Limit a CoreProtect lookup to a WorldEdit selection

An irregular incident boundary can be easier to select than describe with a radius. CoreProtect supports a WorldEdit-selection scope, but you must confirm the active selection before using it.

Follow the procedure

1. Confirm that compatible WorldEdit and CoreProtect versions are installed. Read the radius parameter reference for `r:#worldedit` or its documented alias on your release.
2. Select the intended area in the correct world using WorldEdit’s supported selection controls. Check both horizontal bounds and height; a shallow selection can omit relevant blocks.
3. Run a read-only lookup such as `/co lookup t:1h r:#worldedit a:block`. Keep the time and action constraints explicit even though the selection already limits space.
4. Compare a known action inside the selection with a known action outside it. Review the displayed locations rather than assuming the selection used by another administrator is yours.
5. If results are incomplete, inspect the selection again before increasing the time range. A newly selected world or region can change the meaning of the same command.
6. Record the bounds, world and query in the case notes. If a rollback is later approved, preview that exact selection and filter again before any world-changing action.

Check the result

The lookup should return relevant logged actions inside the selected volume and omit the outside test action. An empty result may indicate a wrong selection rather than absent history. Confirm the spatial scope with known examples before drawing a conclusion.

If the result is wrong

If CoreProtect does not recognize the selection, check the installed integration and permission without replacing plugins during an active investigation. Fall back to a clearly bounded radius query if appropriate. Do not run a rollback while the active selection or world remains uncertain.

References and related help

- CoreProtect maintainer reference
- CoreProtect maintainer reference
- Inspect block changes and preview a CoreProtect rollback
- Recover a Minecraft server after griefing

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