

3. Management & Control

The `IWorldManager` manages all worlds, while the `IManegeableWorld` object allows control over a specific world.

Retrieve worlds

```
// Retrive a single world
Optional<IManegeableWorld> world0pt = worldManager.getWorld("Lobby");

// Retrive all worlds
List<IManegeableWorld> allWorlds = worldManager.getWorlds();
```

World actions

Each `IManegeableWorld` object provides methods for control:

Method	Description
<code>loadMap()</code>	Loads the world from the hard drive (Bukkit World Init).
<code>unloadMap()</code>	Unloads the world and teleports players to the main spawn.
<code>deleteMap()</code>	Irrevocably deletes the world (files & database entry).
<code>reCreate(boolean save)</code>	Deletes the world and regenerates it (reset). Optionally with backup (true) or without (false).
<code>clone(String name)</code>	Creates a copy of the world under a new name.

Example: Performing a world reset

```
worldManager.getWorld("Farmworld").ifPresent(world -> {
    // Reset world and keep copy of old world
    world.reCreate(true);
});
```

Example: Remove world (from the system)

If you want to remove a world from GWorld (including deleting the files):

```
// Option A: Directly via the object (recommended)
world.deleteMap();

// Option B: Over the manager
worldManager.removeWorld(world);
```

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