Test regional flight with WorldGuard ExtraFlags before opening an area

A regional flight rule needs a safe exit as well as a working entry. Test the ExtraFlags fly flag near the ground before letting players cross the boundary at height.

Follow the procedure

1. Confirm the installed WorldGuard ExtraFlags plugin is aromaa's project and that its version supports your WorldGuard and server build. Check startup output for flag-registration errors.
2. Create or choose a small disposable test region over safe ground. Inspect its existing flags and any other plugin that enables flight for the test account.
3. Read the registered `fly` flag type in the maintainer source and use the installed WorldGuard flag command to apply the intended state to this test region.
4. Use a normal survival test account without global flight access. Enter the region and check whether the documented regional flight behaviour becomes available.
5. Leave at a low safe height, then test walking out, teleporting out and rejoining as relevant. Record whether another plugin restores or removes flight after the boundary transition.
6. Remove the trial flag or restore its previous value once the exit policy is verified. Only apply the reviewed rule to a public high-altitude area after its landing route is safe.

Check the result

The test account should gain and lose the intended regional flight behaviour predictably, with a safe landing during every tested exit route. A successful entry alone is insufficient. Record any dependence on another flight plugin or server game mode.

If the result is wrong

If flight persists or disappears unexpectedly, restore the previous flag and test the competing flight provider independently. Do not perform repeated high-altitude falls or grant global flight to mask the transition. Use a full supported restart if dependency changes are required; ExtraFlags does not support arbitrary plugin reloading.

References and related help

- WorldGuard ExtraFlags maintainer reference
- WorldGuard ExtraFlags maintainer reference
- WorldGuard ExtraFlags maintainer reference
- Add and test WorldGuard ExtraFlags in one region
- Protect a Minecraft spawn with WorldGuard regions

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