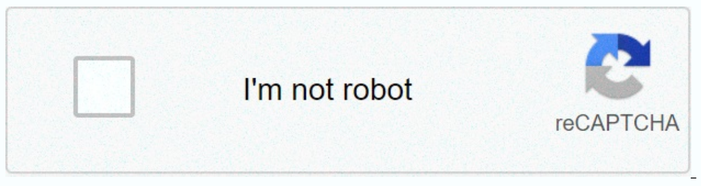

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How to use worldguard 1.15.2

Last modified October 26, 2020 in plug-in by ApexHosting while hosting a Minecraft server, one of the most important features is the world's protection. Nothing worse to build up hours of work just for someone and destroy it. There are plugins that can defend against it and protect your build. One of the best plug-ins for this task is WorldGuard. This plug has been around these years and is constantly developing to ensure that it lasts to date with Minecraft. Protection doesn't have all of this plug-in, you can use some variables to set the pVP or player damage as true or incorrect. These plug-ins are everything you need to protect the world and it is easy enough to install and use. We're running about installing this plugin and how you can use it on your server. To work on your server, you must install WorldData on your server because WorldGuard depends on working on it. To install WorldGuard via FTP, go to the official WorldGuard page on The Bucket and click the File tab. Find the update that corresponds to your server version and press the download icon. Head of the game panel and click access to the FTP file on the left side of the panel. Once you log in to access the FTP file, you'll see a list of your files. Open the Plugin Folder and click Upload to the top left of the page. Drag your plugin to the right of the page and wait for it to reach 100%. Return to the game panel and restart your server. Plug-ins should be installed now. You can check it by typing pl in the console. How to use WorldGuard to create an area and flag it with WorldGuard, you have to use first to command the /wand. Once you have done this you will have to select two different points that will be on opposite corners of your area. Once you have done this you can type //vertically which will increase the region from base to sky. Then you type /rg defined (name) it will create a region by any name you have selected. From there you can flag it with a large variety of different flags. For example, you can type/rg flag (name) crowd-sponding inc. Such a command would disable crowd-sponging in this particular area. All flags/rg flags can be found in the game by typing. WorldGuard Command/Region: Base WorldGuard Command allows you to see the region command arguments/region descriptions: Explains an area as you have selected the area you have named: you can find the area Provides information that you have selected/Region List: Remove an area/region description: Your current worlddata changes the interesting area with the selection/region flag: What is used to create zones in your worldguard of the selected area It is only allowed from the mods or building in certain players. Set additional game rules on your server including reduction block damage, fall damage, etc. Set the rules of the game for food regen, health regen, INACTIVE TO CONTROL CROWD DAMAGE IN THE SPECIFIC AREAS. Blacklist some items and blocks so they can't be used. Drop useful data and information about your server (/wg report-p) CPU profile (/wg profile-p) add an instantuseful command to improve your server performance all fire spreading command. Protects against many types of grief (Forsapreid, Tree growth, TNA canon, piston machines, crop-palm, paintings and item frames, etc.), and some interactions may also be allowed (open the door, use lever, etc.) as a result is used with woroldata in the world-gourd tandem so that your server It can also be used to establish laws for specific areas or to trigger or allow PVP or any environmentally-leaf-defect. WorldGuard and WorldData are two of the old plugins and when working together you need to provide your server correctly. To work correctly for WorldGuard, it is important that you make sure to use the correct version of the plugin and you have the worlddata install depending on it. Walt World Modified Ssantalson Coreprotect Kestshop Useful Links //worldguard.enginehub.org/en/ Many of the latest/regions/commands/worldguard features are present as setting options (stopping the opening, scuba mode with the dog, etc.). Each order available is listed on this page. Once you run your server with worldguard instal, you'll find the key configuration file within the plugin/worldguard folder: then for every world, you'll find the world's configuration files. : World/World/config/yml Worlds/world_nether mining_world/config.yml If you open the world order files, you will copy it to the world order file. Example: Making the option to configure every world in the main configuration file, you can really set block-light-block damage: Crowd: Block-Light-Blast: False Block-Lot-Block Damage: True Block-Blast--False-But You're Not Able to Get A Block-Block-Block-

message set, the default one is used. The default explanation setting-up-the-disappearance-as-false-because the bucket didn't always tell the plug-in that an organization had made it possible to pass safety bye to a player spon (such as with the sponge egg). This option blocks cases where the real cause cannot be determined. It is recommended that this option be abandoned because the number of cases is too large. The chat-white list [] is a list of block types that should not be saved. For example, if the chast was added to this list, they would never be safe with the protection of the region. This setting is basically useful when non-vanilla functionality exists (the game features are included by other plug-ins or mods) and you don't want to block it. Give-block-in[]a list of items that, if used, will also require that the player theoretically be allowed to modify the block on his or her feet. This setting is basically useful when some plug-ins or mods use some item that uses a grain (which affects the world) but does not test permission with the world's gourd. However, this is not a proper solution because the player can still stand in an area where he or she is allowed and Area. Ignore-hopper-item-transfer-in-the-moment-inactive protection related to false hoppers-related items and containers. If your server has too much hopers then it can be set to improve performance a bit, but be warned that it will allow The Hopetopull items to pull from the interiorareas in areas if they remain close to the border. Brake-Hoppers-refused if a hopper tries to pull an item and is denied (as long as the previous config configuration is wrong), The World Guard will break the hopper block to prevent the attempt to continuously pull the items. Example: The conversation option can be used to disable security on the work bench: Conversation-Whitelist: [WorkBench] Default explanation item-stabilization is wrong to set the actual items that never broke. Remove the unlimited pot false 'infinite' items with the size of the stock, which is basically less than any stock size 0 (which is the result of a number which is the maximum and its negative-reping). Disable-xp--- -FALSE-FALSE-TO DISABLE THE AFTER XP DROP. The default description cannot be used to list the block-posts [] of the types of the open. Possible list of the types can be found in the book. Block-plants-more reliable is wrong whether the WorldGuard should try to stop the list of plants mentioned in block plants. It is not normally needed and can block more than you want in it to turn on. Example: Night-vision and speed plants are used to prevent use of names found in the bauxite: block-plants: [night_vision s, speed] the default explanation that makes the configuration wrong is to visualize sponge blocks the way they worked in minecraft classics. Between the introduction of Survival Minecraft and Minecraft 1.8 (many years), sponge did not work, but this configuration is now inthe no use and its use is recommended so far. The response of the action of the 3 sponge. Redstone can control false redstone artificial sponge blocks. The default explanation is the order of the scuba is incorrect even if players with the scuba (but Jack A' Lalten) will have to breathe water into their helmet slot. Recover inactive-health whether automatic health restoration should be disabled. The default explanation setting-physics-the-disease should not be wrong whether the germs do not fall. No physics-sand is wrong even if the sand should not fall. The vine-like rope-ladder is wrong that the stairs will work like the branches that they won't break as long as the top most staircase block is in a perfect location (it's on a wall). Permission-portal-is wrong to see whether portal blocks can be placed in wrong places. A list of block types that will not be broken by the inactive-water-damage-blocks []. Example: Water materials are from the list of preventing the blockofet by name of redstone and redstone tors: Physics: Inactive-Water Damage-Blocks: [redstone_wire, redstone_torch] The default description is whether the block-TN is wrong to block the window. Block-TN-Block-Damage-TN should not damage, no block should be damaged. Block light should be disabled regardless of the use of flint and steel. The default explanation setting is to disable----------the-point that they are able to create fire. The inactive fire spread is wrong that the fire can spread. Inactive-fire-block [] block is a list of types that cannot spread fire, or at least damage. If the set (as a list of block types), only the blocks on which the lava can flow on (except the wind) will be the ones on this list. The default description of the block-light-blast is incorrect whether the effects of the light blast should be disabled. Block-late block-damage is incorrect even if the block damage caused by the lathe blasts should be disabled. The blast between blocks is wrong, even if it disables the impact of the blast. Block-taking block-damage is incorrect even if the blast-preventing damage should be disabled. ----------. Block--------.----. block-enderdragon block-damage should be disabled because of whether the block damage is wrong. The block-and-dragon-portal-creation is wrong whether the ability to create a portal should be inefficient. Block-fire ball-blast ingist that the effects of fireball blasts should be disabled. Block-fire ball block-damage should be disabled due to the damage that blocks from the fire. Antiwolf-gong FALSE should be part of many conditions, including, but not limited to, extra walking and trapping. When wolves were first introduced in the game, Minecraft had found a very poor way and thus wolves would often have to walk in extra or fire. However, the Wizard Of AI in Minecraft still has a lot to do to improve, this setting may still prove useful. Allowed-pet-doves must be really suppanyable even if the sheep (sheep, horses, cats, etc.). Disable-enderman is a mistake even if you should be able to pick up Enderman's ability to cook and disable the blocks of space. Inactive-snowy trails should disable ice trails to keep false snowmen. Block-painting should be inactive whether the crowd's ability to break the paintings should be disabled. Block-item frame-FALSE must destroy whether the item disables the ability of the crowd. Block-plug-in-sponding should be blocked whether to implement some of these configuration options or to protect the world's regions made by plug-ins. Block-up Land Salamas is wrong whether the top of the earth should be deactivated to The Salamas Spondong. Block Other-Blast False Even Different Explosions Disable . Block-zombie-door-destruction should disable FALSE if the ability to break zombies. Block Animal-Spon []a list of the organization types that should not be their spon. Disabling the default explanation-if the damage is wrong that should disable the fall loss for the players. Inactive-additional damage is wrong that should disable additional damage for players. Inactive-fire damage is wrong that players should disable fire damage. Inactive-power loss is wrong that players should disable power loss. Inactive-dub damage is wrong that players should disable the sinking damage. Whether the inactive-knee-damage damage should be disabled for the wrong knee players. To make the inactive contact loss wrong, whether contact damage (cacti, etc.) should be inactive for players. Teleport-ditton is a safe place to players (if found, and which is usually above) should be teleported when they are down. This feature allows players to possibly cross vertical barriers. Do not disable the wrong damage (falling down the bottom of the world) should be inactive for players. Teleport-on-wrong fall lies if players should be teleported to a safe place (if found) when they are falling into zero. This feature potentially allows players to enter areas that are not normally accessible. Reset-gr-teleport fall on false teleporting. It is likely that the player will die from the fall damage (although their items will not be in zero, at least). The inactive-blast damage is wrong that players should disable the damage of the blast. Whether the inactive-mob-damage should be inactive for players of wrong crowd damage. Inactive-death messages are incorrect even if death messages for players should be disabled. Default defined setting inactive-inactive the field's palm by the inactive-the-false creatures. Inactive-player-inactive field-based by false players. The same options as part of crops, but for some eggs. Setting of the default description-is a list of types of blocks where the power-strike-block [block] should not be able to prevent electricity. Whether the fire should be stopped due to the inactive-power strike-fire failure. Inactive-storm FALSE should never start multiple storms. Inactive-weather FALSE should not start even weather events (including multiple storms). Inactive-sor-zomba-faction is wrong whether the zombie-falcon should be disabled by the pig when it is hit by lightning. The passive powerful-inspers is wrong whether the ionspers are likely to be struck by lightning when power should be inactivated. It should always be raining or raining. Always thundering whether he should always be thundering. Default defined setting inactive-mushroom-split If the spread of mushrooms should be disabled. Inactive-ice melting is wrong whether the melting of ice should be disabled. Inactive-ice melting is wrong whether the melting of ice should be disabled. Inactive-ice configuration is incorrect even if the formation of ice should be inactive. The inactive-ice configuration is incorrect even if the ice formation should be inactive. Disabled leaf-fault is wrong whether the leaf degradation should be inactive. Inactive grass-grass-grass should disable grass growth even if it is wrong. Inactive-myclyas um-extension is incorrect whether the spread of myclys um should be disabled. Inactive-vine-de-de-de