WorldEdit tasks

Task guides and troubleshooting for WorldEdit. Check the installed release before changing configuration or data.

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Fix a WorldEdit schematic that pastes at the wrong offset

An unexpected offset usually starts with the position where you copied the build. WorldEdit records an origin relative to your player position. Diagnose that reference point on a disposable plot before moving a valuable build or editing the source structure.

Work through the change

1. Write down the intended anchor block and its coordinates. Photograph a distinctive corner so you can compare direction, height and distance after the test paste.
2. Load the schematic into your clipboard without cutting the original build. Check the file name, dimensions and the world where you intend to paste it.
3. On an empty test area, stand at a marked anchor and paste once. Compare the distance from your feet to the same distinctive corner of the pasted structure.
4. If you control the source, copy it again while standing at a deliberate anchor. Save under a new schematic name and repeat the test at another marked location.

Check the result

The second paste should preserve the chosen relationship between the anchor and the build. Inspect its lowest blocks as well as the visible roof. Keep the original schematic until someone else can reproduce the placement from your written coordinates.

For repeated placements, put the anchor coordinates in the schematic’s staff notes and identify which corner was used. A screenshot showing only the front elevation cannot establish the original copy offset, particularly when the build extends below ground or has an asymmetric basement.

Recover or stop safely

Undo the last test paste in the same editing session if history is available. For an interrupted session, restore the test area from its checkpoint. Do not use repeated blind pastes to find an offset in a populated town.

Related guidance and maintainer reference

For the broader setup, read Use WorldEdit selections, limits and undo safely. Check the installed plugin version before applying syntax from the official WorldEdit documentation.

Paste a WorldEdit structure without erasing surrounding blocks with air

A schematic often contains empty space around its walls. A normal paste can place that air over existing terrain. Choose the paste behaviour from the clipboard documentation, then test it beside a few expendable blocks that represent your destination.

Commands beginning with a slash are player chat commands. Use them in game with the required role; check console support before adapting them for the hosting panel.

Work through the change

1. Inspect the schematic bounds and identify whether interior air is essential to rooms, tunnels or redstone. Ignoring all air can preserve unwanted terrain inside the building.
2. Prepare a small test floor with a column outside the structure and another inside it. Copy or load the same clipboard you plan to use in production.
3. Use the documented ignore-air paste option, `//paste -a`, for the trial. Keep your position fixed so a changed anchor cannot disguise the effect of the flag.
4. Compare the test columns and the interior. If you need a hollow interior, clear only a deliberately selected destination area after making a recoverable copy of that area.

Check the result

The outside test column should remain where the clipboard contained air. Solid clipboard blocks can still replace existing blocks, so this option does not protect every part of the destination. Walk through doors and inspect underground spaces before accepting the result.

Keep a separate test for water and other non-air materials. Ignore-air applies to air; it does not turn a paste into a general non-destructive merge. Check a doorway at floor level where retained terrain is easiest to overlook during a roof-level inspection.

Recover or stop safely

Undo the trial and check the undo result before preparing a fresh selection. If the destination contains player containers, stop and make a world checkpoint; a visual copy alone may miss ownership or plugin records.

Related guidance and maintainer reference

For the broader setup, read Use WorldEdit selections, limits and undo safely. Check the installed plugin version before applying syntax from the official WorldEdit documentation.

Rotate a WorldEdit clipboard without changing the source build

Clipboard rotation changes how your next paste faces. It does not turn the original building in place. Treat orientation and paste offset as separate checks, particularly when a schematic includes stairs, signs or an entrance that must meet a road.

Work through the change

1. Mark the front of the source structure with an expendable block. Record your copy position and facing, then copy without cutting or moving the original.
2. Use the rotation syntax from your installed WorldEdit help for a ninety-degree clipboard turn. Avoid repeated turns while you are unsure which clipboard is loaded.
3. Paste into an empty test area from a marked position. Compare the entrance with a north arrow or a known road direction rather than relying on your camera view.
4. Inspect stairs, doors and other directional blocks. If the orientation is wrong, undo that paste, reload the original clipboard and apply one corrected rotation before repeating.

Check the result

The source should remain untouched while the test entrance points in the intended direction. Check the full width and depth after rotation: a rectangular build needs a different destination footprint when turned. Confirm there is room for its hidden foundation.

Check directional blocks individually after rotation. A staircase that looks correct from the entrance can still leave a misplaced sign or connection behind it. Keep the test marker outside the final saved structure so a later builder does not mistake it for decoration.

Recover or stop safely

Reload the unchanged schematic to discard uncertain clipboard transformations. Keep a named original and save a separate rotated variant only after the test succeeds. A server restart should not become your method for resetting clipboard state.

Related guidance and maintainer reference

For the broader setup, read Use WorldEdit selections, limits and undo safely. Check the installed plugin version before applying syntax from the official WorldEdit documentation.

Use a WorldEdit mask to replace one block type without touching its neighbours

A broad replace can damage decoration that shares a similar colour or shape. A mask lets you constrain a change to identified source blocks. Start with an exact block type and a small selection rather than combining several filters during the first test.

Work through the change

1. Pick a short wall containing the block you want to replace and at least one neighbouring material you intend to keep. Record the selection corners and current block counts.
2. Read the mask syntax for your WorldEdit release. Use a simple material filter first; block state, negation and combined expressions need their own controlled checks.
3. Apply the replacement once within the small region. Stay in the same world and do not enlarge the selection until you have inspected both sides of the wall.
4. Compare the source count, replacement count and untouched neighbour count. If a session-wide mask was set, clear or record it before issuing an unrelated editing command.

Check the result

Only the selected source material should change. A zero-change report may indicate a mismatched block state or an older global mask, rather than a permission failure. Inspect actual block names instead of guessing from their appearance in a resource pack.

Write the exact source material identifier beside the tested selection. Two blocks that share a texture may have different identities, and one block can have several states. Change only one filter at a time so a zero-result operation has a useful diagnostic meaning.

Recover or stop safely

Undo the most recent edit and confirm the original materials return. Restore the previous mask state if you changed a session-wide setting. For a larger job, keep the small tested command in your change notes rather than expanding it from memory.

Related guidance and maintainer reference

For the broader setup, read Use WorldEdit selections, limits and undo safely. Check the installed plugin version before applying syntax from the official WorldEdit documentation.

Unbind a WorldEdit brush from a tool before normal building

A tool can retain a brush binding after an editing session. The next click may alter blocks instead of performing the tool interaction you expected. Remove the binding while you are away from finished builds, then test both mouse buttons on expendable terrain.

Work through the change

1. Move to a safe work area without clicking the suspect tool at structures or containers. Note the tool item and which click previously triggered the edit.
2. Consult the tools and brushes help for your WorldEdit build. Use its documented unbind or tool-removal action while holding the bound item; do not assume changing slots removes a binding.
3. Test the item against a few expendable blocks. Repeat with the other mouse button and check whether a separate selection or navigation tool still responds.
4. Review other items used during the session. Store bound editing tools separately from normal building equipment and tell shared-account staff which bindings remain active.

Check the result

The former brush should no longer place or reshape blocks. If navigation still occurs, identify that tool binding rather than removing permission protections from the player. A selection wand message can be separate from a brush action on the same material.

Avoid testing an uncertain brush by clicking a chest or a valuable wall. Hold the same item stack you used for editing and check its binding in the safe area first. A newly crafted item may not reproduce the staff member’s original session behaviour.

Recover or stop safely

Undo any accidental edit while the session history remains available. Rebind a required brush only from the recorded settings after finishing normal building. If another plugin uses the same item, test with its own documented controls before declaring a conflict.

Related guidance and maintainer reference

For the broader setup, read Use WorldEdit selections, limits and undo safely. Check the installed plugin version before applying syntax from the official WorldEdit documentation.

Change a bounded WorldEdit biome area and verify the client view

A biome edit changes biome data rather than replacing terrain blocks. A successful command can look unchanged until the client receives updated chunk information. Check a small area with visible grass or water colour before applying a biome change to a whole district.

Work through the change

1. Record the existing biome at several test coordinates and select a compact region. Include its vertical bounds because biome storage and editing behaviour depend on the Minecraft version.
2. Check the biome command syntax in your installed WorldEdit release and choose a valid biome identifier. Avoid using an example from a different server generation without checking completion.
3. Apply the change once on the test area. Move away and return or reconnect so the client requests fresh information, while keeping the server running normally.
4. Compare the biome reading inside and outside the selection. Inspect colour transitions from another client and note any terrain generator or world plugin that can override your expectations.

Check the result

The chosen biome should appear within the edited bounds, while nearby control points retain their earlier value. Grass colour alone is insufficient evidence when resource packs or client settings change the display. Confirm the data as well as the visual result.

A biome trial needs coordinates on both sides of the boundary. If every observation is inside the edited region, you cannot show that neighbouring land was left alone. Keep the original biome names with those coordinates rather than relying solely on colour screenshots.

Recover or stop safely

Use history only if your installed release recorded the biome change, and verify a small reversal before relying on it. Otherwise restore the area from a known checkpoint. Retain the old biome coordinates so you can reverse the trial deliberately.

Related guidance and maintainer reference

For the broader setup, read Use WorldEdit selections, limits and undo safely. Check the installed plugin version before applying syntax from the official WorldEdit documentation.

Remove a small patch of snow with WorldEdit without flattening terrain

Snow layers and full snow blocks can require different filters. A wide air replacement may also remove buildings or ice that you meant to preserve. Identify the actual block types on a test path and keep the selection shallow enough to exclude underground spaces.

Work through the change

1. Inspect several snowy blocks and note whether each is a layer, a full block or decoration from a resource pack. Keep a short untouched path for comparison.
2. Select a narrow section of the path and record its corner coordinates. Check the replacement or utility command in your WorldEdit help before deciding how to target the snow.
3. Run one filtered operation on the trial section. Avoid a broad replace-to-air command covering everything above the terrain, especially beside roofs, fences and plants.
4. Walk the entire test path and inspect its edges. Check that the original surface, slabs, lighting and plants remain in place before extending the same method to another small section.

Check the result

The path should reveal its existing surface with no holes or changed roofline. Snow may return if weather and biome conditions still allow it. Resolve that ongoing world behaviour separately instead of running increasingly large edit commands to hide the symptom.

Inspect roof edges and stair recesses before extending the operation. Thin snow layers can be easy to miss from above, while removing a full snow block may expose an unexpected cavity. Treat cosmetic resource-pack differences as a reason to inspect block data first.

Recover or stop safely

Undo the trial if any protected material changes and review the filter against the actual block data. Keep the original selection coordinates in your notes. For a large seasonal change, make a world backup and plan the weather policy before continuing.

Related guidance and maintainer reference

For the broader setup, read Use WorldEdit selections, limits and undo safely. Check the installed plugin version before applying syntax from the official WorldEdit documentation.

Check WorldEdit chunk selections before editing a region boundary

Chunk-aligned selections help when a job follows region boundaries, but a highlighted corner can include more land than you intended. Confirm the footprint from coordinates before changing blocks near a neighbouring claim or a protected spawn.

Work through the change

1. Write the intended boundary coordinates and identify buildings near each edge. Ask the claim owner to stop concurrent edits while you check the selection.
2. Use the documented chunk selection mode for your installed WorldEdit version. Read the reported minimum, maximum and volume rather than relying only on a client outline.
3. Compare every edge with the intended boundary and walk the corners. Check the vertical extent as well: a chunk footprint can still include basements and structures above you.
4. Run a read-only count or distribution check first. If the footprint is too large, rebuild the selection from deliberate corners rather than compensating with a broad permission bypass.

Check the result

The selected area should cover the target chunk footprint without including the neighbouring control block. If the reported volume surprises you, stop before the first write. A selection message proves only what you selected, not that a protection plugin will allow the edit.

Chunk boundaries are horizontal grid boundaries, not ownership records. Compare the selection with actual claim or region coordinates before editing. If those systems disagree, settle the intended work area with the owner instead of assuming chunk alignment grants permission to change it.

Recover or stop safely

Deselect the uncertain region and choose it again from the recorded coordinates. No world restore is necessary for a selection-only mistake. If you already edited blocks, use the recorded operation history or a checkpoint and check the claim edge after recovery.

Related guidance and maintainer reference

For the broader setup, read Use WorldEdit selections, limits and undo safely. Check the installed plugin version before applying syntax from the official WorldEdit documentation.

Diagnose a schematic that WorldEdit cannot load without replacing the original file

A download ending in .schem is not proof of a valid schematic. A failed load can come from an incomplete transfer, an unsupported format or a newer block data version. Preserve the original download and investigate a copy before trying conversions.

Work through the change

1. Record the complete load error, schematic size and source version. Keep any creator-supplied format notes, and check whether an archive still needs extracting.
2. List the formats supported by the installed WorldEdit build using its documented help. Check filename case and the expected schematics directory without renaming several files at once.
3. Upload a fresh copy with a distinct test name and compare its size with the local file. Load it without pasting, then capture any new error lines from that single attempt.
4. If conversion is necessary, use a compatible isolated server or trusted documented tool. Keep both the untouched original and the converted result, labelled with their source and target versions.

Check the result

A successful load should report a clipboard with plausible dimensions. Paste that clipboard only on a test world and inspect block types, signs and containers. Loading without an error does not prove that a conversion preserved every detail of the original build.

Keep the original schematic filename, size and error message together. A renamed extension does not convert a file’s format. If another release created the schematic, test a compatible loader on a

copy before deciding that the build data itself is damaged beyond recovery.

Recover or stop safely

Remove only the failed test copy from your working list after retaining the error evidence. Restore the original plugin version if a trial update introduces unrelated failures. Do not overwrite a working schematic with a converted file until the paste has passed inspection.

> CloudExa game panel file manager
> The CloudExa file manager can help locate plugin configuration and saved diagnostic files. This is the hosting panel, not the plugin’s own interface.

Related guidance and maintainer reference

For the broader setup, read Use WorldEdit selections, limits and undo safely. Check the installed plugin version before applying syntax from the official WorldEdit documentation.

Choose whether a WorldEdit clipboard should include entities

Copying a build with entities can duplicate decorative or gameplay objects when you paste it. Excluding them may leave an armour display empty. Decide what belongs in the build before copying, and keep live animals or valuable inventories away from the test.

Work through the change

1. Inventory the entities in the source area, including item frames, armour stands and named mobs. Record which should appear in the destination and which should stay unique.
2. Check the clipboard entity flags supported by your WorldEdit release. Copy the region with the chosen behaviour while keeping a separate note of the source coordinates.
3. Paste once in an isolated area. Count entities near each display and inspect facing, carried items and attachments without letting players take items during the trial.
4. Walk outside the selection and compare the original source count. Before a second paste, undo the first test or use a different labelled area so duplicate entities remain obvious.

Check the result

The destination should contain only the intended entity types, in the expected quantity. Plugin-managed NPCs, shops and ownership records may not travel with a WorldEdit clipboard. Recreate those through their own plugin tools instead of treating a copied visible entity as a working service.

Entities can contain references or behaviour managed by another plugin. A copied visible object is not proof that its ownership, shop or NPC record moved with it. Test the specific interaction after the paste, and leave the original entity available until the comparison is complete.

Recover or stop safely

Use session history only after confirming it removes the test entities in your release. If not, restore the test checkpoint or remove only individually identified trial entities. Never use a world-wide entity purge to clean up a clipboard experiment.

Related guidance and maintainer reference

For the broader setup, read Use WorldEdit selections, limits and undo safely. Check the installed plugin version before applying syntax from the official WorldEdit documentation.