

GetOffMyLawn Claim Mod - User Wiki & Testing Guide

Mod Overview

GetOffMyLawn is a land claiming mod for Minecraft 1.21.5 that allows players to claim chunks and manage permissions. Protect your builds, manage access, and organize your territory with an intuitive command and GUI system.

Version: 1.0.0 (Development Build)

Minecraft: 1.21.5

NeoForge: 21.5.81+

Installation

1. **Download and install NeoForge 21.5.81+** for Minecraft 1.21.5
 2. **Place the mod jar** in your `mods` folder
 3. **Launch Minecraft** with the NeoForge profile
 4. **Verify installation** by checking for "GetOffMyLawn" in the mod list
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Server Configuration

Game Rules

The mod adds two important game rules that server admins can configure:

```
/gamerule maxClaimCount <number>    # Default: 5 claims per player  
/gamerule claimPermission <true/false> # Default: true (all players can claim)
```

Examples:

```
/gamerule maxClaimCount 10           # Allow 10 claims per player  
/gamerule claimPermission false      # Only OPs can create claims
```

How to Use - Commands

Basic Claiming

```
/claim          # Claim the chunk you're standing in  
/claim info     # Show information about the current chunk
```

Management Commands (Currently show "Coming Soon")

/claim delete # Delete your claim
/claim transfer <player> # Transfer ownership to another player
/claim rename <name> # Rename your claim (max 30 characters)
/claim setcategory <cat> # Set claim category (max 20 characters)
/claim reset # Reset claim to default settings

Admin Commands (Currently show "Coming Soon")

/claim admin add <player> # Add admin to your claim
/claim admin remove <player> # Remove admin from your claim
/claim admin list # List all admins for this claim

Access Control (Currently show "Coming Soon")

/claim type public # Make claim accessible to everyone
/claim type private # Make claim private (default)

GUI Access

/claimgui # Get the Claim Manager item



How to Use - GUI System

The mod features a comprehensive GUI system with **three ways to access:**

Method 1: Craft the Claim Manager

Recipe:

S G S S = Stone
G C G G = Glass
S G S C = Compass

Right-click the Claim Manager item to open the GUI anywhere.

Method 2: Command

Use /claimgui to receive a Claim Manager item in your inventory.

Method 3: Direct Access

Right-click any claim block (bedrock blocks placed by the mod) to open the GUI directly.

GUI Features

Unclaimed Chunks:

- Shows "Chunk Unclaimed" status
- **Claim Chunk** button to claim the current chunk
- Your current claim count vs maximum allowed

Claimed Chunks:

- Shows "Chunk Claimed" with owner information
- **Info** button to display detailed claim information
- Real-time ownership detection

Owner-Only Features:

- Editable claim name field (saves automatically)
 - Editable category field (saves automatically)
 - **Delete** button to remove the claim
 - **Make Public/Private** toggle (coming soon)
 - **Admins** button for admin management (coming soon)
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Testing Guide

Test 1: Basic Claiming

1. **Stand in an empty chunk**
2. **Run** `/claim` - You should see "%aChunk successfully claimed!"
3. **Look around** - A bedrock block should appear somewhere at Y=-63
4. **Run** `/claim info` - Should show your claim details
5. **Check claim count** - Your claims: 1/5 (or your server's limit)

Test 2: Claim Limits

1. **Claim chunks until you reach the limit** (default 5)
2. **Try to claim another chunk** - Should show "%cYou have reached the maximum number of claimable chunks"
3. **Test as non-OP** (if claimPermission is false) - Should show permission denied message

Test 3: GUI System

1. **Craft the Claim Manager** using the recipe above
2. **Right-click the item** - GUI should open showing current chunk status

3. **Try claiming from GUI** - Click "Claim Chunk" button in unclaimed area
4. **Test claim block interaction** - Right-click any bedrock claim block
5. **Test command access** - Use `/claimgui` to get the item

Test 4: Claim Information

1. **In a claimed chunk, run** `/claim info`
2. **Verify the information shows:**
 - Chunk name (default: "YourName's claim")
 - Owner name
 - Category (default: "None")
 - Claim date
3. **Open GUI in claimed chunk** - Should show same information

Test 5: Creative Tab

1. **Open Creative Mode**
2. **Find "Get Off My Lawn" tab**
3. **Should contain:**
 - Claim Block (bedrock claim block)
 - Claim Manager (compass-textured item)



Test 6: Permission System

1. **As server OP, try** `/gamerule claimPermission false`
2. **Switch to non-OP player** - claiming should be denied
3. **Switch back to OP** - claiming should work
4. **Test claim limits** with different maxClaimCount values







Current Feature Status

✅ Fully Working Features





- ✅ Chunk claiming with `/claim`
- ✅ Claim information display with `/claim info`
- ✅ Complete GUI system (craft, command, direct access)
- ✅ Player claim count tracking
- ✅ Game rule integration (limits and permissions)
- ✅ Claim data persistence (survives server restart)

-  Real-time GUI updates
-  Creative tab with mod items

Partially Working (Commands Registered)

-  Admin management - Commands exist but show "coming soon"
-  Claim deletion - GUI button exists but shows placeholder
-  Public/private system - GUI buttons exist but show placeholder
-  Claim renaming - GUI input exists but not functional
-  Category system - GUI input exists but not functional
-  Claim transfer - Command exists but shows placeholder

Not Yet Implemented

-  **Block protection** - Claims don't prevent building yet
 -  **Interaction protection** - Claims don't prevent chest access, etc.
 -  **Claim name display** - No titles when entering/leaving claims
 -  **Admin system functionality** - No actual admin permissions
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Important Limitations (Current Build)

No Protection Yet!

Currently, claims are decorative only. Players can still:

- Break blocks in your claimed chunks
- Place blocks in your claimed chunks
- Access chests and other containers
- Use items like bonemeal

This is the next major feature being implemented.

Feature Stubs

Many commands and GUI buttons exist but show "coming soon" messages. These are prepared for future implementation.

Troubleshooting

"Command not found" errors

- Ensure the mod is properly installed and loaded

- Check mod list in main menu

"Permission denied" when claiming

- Check if `claimPermission` game rule is set to `false`
- Verify you haven't reached your claim limit
- Ensure you're in survival/creative mode (not spectator)

GUI not opening

- Make sure you're right-clicking, not left-clicking
- Try crafting a new Claim Manager item
- Verify the mod is installed on both client and server

Claim block not appearing

- Check Y=-63 coordinates in your chunk
- Ensure you have permission to claim
- Verify you haven't reached claim limit

Claims disappearing after restart

- This should not happen - claims are saved to world data
- Report as bug if persistent



Performance Notes

- **Chunk claiming:** Minimal performance impact
- **GUI system:** Lightweight, only loads when opened
- **Data storage:** Uses efficient NBT storage in block entities
- **Memory usage:** Minimal - only tracks active players



Upcoming Features

Next Update (Protection Systems)

- Block break/place protection in claimed chunks
- Interaction protection (chests, doors, buttons)
- Bonemeal and other item use protection
- Proper admin permission checking

Future Updates

- Full admin management system
 - Claim transfer and deletion
 - Public/private claim access
 - Visual claim borders
 - Claim name display when entering chunks
 - Teleportation to claims
 - Claims list GUI
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Support & Feedback

For Server Admins

- Configure game rules as needed for your server
- Monitor claim limits to prevent excessive claiming
- Remember that protection is not yet implemented

For Players

- Use the GUI for the best experience
- Experiment with claim management features
- Provide feedback on the interface and commands

Bug Reports

When reporting issues, include:

- Minecraft version
 - NeoForge version
 - Mod version
 - Steps to reproduce
 - Server or singleplayer
 - Console errors (if any)
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Tips & Best Practices

For New Users

1. **Start with** `/claimgui` to get the GUI item
2. **Use the GUI** instead of commands when possible
3. **Check your claim limit** before claiming multiple chunks

4. **Remember coordinates** of your claims (GUI shows chunk info)

For Server Admins

1. **Set appropriate claim limits** based on server size
2. **Consider disabling claiming for new players** initially
3. **Test thoroughly** before allowing widespread use
4. **Plan for protection implementation** in next update

For Testing

1. **Test both commands and GUI** to ensure compatibility
2. **Try edge cases** like claim limits and permissions
3. **Test with multiple players** to verify ownership
4. **Check persistence** by restarting and verifying claims remain

Remember: This is a development build focused on the claiming foundation and GUI system. Protection features are coming in the next update!