Check FAWE disk history before relying on a later undo

Undo availability depends on the history configuration and retained files. A builder may remember an edit that the server can no longer recover through its current history. Test the recovery path using a small named operation before promising a rollback for a larger job.

Work through the change

1. Read the history settings from your installed FAWE configuration and note the storage location, retention controls and available disk space. Keep a separate completed world backup.
2. Make a distinctive tiny edit in a test area with a dedicated builder account. Record the time, world and player identity so you can distinguish it from earlier operations.
3. Use the documented history interface to locate that operation. Inspect the files or reported entry without manually changing their contents or moving the active history directory.
4. Perform a controlled undo and verify the actual blocks. If you need recovery after a restart, schedule that separate test on a staging copy rather than restarting a busy server for an assumption.

Check the result

The recorded test operation should be discoverable and reversible within the retention policy you observed. Disk history consumes storage and can contain useful audit information. An entry count alone does not prove every original block or entity state remains recoverable.

Compare the timestamp of the history record with the edit you intend to undo. An available history folder does not prove every operation was retained, and storage policies can remove older records. Keep a normal world backup for recovery beyond the history retention window.

Recover or stop safely

Return any history setting to its previous value after an unsuccessful experiment and preserve existing history files for diagnosis. Recover the test area from its backup if history fails. Keep world backups independent of FAWE retention so one storage problem does not remove both options.

> 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 Replace WorldEdit with FastAsyncWorldEdit safely. Check the installed plugin version before applying syntax from the official FastAsyncWorldEdit documentation.

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