Test FAWE region restrictions with a claim owner and a visitor

A protection integration must distinguish someone who owns the work area from someone who merely stands inside it. Verify both identities on a test claim before giving builders access to fast editing commands across a populated server.

Work through the change

1. Record the installed protection plugin, FAWE version and region restriction setting. Select a disposable claim with a clearly marked inside block and outside block.
2. Grant the documented integration permission to a limited builder account. Make that account an owner or member only where your protection integration requires it; retain a visitor account with no build role.
3. As the builder, attempt a tiny edit inside the allowed area and a second edit crossing the boundary. Keep screenshots of the coordinates and resulting messages.
4. Repeat from the visitor account and inspect all control blocks. Test overlapping regions or plots separately, since the integration can combine ownership with an administrator bypass.

Check the result

The intended builder should edit the authorised area without modifying the outside control block. The visitor should not gain editing rights through proximity alone. A test as an operator can conceal a missing region rule, so finish with the exact player role you intend to deploy.

Use the same selection for the owner and visitor tests so different geometry cannot explain the result. Include one control block outside the claim. A plugin message alone is insufficient evidence if blocks across the boundary still changed during the operation.

Recover or stop safely

Revoke the trial editing permission if a boundary test changes protected blocks. Restore the small test region and review the integration setting rather than disabling protection globally. Keep the before-and-after role grants with the support evidence.

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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