Rotate a WorldEdit clipboard without changing the source build

Clipboard rotation changes how your next paste faces. It does not turn the original building in place. Treat orientation and paste offset as separate checks, particularly when a schematic includes stairs, signs or an entrance that must meet a road.

Work through the change

1. Mark the front of the source structure with an expendable block. Record your copy position and facing, then copy without cutting or moving the original.
2. Use the rotation syntax from your installed WorldEdit help for a ninety-degree clipboard turn. Avoid repeated turns while you are unsure which clipboard is loaded.
3. Paste into an empty test area from a marked position. Compare the entrance with a north arrow or a known road direction rather than relying on your camera view.
4. Inspect stairs, doors and other directional blocks. If the orientation is wrong, undo that paste, reload the original clipboard and apply one corrected rotation before repeating.

Check the result

The source should remain untouched while the test entrance points in the intended direction. Check the full width and depth after rotation: a rectangular build needs a different destination footprint when turned. Confirm there is room for its hidden foundation.

Check directional blocks individually after rotation. A staircase that looks correct from the entrance can still leave a misplaced sign or connection behind it. Keep the test marker outside the final saved structure so a later builder does not mistake it for decoration.

Recover or stop safely

Reload the unchanged schematic to discard uncertain clipboard transformations. Keep a named original and save a separate rotated variant only after the test succeeds. A server restart should not become your method for resetting clipboard state.

Related guidance and maintainer reference

For the broader setup, read Use WorldEdit selections, limits and undo safely. Check the installed plugin version before applying syntax from the official WorldEdit documentation.

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