Investigate a FAWE edit that appears queued or unfinished

An unfinished edit can reflect queue pressure, a stopped task, a limit or a protection failure. Repeating the same command may add more work and obscure the original operation. Preserve its timestamp and inspect progress before changing queue settings.

Work through the change

1. Write down the initiating player, command, selection volume and start time. Ask other builders to pause new edits while you examine the single affected operation.
2. Check server responsiveness and the FAWE log around that timestamp. Separate a queue warning from an exception or an explicit edit limit, and note whether blocks continue appearing.
3. Use the task or queue information supported by your installed release. Avoid copying undocumented cancellation commands from another FAWE generation into a live console.
4. If you must stop the task, use the documented control and then inspect the whole selected area. Capture a checkpoint of the current partial state before attempting a compensating edit.

Check the result

Your notes should establish whether the original operation is still progressing and which error, if any, stopped it. Compare block counts at fixed intervals instead of clicking the command again. Normal server ticks do not prove the asynchronous edit has completed.

Keep a second administrator from submitting unrelated edits during the observation window. Several concurrent jobs can make an apparently stationary queue harder to interpret. Record which account submitted the operation and its bounds so the next log review follows the correct piece of work.

Recover or stop safely

For a failed partial edit, choose a verified history entry or restore the world checkpoint in a maintenance window. Restore the previous queue configuration if a trial change worsens responsiveness. Do not assume a restart reverses the blocks FAWE already placed.

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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