# Fix overlapping WorldGuard region flags with a small permission test

A WorldGuard flag can look correct on one region while another overlapping region changes the outcome. Diagnose the exact location and action before raising priorities or adding build allowances. A priority change can affect membership protection as well as a single gameplay flag.

# Record the location and intended policy

Use matching supported WorldGuard and WorldEdit builds. This guide follows WorldGuard 7 documentation; check the installed release before applying its commands. Save the current world and WorldGuard region data, and keep console access during the trial.

Write down the world, coordinates and failed action. Describe the intended roles: for example, visitors should walk through a lobby, builders should edit a workshop, and neither should edit the surrounding spawn. Use disposable test blocks away from valuable builds. Check both the ground and the height where the reported problem occurs.

# Inspect the overlapping regions

1. At the affected location, use the installed region inspection commands to identify the regions covering it. Inspect each named region with `/rg info RegionName`, replacing the name.
2. Record its priority, parent, owners, members and explicit flags. Include `__global__` where it supplies relevant rules.
3. Check whether the test account owns or belongs to one of those regions, and whether it has a WorldGuard bypass permission.

4. Look for a more specific interaction flag before changing `build`. WorldGuard documents build as a special protection mechanism rather than a general switch to enable everything.

# Understand the effective rule

WorldGuard evaluates explicit flags using the highest applicable priority where that flag has a value. At an equal priority, deny takes precedence for conflicting state flags. An unset flag can leave another region's value relevant. Inheritance and region groups add further context, so one region's summary does not describe the whole location.

Membership also matters. In overlapping regions without a deliberate priority or inheritance arrangement, a player can need building access across the applicable regions. Raising a small workshop above spawn can change whose membership grants building there. Review that consequence even if you originally wanted to alter only PvP or interaction.

# Make a bounded correction

Choose one small existing test region whose intended role you understand. If the design genuinely needs a higher priority, record the old value before using a command such as `/rg setpriority workshop_test 5`. Replace the region name and choose a value relative to the recorded surrounding regions, rather than escalating priorities until an error disappears.

Test with normal, non-operator accounts for a member and a visitor. Check placement, breaking and the original interaction inside the test region, then immediately outside it. Verify that the surrounding spawn retains its expected protection. An administrator with bypass access cannot establish a visitor's result.

# Undo the precise change

Restore the previous priority or individual flag value if the correction opens unintended access. Do not delete the region, clear all flags or grant broad bypass permissions. If a second claims plugin also protects the area, record its decision separately before making another WorldGuard edit.

# Related CloudExa guides

inspect a WorldGuard region · review LuckPerms groups and inheritance · back up the server files

# Official references

- WorldGuard priority and inheritance
- WorldGuard flag calculation
- WorldGuard region command reference

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