

BLOCKLANDIA

The following is a list of helpful commands for use on the Blocklandia server. It helps to be familiar with them so that you can use them as needed.

WORLDS: Creative

Everyone has access to our *Creative World*, however there are special rules for the world. Make certain to read all of the signs inside the balloon when you enter the world as they may be more up-to-date than what is included in this document. To go back and revisit these special rules while in *Creative* use `/mw creativerules`

Players can fly in *Creative* and have access to their creative inventory. The server rules still apply in this world. This means that you are not allowed to use TNT or spawn eggs, even though they appear in your creative inventory. If you try to use them, they won't work and all of the staff members will be notified of your attempt. You ARE allowed to use fire in this world so that you can light fireplaces in the buildings that you make. Do not abuse this ability.

Rules specific to Creative include:

1. No redstone contraptions without an off-switch. Any redstone items left on will be removed from the game and you may lose access to Creative World.
2. No spawning snow golems or iron golems. Just avoid the temptation. No one needs an army of golems. I promise.
3. No setting up contraptions with the express purpose of using a banned item (e.g., no dispensers filled with spawn eggs). If you are found doing this, you will lose access to the Creative World.
4. No judging or being mean about something someone else built. We all have different things we're good at.
5. Only 1 beacon per person.
6. Protect your area in Creative with a diamond ore.
7. No running/pouring water on/off builds.
8. These rules may be added to or changed at any time.

Protecting Your Area in Creative

Grab a Diamond Ore from your creative inventory and place it on the ground. TADA! You have now protected an area that is 41x41 blocks.

/ps reclaim

To unprotect the area simply break the diamond ore block or type `/ps reclaim`.

/ps toggle

This turns off the protection plugin so you can place diamond ore without it protecting an area. Helpful if you want to use the ore in one of your building designs.

/ps hide

This hides the diamond ore you placed to protect your area. You can build on top of where it was and no one will see it.

/ps unhide

This unhides the diamond ore you placed to protect your area. If you placed something on top of it, the placed block will disappear when you unhide the ore.

/ps add name

This lets you add players to your region so you can build together.

/ps remove name

This removes the ability of the person to build in your protected area. It doesn't make them physically leave.

/ps view

This will place glowstone at the 4 corners of your area. based on where you are standing (or flying) when you type the command. It will place them INSIDE other blocks if they get in the way. The glowstone disappears after 60 seconds.

/ps info

This provides you with basic info about your region including the region name, priority, flags that are set, who owns the region, members who are added to the region, and the coordinates for the corners of the region.

Adding Special Modifications to Your Protected Area

The plugin we use to protect areas in Creative also allows you to make special changes to it using "flags." You do not have to use these flags, just placing a diamond ore will keep your area safe from others. All flags use the same basic format: `/ps flag flagname argument`. If you set a flag and want to remove it just type the flag command again with no argument `/ps flag flagname`. This will delete the flag.

/ps flag greeting message

This creates a message that is shown each time a player enters your area. There is a default greeting for all areas in Creative. It displays a message that states "*entering yourname's parcel of land*" (e.g., *entering aguane's parcel of land*). You can leave it, or change it using the above command.

/ps flag farewell message

This creates a message that is shown each time a player leaves your area. The default farewell states "*leaving yourname's parcel of land*" (e.g., *leaving aguane's parcel of land*). You can leave it or change it using the above command.

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The following color codes can be used in the greeting and farewell flags:

&r red

&R dark red

&y yellow

&Y dark yellow/gold

&g green

&G dark green

&c cyan/aqua

&C dark cyan/aqua

&b blue

&B dark blue

&p purple/pink

&P dark purple

&0 black

&1 dark grey

&2 light grey

&w white

You can use `%player%` in the message and the game will replace it with the owner of that region's name.

`/ps flag chest-access allow / deny`

When set to allow anyone can access chests in your area without being members on the region. By default no one can access your chests unless they are a member on the region.

`/ps flag use allow / deny`

When set this allow anyone regardless of membership can use pressure plates, buttons, and levers in your region. The default for use is deny.

`/ps flag grass-growth allow / deny`

When set to deny it prevents dirt from growing into grass.

`/ps flag ice-form allow / deny`

When set to deny it prevents ice from forming in cold biomes

`/ps flag ice-melt allow / deny`

When set to deny it prevents ice from melting in warm biomes

`/ps flag leaf-decay allow / deny`

When set to deny it prevents leaves from decaying when you chop down a tree.

`/ps flag lighter allow / deny`

When set to deny it prevents flint and steel from working to light fires.

`/ps flag pistons allow / deny`

When set to deny it prevents pistons from working

`/ps flag sleep allow / deny`

When set to deny it blocks players from entering beds

`/ps flag snow-melt allow / deny`

When set to deny it prevents snow from melting in cold biomes.

`/ps flag vehicle-destroy allow / deny`

When set to allow it lets anyone regardless of membership break carts and boats

`/ps flag vehicle-place allow / deny`

When set to allow it lets anyone regardless of membership place carts and boats