


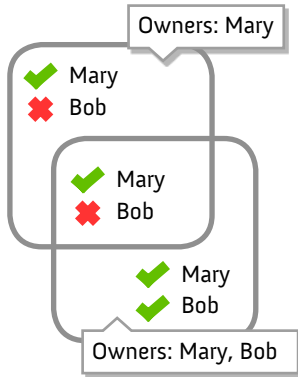
WorldGuard 5.2 Reference

Revision #2 (26 June, 2011) 
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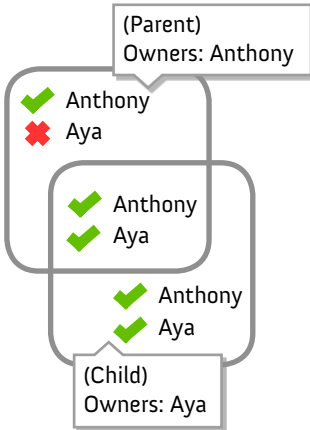
How to understand overlapping regions:

- Child regions inherit parent regions
- Higher priority regions override lower priority regions

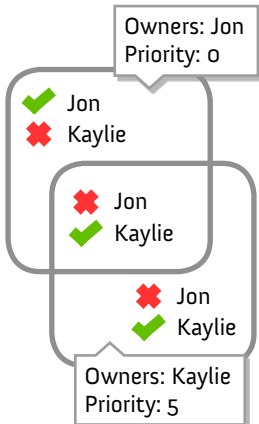
Simple Regions



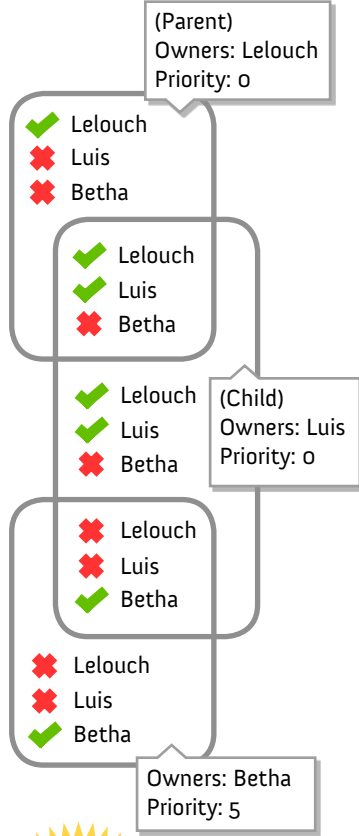
Regions with Parent/Child



Regions with Priorities

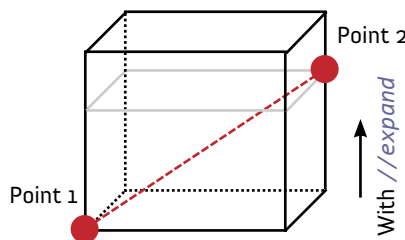


With Parent/Child and Priorities



Protection Tutorial (for Cuboids)

1. Get your wand in WorldEdit with the `//wand` command.
2. Left click the first point of the cuboid.
3. Right click to select the diagonal second point of the cuboid.
4. To cover the entire area, from bedrock to sky, use `//expand vert`
5. Use `/region define nameofregion Aya Betha` to define a region named `nameofregion` with owners Aya and Betha.
6. The region can now only be modified by Aya and Betha.



Region Commands

- `/region define <id> [<owner1> [<owner2> [<owners...>]]]`
- `/region redefine <id>`
- `/region claim <id> [<owner1> [<owner2> [<owners...>]]]`
- `/region select <id>`
- `/region info [<world>] <id>`
- `/region list [<player>] [<page> [<world>]]]`
- `/region flag <id> <flag> [<value>]`
- `/region flag <id> <flag>` (to clear)
- `/region setpriority <id> <priority>`
- `/region setparent <id> <parent>`
- `/region setparent <id>` (to clear)
- `/region remove <id>`
- `/region load [<world>]`
- `/region save [<world>]`
- `/region addowner <id> <owner1> [<owner2> [<owners...>]]]`
- `/region remowner <id> <owner1> [<owner2> [<owners...>]]]`
- `/region addmember <id> <member1> [<member2> [<members...>]]]`
- `/region remmember <id> <member1> [<member2> [<members...>]]]`

Other Commands

- `/god [<player>]`
- `/ungod [<player>]`
- `/heal [<player>]`
- `/slay [<player>]`
- `/locate [<player>]`
- `/stack`


Emergency Commands

- `/stopfire`
- `/allowfire`
- `/stoplag`
- `/stoplag -c` (to disable)

Shape	How to Select
Cuboid	Switch to: <code>//sel cuboid</code> Left click selects point 1, Right click selects point 2.
2Dx1D Polygon	Switch to: <code>//sel poly</code> Left click selects point 1, Right click adds another point to the polygon. Polygons are 2D but with minimum Y and maximum Y. Max 20 points.

- Global region: `__global__`
- Region info. tool: Spider string (#287)

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Flag	Description	Type	Default
passthrough	'Allow' causes the region to be used simply to set other flags (PvP, etc.) without affecting whether a player can build in the region	State	Deny
build	Skip membership checks and change whether anyone can build (allow) or not (deny)	State	Allow
pvp	Allow for player vs. player combat	State	Allow
mob-damage	Allow to allow mob damage, deny to deny	State	Allow
mob-spawning	Allow mobs to be spawned	State	Allow
creeper-explosion	Allow creepers to explode	State	Allow
ghast-fireball	Allow ghost fireballs to destroy things	State	Allow
sleep	Allow sleeping in beds	State	Allow
tnt	Allow ignition or explosion of TNT in the region (even if ignited just outside)	State	Allow
lighter	Allow lighter usage	State	Allow
fire-spread†	Allow fire spread	State	Allow
lava-fire†	Allow lava to cause fires	State	Allow
lightning	Allow lightning to strike	State	Allow
chest-access	Allow chests to be accessed by non-members	State	Deny
water-flow†	Allow water to flow	State	Allow
lava-flow†	Allow lava to flow	State	Allow
use	Allow non-members to use buttons, etc.	State	Allow
vehicle-place	Allow non-members to place vehicles	State	Deny
snow-fall	Allow snow to fall	State	Allow
leaf-decay	Allow leaves to decay	State	Allow
greeting	Message to display to a user on enter	String	(Unset)
farewell	Message to display to a user on leave	String	(Unset)
notify-enter	Notify administrators (with perm. worldguard.notify) when a user enters the region	Boolean	False
notify-leave	Notify administrators (with perm. worldguard.notify) when a user leaves the region	Boolean	False
deny-spawn	List of mobs to not allow spawning of	Set	(Unset)
heal-delay	Number of seconds to wait between auto-healing attempts (0 or less for instantly)	Integer	0
heal-amount	Amount to heal each heal attempt (negative amounts will do damage)	Integer	0
5.2 allowed-cmds	List of allowed commands (whitelist)	Set	(Unset)
5.2 blocked-cmds	List of denied commands (blacklist)	Set	(Unset)
spawn	Location to respawn players when a player dies within the region	Location	(Unset)
spawn-group	Determines who will the 'spawn' flag will affect. If unset, everyone will be affected.	Group	Members
5.2 entry	Allow physical entry into the region	State	Allow
5.2 entry-group	Group for the entry flag to affect	Group	Non-mem.
5.2 exit	Allow physical exit of the region	State	Allow
5.2 exit-group	Group for the exit flag to affect	Group	Non-mem.

†Requires "high-freq-flags" to be enabled

Type	Description
State	Can be "none", "allow", or "deny", with deny having more precedence over allow (in two overlapping regions, if one has "deny", then it will override the other region's value "allow" or "none"). Using "none" means to use the default.
String	Just simply any text.
Boolean	Simple true or false.
Integer	A number without decimal places.
Location	A location in the current world. When setting, the location will be set to where you are standing. <code>/region flag <id> <flag> #me</code>
Set	A list of strings separated by commas. No duplicates.
Group	Identifies either "owners", "members", "nonowners", "nonmembers", or "everyone". Example: <code>/region flag <id> <flag> members</code>

Task	Description
Can only build inside defined regions	<ul style="list-style-type: none"> <code>/region flag __global__ deny deny</code>
Hospital healing region	<ul style="list-style-type: none"> <code>/region flag hospital hospital heal-delay 1</code> <code>/region flag hospital hospital heal-amount 1</code>
Greeting message for a region	<ul style="list-style-type: none"> <code>/region flag spawn greeting Welcome to my help area</code>
Protect buttons and doors in an area	<ul style="list-style-type: none"> <code>/region flag buttongallery use deny</code>
Disable region chest protection	<ul style="list-style-type: none"> <code>/region flag __global__ chest-access allow</code>

Greeting/Farewell Macros

- Message macros: %name% %health% %world% %online%
- Message colors: &#x &R &y &Y &g &G &c &C &b &B &p &P &o &1 &2 &w