Limit plot entity counts without changing every world’s mob settings

A crowded creative plot can accumulate more entities than its owner intended. PlotSquared exposes separate entity-cap flags, including animal, hostile and vehicle categories. Choose the category that matches the actual load rather than applying an unexplained global mob restriction.

Commands beginning with a slash are player chat commands. Use them in game with the required role; check console support before adapting them for the hosting panel.

Work through the change

1. Inspect the affected plot and list its entities by purpose: displays, pets, villagers and vehicles. Record the existing cap flags and any other entity-management plugins before changing admission rules.
2. Use `/plot flag info` for the specific cap you need. Read the maintainer’s entity categories because a familiar creature or object may fall under more than one relevant group.
3. Apply a conservative trial cap on an empty demonstration plot. Add expendable examples of the target category and check what happens at the boundary without testing on valuable named pets.
4. Check a different category and a neighbouring plot as controls. Observe both player-created entities and any natural spawning relevant to the intended policy, then document the behaviour of your installed build.

Check the result

The trial should constrain the intended category while preserving unrelated plot behaviour. Count actual entities rather than relying only on visible mobs, particularly for small decorative objects. A cap does not establish that a plugin will clean up existing entities in the way you expect.

Choose an operational policy for existing over-cap plots before rolling out the limit. An admission restriction and an automatic cleanup are different behaviours. Owners should know how their retained decorations or animals are handled rather than discovering the policy through a failed interaction.

Recover or stop safely

Restore the original cap if the trial affects the wrong category. Do not clear a live plot to force compliance with a new limit. Agree a separate preservation or cleanup plan with the owner before changing valuable entities already stored in their build.

Related guidance and maintainer reference

For the broader setup, read Create a separate creative plot world with PlotSquared. Check the installed plugin version before applying syntax from the official PlotSquared documentation.

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