Verify FAWE disallowed blocks with a non-admin account

A disallowed block list can prevent accidental use of materials that create server or gameplay problems. An administrator bypass can make the list appear broken. Check one harmless denied material on a test copy before relying on the policy for other blocks.

Work through the change

1. Copy the current disallowed-block settings and note the configuration file used by your FAWE release. Pick one expendable material for the policy test rather than a dangerous block.
2. Check the documented relationship between the block list and the worldedit.anyblock permission. Remove that bypass from the trial builder while preserving other required edit permissions.
3. Attempt a small edit with the denied material and another edit with an allowed material. Keep both commands and the complete response in the change notes.
4. Inspect the world and reconnect the builder before repeating. If an unexpected grant remains, inspect inherited roles and temporary permissions instead of changing the list repeatedly.

Check the result

The denied test material should not appear, while the ordinary material should work within the same selection and region. That comparison separates a block policy from a general editing or region denial. Review command patterns and brushes that players actually use, not just one set command.

A player can receive a bypass through a parent group even when the direct role looks restricted. Save effective permissions from the actual test account and repeat after reconnecting. Keep the prohibited-material trial tiny so an unexpected grant cannot scatter dangerous blocks across the

world.

Recover or stop safely

Restore the test list entry and previous role grants when the check ends. Undo the expendable allowed edit. Keep the production list narrow and documented; removing all restrictions to diagnose one denied command can allow unrelated risky materials across the entire world.

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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