Reverse an accidental CoreProtect rollback with the matching scope

An accidental rollback should be reversed from its recorded parameters, not followed by a broader repair. Capture the operation details before another administrator changes the same area.

Follow the procedure

1. Pause building in the affected area and record the rollback command, executor, completion time and reported scope. Identify whether the action was a rollback, restore or only a preview.
2. Read the installed command documentation for restore and `/co undo`. The documented undo performs the opposite of the relevant rollback or restore; verify which operation the current context will target.
3. Take a current recovery copy before making a second world change. Preserve the CoreProtect database and any before-incident backup so later review has both states.
4. Rehearse a matching restore or supported undo on an isolated copy when the affected area is valuable. Keep the same user, time, action and spatial filters rather than widening them.
5. Have the authorized administrator execute the reviewed reversal once. Watch completion output and keep other staff from starting overlapping recovery commands.
6. Compare the affected blocks and containers with the recorded expected state. Check work performed after the first rollback separately, since a reversal may not preserve every intervening player action.

Check the result

The incorrectly reversed actions should return to the intended state within the matching scope, with completion output retained. Verify both the original damage and any legitimate later work. A command saying finished does not establish that every affected player’s possessions are correct.

If the result is wrong

If the reverse preview or rehearsal is wrong, stop and retain the current state for review. Do not alternate broad rollback and restore commands repeatedly. Use the exact recorded operation or a coordinated backup recovery plan, with world and database state kept consistent.

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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