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.

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