Unbind a WorldEdit brush from a tool before normal building

A tool can retain a brush binding after an editing session. The next click may alter blocks instead of performing the tool interaction you expected. Remove the binding while you are away from finished builds, then test both mouse buttons on expendable terrain.

Work through the change

1. Move to a safe work area without clicking the suspect tool at structures or containers. Note the tool item and which click previously triggered the edit.
2. Consult the tools and brushes help for your WorldEdit build. Use its documented unbind or tool-removal action while holding the bound item; do not assume changing slots removes a binding.
3. Test the item against a few expendable blocks. Repeat with the other mouse button and check whether a separate selection or navigation tool still responds.
4. Review other items used during the session. Store bound editing tools separately from normal building equipment and tell shared-account staff which bindings remain active.

Check the result

The former brush should no longer place or reshape blocks. If navigation still occurs, identify that tool binding rather than removing permission protections from the player. A selection wand message can be separate from a brush action on the same material.

Avoid testing an uncertain brush by clicking a chest or a valuable wall. Hold the same item stack you used for editing and check its binding in the safe area first. A newly crafted item may not reproduce the staff member’s original session behaviour.

Recover or stop safely

Undo any accidental edit while the session history remains available. Rebind a required brush only from the recorded settings after finishing normal building. If another plugin uses the same item, test with its own documented controls before declaring a conflict.

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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