

4. Flags & Properties

GWorld allows you to change world settings (flags) programmatically. These settings are stored persistently.

Set flags

You can change flags directly on the `IManegeableWorld` object or set them during creation in the builder.

```
// Example: Disable PVP and set difficulty to hard
world.setAllowPvP(false);
world.setDifficulty(Difficulty.HARD);

// IMPORTANT: Save changes to disk. Ensures data integrity after a restart.
world.saveProperties();
```

Available settings

Here is an overview of the most important methods in `IManegeableWorld` interface:

Category	Methods (Getter / Setter)	Description
PVP	<code>isAllowPvP</code> , <code>setAllowPvP</code>	Global PvP on/off.
Spawning	<code>isMonsterSpawning</code> , <code>setMonsterSpawning</code>	Spawning monsters.
	<code>isAnimalSpawning</code> , <code>setAnimalSpawning</code>	Spawning animals.
Environment	<code>isWeatherCycle</code> , <code>setWeatherCycle</code>	Whether the weather changes.
	<code>isTimeCycle</code> , <code>setTimeCycle</code>	Whether the time of day is advancing.
	<code>getTime</code> , <code>setTime</code>	Current time in ticks.
Player	<code>getGameMode</code> , <code>setGameMode</code>	Default game mode of the world.
System	<code>isLoadOnStartup</code> , <code>setLoadOnStartup</code>	Should the world be loaded when the server starts?

	isAllowPvP, setAllowPvP	Keep spawn chunks in RAM.
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Use in the Builder

When creating a world, you can also set flags generically via `WorldProperty`:

```
import de.gilljan.gworld.data.properties.WorldProperty;

manager.createBuilder("Lobby")
    .property(WorldProperty.PVP, false)
    .property(WorldProperty.ANIMALS, false)
    .build();
```

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