Create a separate creative plot world with PlotSquared

PlotSquared manages designated building plots and their ownership. For an existing survival server, the safest starting point is a separate new plot world. Changing the generator of a world that already contains player builds can create inconsistent terrain.

Check the release and dependencies

Read the installation requirements for the exact PlotSquared release and your Minecraft version. Obtain legitimate releases through the maintainer's links; do not use unofficial repackaged premium downloads. Check the required WorldEdit or supported FastAsyncWorldEdit combination instead of installing both editing implementations without a migration plan.

Record the existing world manager, generator settings and permissions setup. A plot plugin does not give the service extra RAM or disk. Reserve space for new terrain and leave enough capacity for backups before generating a large creative world.

Protect the current worlds and ownership data

Stop normally and take a completed backup of every world plus PlotSquared's data and configuration if already installed. If ownership is stored in an external database, export it while writes are stopped and keep it with the matching world backup. A copied world without its ownership records is not a complete recovery point.

See game backups and safe WorldEdit changes. Never follow an old tutorial's instruction to delete the default worlds when your goal is to add a separate creative area.

Use a new world and the setup wizard

1. Install the compatible plugin and required dependencies. Start once, inspect Console and stop before configuration changes.
2. Review the generated storage configuration. Keep the current backend for an established installation unless you are following a tested data-migration procedure.
3. Join as an authorised administrator and run `/plot setup` to begin the release's setup wizard.
4. Choose a new unused world name and review each generator and plot-size choice. Do not point the wizard at an existing survival world.
5. Record the selected road, plot and world settings before confirming generation. Follow the wizard's own command prompts rather than pasting arguments from a different major version.

Retain the original default world. The new plot world's generator must remain available after restarts so newly explored terrain stays consistent with the configured layout.

Test a normal player's plot

Grant the specific player permissions documented for the intended claim and plot limits, using your permissions manager. Keep administrative bypass permissions away from ordinary players. Verify the exact nodes for your installed release instead of assuming an old wildcard or limit node still applies.

Use a non-operator test account to claim a disposable plot. Check that its owner can build, an unrelated player cannot, and any explicitly added collaborator has the intended access. Test roads and neighbouring plots as well as the plot centre. Record an easy return route to survival before opening the world publicly.

After a normal restart, verify that ownership and permissions persist. Avoid clear, regenerate or move commands during a simple access test because those can change blocks. Send support the plot/world identifier, plugin version and failed action. Further reading: installation, commands and world configuration.

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

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