Test WorldGuard chest access separately from block building

A player may be able to open storage while being unable to build, or the reverse. Test container access directly instead of treating a successful block-protection check as complete spawn protection.

Follow the procedure

1. Identify the exact region and a disposable chest inside it. Record current flags, membership and any separate chest-lock plugin that may also control the container.
2. Read the chest-access and interaction flag descriptions for the installed WorldGuard release. Avoid setting the general build flag merely to solve a container-specific problem.
3. Prepare an ordinary nonmember, an approved member and a counted set of disposable chest items. Keep operator and bypass permissions off the test accounts.
4. Apply the intended narrow container policy and have each account try opening the chest, taking one trial item and returning it. Record each result separately.
5. Test a normal block action beside the chest and another container outside the region. This checks that the change has not accidentally widened building rights or global storage access.
6. Reinspect the region and confirm the final trial item count. Document whether a chest-lock plugin adds another ownership requirement beyond WorldGuard membership.

Check the result

Container access and build access should each match the intended policy, with no missing trial items. A successful chest-open animation alone does not prove withdrawals are allowed or denied. Test the actual permitted transaction with disposable contents.

If the result is wrong

If results conflict, inspect the effective region flags and other storage-protection plugins before granting broader access. Restore the previous chest-related flag when needed. Do not remove container ownership, disable all protections or test by taking valuable items from a real player’s storage.

References and related help

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

---

Revision #1
Created 2026-11-09 16:36:18 UTC by CloudExa Hosting Admin
Updated 2026-11-09 16:36:18 UTC by CloudExa Hosting Admin