Add and test WorldGuard ExtraFlags in one region

WorldGuard ExtraFlags adds flag types to WorldGuard's existing region system. It does not create a separate protection boundary. Region overlap, priorities, membership and bypass permissions still affect the final result, so start with one private test region.

Identify the project and compatible versions

Several similarly named projects and forks exist. This guide concerns the aromaa WorldGuardExtraFlags project. Check the exact release's supported Minecraft, WorldGuard and WorldEdit combination before installing it. Do not treat a different fork's flag list or configuration as interchangeable.

If your newest Minecraft release is not confirmed by the project's documentation, test on a copy and ask the maintainer about support. An extension loading successfully does not prove that every flag works on a changed server event API.

Back up region data before installation

1. Stop the server normally and take a completed backup of the worlds and protection-plugin data. Preserve any external storage the protection stack uses.
2. Confirm WorldGuard and its supported WorldEdit implementation already enable correctly. Fix their startup errors first.
3. Place one supported ExtraFlags JAR in `plugins/`, keeping old copies outside the loaded directory.
4. Start and inspect Console. Check the extension registers its flags rather than assuming the filename proves it loaded.

5. Keep the existing region priorities and memberships unchanged while testing the new flag.

Test a bounded rule on the ground

Use a small test region you own, away from active players. Inspect its current flags and write down their previous values. On a compatible release exposing the documented `fly` flag, an in-game example is `/rg flag test-area fly deny`. Replace the region name with the one you verified and keep the test player safely on the ground.

Do not test flight restrictions over a drop or above another player's build. Confirm the intended rule using an ordinary account, then compare a staff account whose bypass permissions you know. Region overlap can change the outcome, and an administrator test alone does not represent visitor access.

Avoid privileged command flags as a first feature

Entry and exit command flags can run actions repeatedly as players cross a boundary. Console-command variants can execute with server privileges. Leave them unused until you have reviewed the exact syntax, permissions, repeat behaviour and consequences. Never accept player-controlled text as an unrestricted privileged command.

Keep inventory and experience flags separate from death-management plugins. Test the combined behaviour using disposable items on an isolated copy before changing a public region; overlapping inventory rules can produce loss or duplication.

Undo the rule deliberately

Return the individual flag to its recorded previous value using WorldGuard's documented flag controls. Do not delete the whole region to remove one effect. If a flag is unknown, capture the extension startup error and exact version combination rather than granting broader permissions.

See WorldGuard regions and file backups. Further reading: official extension, registered flags and WorldGuard flag behaviour.

Looking for another plugin? Browse the Minecraft plugin guide directory.

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