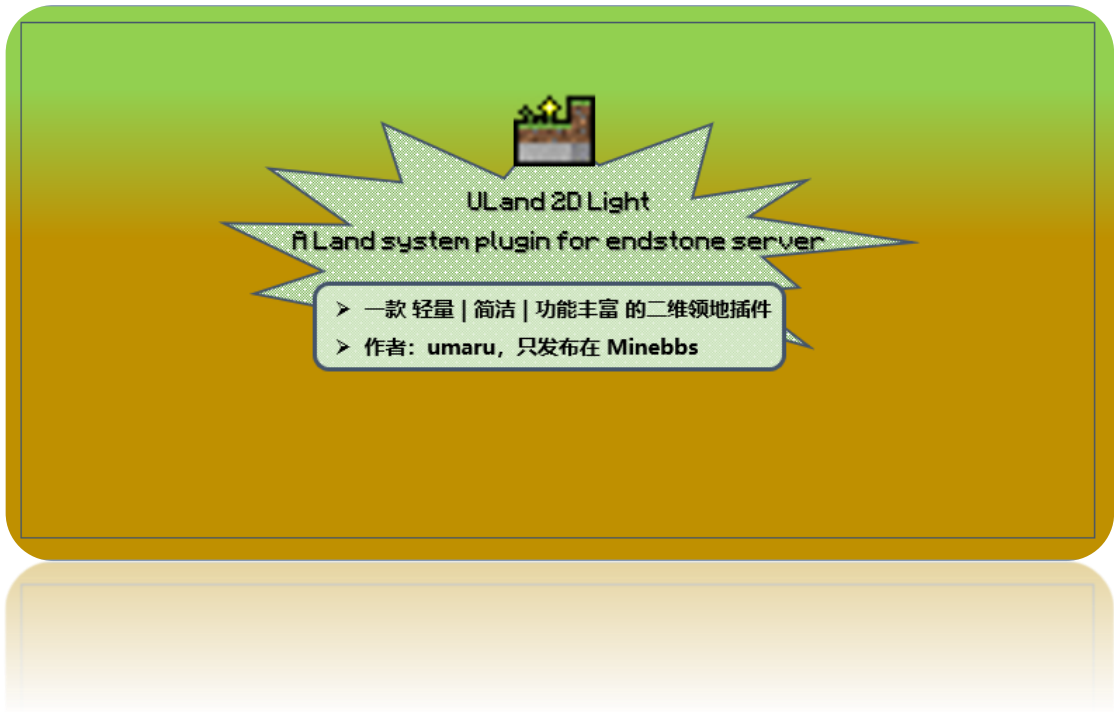# ULand 2D Light

A land system plug-in with rich and interesting features

Operation Document

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ULand – main form

Enter the command /us to call out the main form of ULand

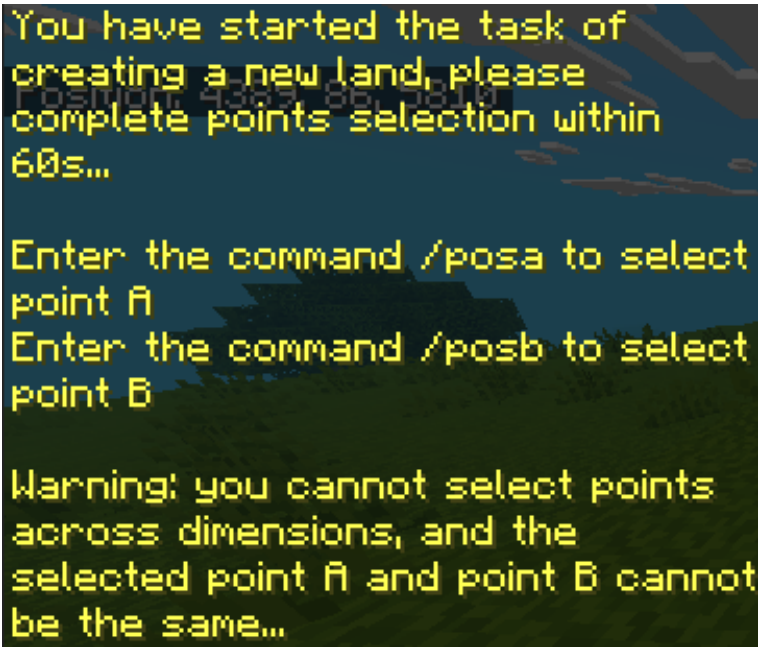

- 1.1 Create a new land
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- 1.4 Manage land(s) (Operators)
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Contents

>1.1 Create a new land

Let's begin with creating a new land! Just click the 'Create a new land' button to start a task of creating a new land.
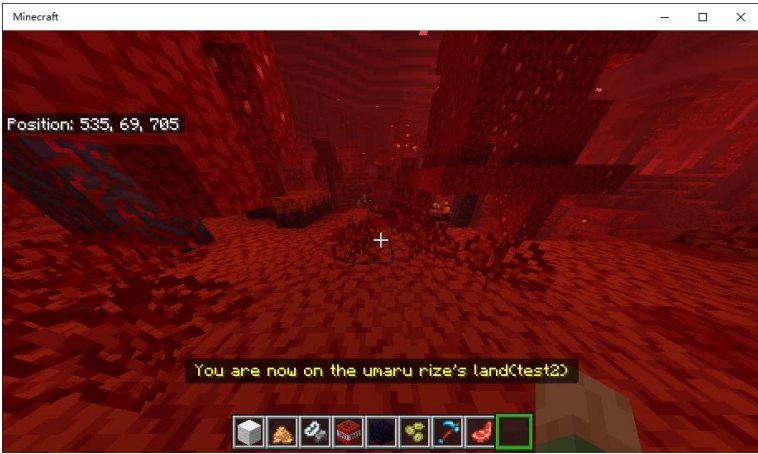
You need to follow the prompts and complete the selection of point A and point B within the time limit of creating a new land which set by the server (default value: 60s).

Attention, ULand will prevent you from creating a new land and send relevant prompts in the following cases:

- The number of lands that you have already created achieves the max number of lands can per player has (default value: 5).
- The new land you tend to create overlaps with an existing land.
- The area of new land is less than 4 (fixed by ULand) or larger than the max area of per land limited by your server (default value: 10000).
- Your money is not enough to afford the new land you tend to create (default value: 10 for per square block).

After the selection of points, you just need to input the name of new land to complete the creation of new land. The default land teleport point will be set as same as selected point A.

Additionally, ULand will send relevant tip to you when you enter a land!

>1.2 My land(s)

This form will show all lands owned by you. Additionally, if you are a member of other players' lands, those lands will be also shown here. You can select any land you to perform further operations.

Note that the 'Land settings' button will only be displayed when you are the owner of this land.

- 1.2.1 Teleport to this land
- 1.2.2 Land settings

>>1.2.1 Teleport to this land

This is a quite simple function. Note that it supports cross-dimension use.

>>1.2.2 Land settings

- 1.2.2.1 Add/Remove a member
- 1.2.2.2 Rename this land
- 1.2.2.3 Update teleport point
- 1.2.2.4 Land security settings
- 1.2.2.5 Sell this land
- 1.2.2.6 Transfer ownership

>>>1.2.2.1 Add/Remove a member

It's easy to use, right? When adding or removing a member, ULand will send you a correct player list. This lets you quickly select the player you tend to add or remove, instead of typing the name of target player. Note that the provided player list will auto sort by the first letter (A-Z) of players' names.

>>>1.2.2.2 Rename this land

Wow, it's also a simple function.

>>>1.2.2.3 Update teleport point

ULand set default teleport point as same as selected point A when you complete the creation of each land. However, you can use this function to update teleport point as coordinates under your feet.

>>>1.2.2.4 Land security settings

ULand provides a series of features to ensure your land as secure as possible. Furthermore, with the ongoing improvement of Endstone's API, ULand will consistently enhance land protection mechanisms. Additionally, these features only have impact on strangers instead of members.

>>>1.2.2.5 Sell this land

If you don't need one land any more, you can sell it at any time (default value: 5 for per square block).

>>>1.2.2.6 Transfer ownership

Despite of selling land, you can also transfer land's ownership to other players.
Once the ownership of land has been transferred, all land security settings will
be reset to default value. Of course, ULand will also provide correct player list
to you during the processing.

>1.3 Public land(s)

If you make your land public in land security settings, your land will be displayed in this form. That means every player can teleport and visit your land.

>1.4 Manage land(s)

If you are an operator, you can manage all lands at any time. You can teleport to selected land or just delete it.

>1.5 Reload configurations

ULand allows operators to edit or update global configurations without shutting down the server. It's one hundred percent hot reload support.