. If you see an error, try the other command. (this adds the Builder rank to the region so they can work in it.)
12. When the project is finished determine if the region needs to remain around the build and run either
 - a. (if the region needs to remain) “/rg rm <regionname> -g builder”
 - b. (if the region needs to be removed) “/rg delete <regionname>”



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13. OPTIONAL FLAGS FOR REGIONS: These flags can be added if desired to a build region. These are not required and should only be used if a particular project should have them set. If you want some of these for the region, you only need to do the ones you want. This is not an ALL or NONE situation. ALL OF THESE SHOULD BE STARTED WITH `"/rg flag <regionname> "`

- a. `"greeting <greetingmessage>"` (sets a message to display when someone enters the region.)
- b. `"farewell <farewellmessage>"` (sets a message to display when someone leaves the region.)
- c. `"mob-spawning deny"` (prevents ALL mobs (hostile and passive) from spawning inside the region. (note, this DOES NOT prevent mobs from spawning outside the region and walking in.))
- d. `"use allow"` (allows the use of doors, buttons, levers)
- e. `"chest-access allow"` (self-explanatory)
- f. `"ride allow"` (allows riding of animals and vehicles (minecarts))
- g. `"time-lock 6000"` (locks time to noon)
- h. `"weather-lock clear"` (locks weather to sunny)

There are several other flag options available via WorldGuard that can do/affect many things inside a region and depending on what the specific needs are for a region, some of them may be useful. Most of these other flags are only relevant if a region will be left around a build once the build project itself is completed. To read more about the various flag options, you can visit

<http://worldguard.enginehub.org/en/latest/regions/flags/>. Some flags may not work on all servers, it just depends on what version of WorldGuard is being used.

If someone who is NOT a member of our Builder group would like to help on a project, you can add them to the region by doing `"/rg am <regionname> <username>"` (this must be their full username, not a nickname). Non Builder players added to a project are not to be granted direct access to creative. They may use their own materials, or be given materials by the MOD1 in charge of the project or by a member of the Builder group. If a player would like to become a part of the Builder team, please have them fill out the application at <http://www.adultcraft.net/builderapp>. This does not mean they will be added to the group, this is just the first step. Their request will be reviewed at such time as we see the need to add to the Builder group.