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.

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