Limit FAWE schematic access for a shared building team

Schematic permissions can cover reading, writing and sharing different files. A builder who needs to paste an approved structure does not necessarily need to overwrite the team library or upload it to an external service. Test those capabilities separately.

Work through the change

1. Create a small approved schematic library and keep an offline copy. Record which builders should load existing files and which maintainers may save new library versions.
2. Consult FAWE and WorldEdit permission documentation for the installed release. Grant only the relevant load or save capabilities instead of an administrator or blanket WorldEdit permission.
3. With a non-operator builder, load one approved file and paste into a test plot. Then try the restricted save or share action against an expendable test name.
4. Check the library after the negative test. Confirm the original file size and name remain unchanged, and that the test account cannot access a sharing feature you intended to restrict.

Check the result

The builder should complete the approved paste while the restricted write or share operation fails. Inspect inherited permission groups if the account retains extra access. Folder names and permissions vary between releases, so an old library path should not become your only security assumption.

Agree which staff role can load shared schematics and which can save new ones. Those are separate responsibilities even when the interface feels similar. Keep an untouched known-good schematic for the permission trial, and avoid using a live customer build as an access-control test.

Recover or stop safely

Revoke the trial grants if the library becomes writable beyond policy. Restore any changed test file from the offline library copy and keep its version label. Do not replace the whole library with files from a player-provided archive without reviewing each entry.

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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