ULand 2D Light

A land system plug-in with rich and interesting features

Operation Document

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ULand - main form

Enter /ul to call out the main form of ULand

- 1.1 Create a new land
- 1.2 My lands
- 1.3 Query the land under feet
- 1.4 Server public lands
- 1.5 Manage all lands (operators)
- 1.6 Reload configurations (operators)
- 1.7 Close / Back to menu (pre-plugin ZX_UI required)

>1.1 Create a new land [Activate land create mode]

- When a player activate land create mode, Uland will firstly check whether the number of lands already owned by this player has reached the max number of lands allowed for players in the configuration (default value: 3). If so, Uland will not start a land create task for this player.
- If not so, land create task will start.
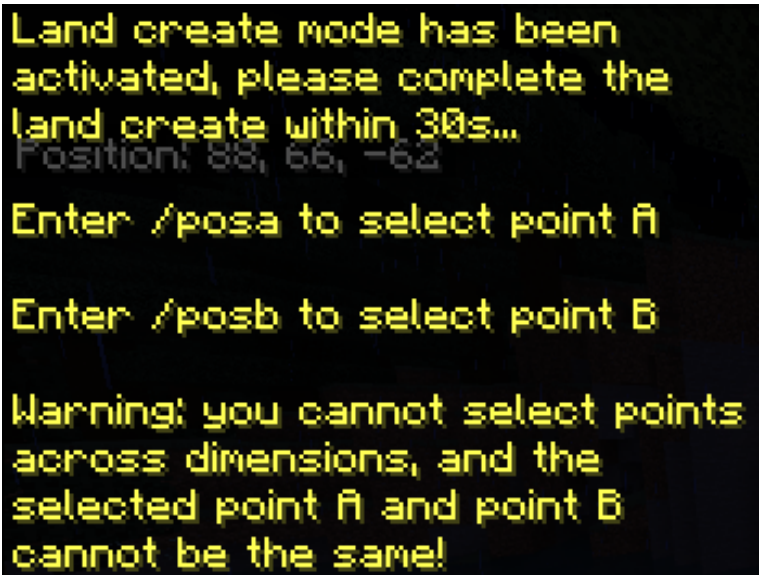
- Player needs to complete the points selection within time in configurations (default value: 30).
- Enter /posa and /posb to select point A and point B respectively of the land you are going to create. If you re-enter /posa, land create task will auto update selected point A.

■ When player completes the points selection within time in configurations, ULand will further check the compliance of the land, the following situations are not allowed.
- The land selected by player overlaps with the existing lands.
- The area of land selected by player is less than 4 or larger than the max area that single land is permitted in configurations (default value: 40000)
- Player's money is not sufficient to pay for the land (default value: 10 in single square)

■ When the compliance judgment of the land passed, player can customize the name of the land. When the land is successfully created, player's money will be auto reduced, and the coordinates of point A will be set as the default land teleport point.

■ When any player enters the land, the following information will pop up.
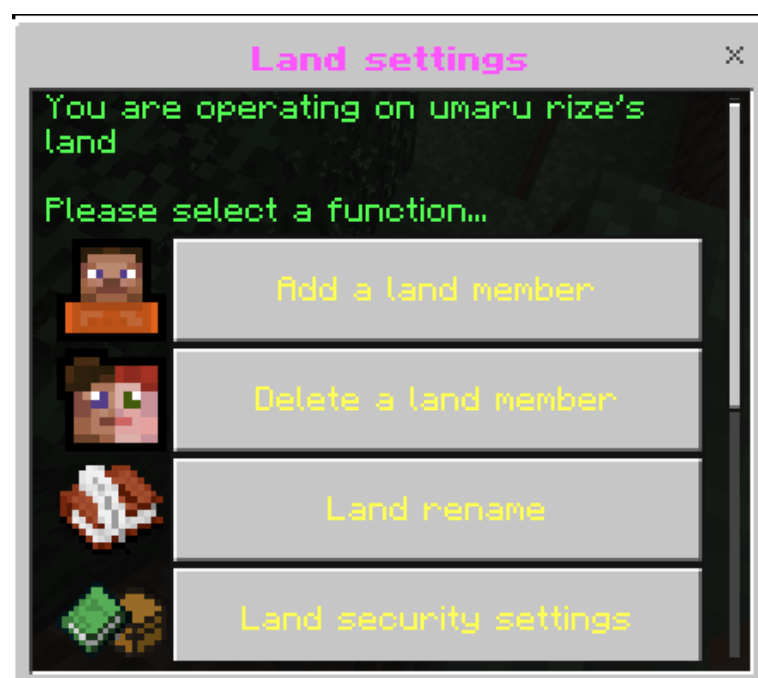

>1.2 My lands

■ In my lands form, there will be two types of lands.
- Owner: that is the land you created by yourself.
- Member: that is the land you have joined.

■ After clicking relevant buttons, player can view the detailed information of relevant lands.
- 1.2.1 Land teleport
- 1.2.2 Land settings: for type: owner lands, players can further set up these lands.

umaru rize's land

Dimension: Overworld
Range: (91, ~, -61) - (84, ~, -72)
Area: 77
Land buy expense: 385
Creation time: 2025-04-07
Teleport point: (91, 66, -61)
Members: None

Please select a function...

Land teleport

Land settings

>>1.2.2 Land settings

Land settings

You are operating on umaru rize's land

Please select a function...

Add a land member

Delete a land member

Land rename

Land security settings

Land teleport point setting

Land sell

Land ownership transfer

Back to previous

- 1.2.2.1 Add a land member
- 1.2.2.2 Delete a land member
- 1.2.2.3 Land rename
- 1.2.2.4 Land security settings
- 1.2.2.5 Land teleport point setting
- 1.2.2.6 Land sell
- 1.2.2.7 Land ownership transfer

>>>1.2.2.4 Land security settings

Land security settings are only effective for strangers.

Land security settings

Enable land fire protection

Enable land explosion protection

Prevent withers from entering land

Prevent strangers from right-clicking on blocks

Prevent strangers from breaking blocks

Prevent strangers from right-clicking on entities

Prevent strangers from attacking

- Enable land fire protection (default value: True)
- Enable land explosion protection (default value: True)
- Prevent withers from entering land (default value: True)
- Prevent strangers from right-clicking on blocks (default value: True)
- Prevent strangers from breaking blocks (default value: True)
- Prevent strangers from right-clicking on entities (default value: True)
- Prevent strangers from attacking (default value: True)
- Make land teleport point public (default value: False)

>>>1.2.2.6 Land sell

- The price fluctuation for land sell is enabled in default configurations. Price rate of land sell will fluctuate between 0.0 and 2.0.
- When price fluctuation for land sell is enabled. If the number of days since the player created the target land meets the cooldown time of land sell in configurations (default value: 3 in days)

- When price fluctuation for land sell is disabled…

1.3 Query the land under feet

This is a quite simple function, players can query the land under their feet.

1.4 Server public lands

If a player makes his/her land teleport point public, all other players can teleport to this land.

1.5 Manage all lands

- Operators can manage all lands of the server.
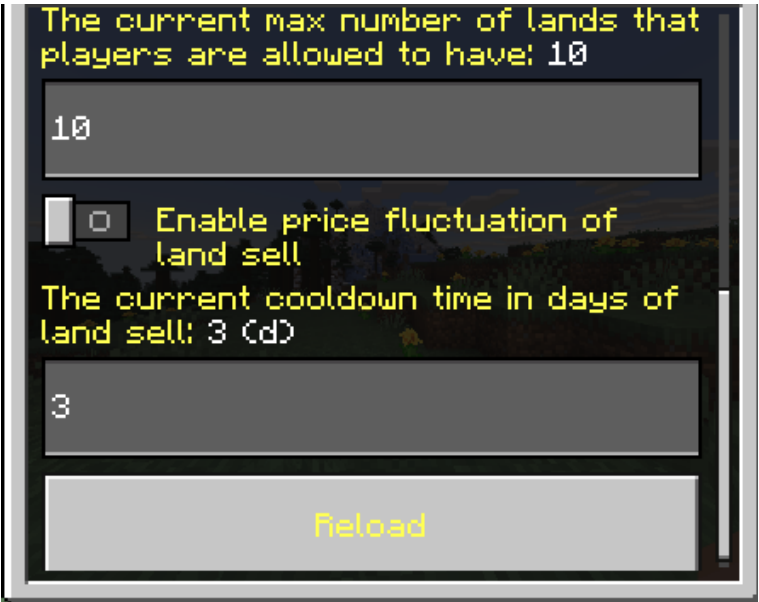 - Land teleport
  - Land delete

1.6 Reload configurations

■ Operators can edit/update relevant configurations in game directly.

- ● 1.6.1 Reload global configurations
- ● 1.6.2 Reload land data

>1.6.1 Reload global configurations

- ● Land price (default value: 10 in square)
- ● Valid time of land create task (default value: 30 in seconds)
- ● Max area that a single land is permitted (default value: 40000)
- ● Max number of lands that players are allowed to have (default value:10)
- ● Enable price fluctuation of land sell (default value: True)
- ● Cooldown time of land sell (default value: 3 in days)

>1.6.1 Reload land data

Server owner can edit lang.json and reload it in game directly.