Remove a WorldGuard greeting without confusing blank and inherited values

A blank region greeting and an unset greeting are different states. Unsetting can reveal an inherited message, so decide whether the region should inherit or deliberately show nothing.

Follow the procedure

1. Inspect the region’s current flags, parent and overlapping regions at the tested location. Record the exact greeting that appears and the account used to observe it.
2. Read the installed WorldGuard flag-command syntax. The documented command can unset a flag by omitting its value, while the empty-value option represents an explicit blank string where supported.
3. Choose the intended result: inherit the applicable greeting policy or suppress this region’s message with a supported blank value. Do not remove the parent merely to silence text.
4. Apply the narrow greeting change to the named region in the correct world. Keep the previous text privately so it can be restored exactly if needed.
5. Leave the region fully and re-enter with an ordinary player. Check both chat greeting and title-related flags if your server uses more than one greeting surface.
6. Inspect the stored flag value again and record whether it is unset or explicitly empty. Test another region to ensure its greeting remains unchanged.

Check the result

The player should see the intended message behaviour when crossing the boundary, and the stored state should match your inheritance decision. Testing while standing still inside the region may not trigger a new greeting. Check an actual exit and re-entry before reporting success.

If the result is wrong

If a message remains, identify its source region or another join-message plugin before clearing more flags. Restore the original greeting if the change suppresses useful messages elsewhere. Avoid editing region files while the running server may later save over them.

References and related help

- WorldGuard maintainer reference
- WorldGuard maintainer reference
- WorldGuard maintainer reference
- Protect a Minecraft spawn with WorldGuard regions
- Fix overlapping WorldGuard region flags with a small permission test

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