Bound FAWE brush radius without removing a builder’s other tools

A brush can affect more land with one click than a builder expects. Keep the brush radius tied to the role and test a boundary case in an empty area. Changing the brush limit is more precise than withdrawing every editing command from the team.

Work through the change

1. Record the current role grants and the largest brush the builder needs for approved work. Check the radius controls in the installed FAWE limit group configuration.
2. Create or adjust one finite limit group and assign it to a test builder without bypass grants. Keep the existing group definition available for rollback.
3. Bind a harmless small brush on disposable terrain, then attempt to choose a radius beyond the planned cap. Use the documented syntax for that brush type and installed release.
4. Inspect the actual affected footprint and repeat with another bound item. Verify that the builder can still make ordinary selections and perform the smaller authorised brush operation.

Check the result

The role should retain useful editing access while the oversized radius fails or clamps as the documented release specifies. A radius limit does not cap every other operation, so also retain a finite block-change limit and protection integration. Test as a normal builder after reconnecting.

Test a deliberately oversized radius on the disposable area as well as an allowed one. A successful small brush proves only that basic editing works. Record the rejection message so staff can distinguish the agreed size limit from a broken tool or missing plot permission.

Recover or stop safely

Restore the previous group settings if normal work stops functioning and remove the test brush binding. Undo the small trial operation while its history remains available. Investigate inherited unlimited or bypass roles before increasing any cap to satisfy an unexplained result.

Related guidance and maintainer reference

For the broader setup, read Replace WorldEdit with FastAsyncWorldEdit safely. Check the installed plugin version before applying syntax from the official FastAsyncWorldEdit documentation.

Revision #1
Created 2026-11-09 16:36:18 UTC by CloudExa Hosting Admin
Updated 2026-11-09 16:36:18 UTC by CloudExa Hosting Admin