

Changelog & Version History

Here we document all changes, new features, and bug fixes of **GWorld v2**. We recommend that server administrators take a quick look at this list before every update, especially if changes are made to databases or configuration files ("migrations").

[v2.0.1] - PAPI (PlaceholderAPI) & Aliases

With this small update, PAPI is integrated and aliases are added. It brings native placeholder support and finally allows you to give worlds user-friendly display names!

? Added

- **PlaceholderAPI Support:** GWorld now has an internally registered expansion. The worlds can be accessed in scoreboards and menus via `%gworld_alias%` and `%gworld_name%`.
- **World Aliases:** A world can now be given a display name (incl. color codes via `&`) using `/gset <world> alias <name>`.
- **Automatic Parsing:** Color codes in aliases are converted from `&` to `§` directly upon saving for maximum performance.

? Changed

- **Database Migration to v2:** The MySQL table structure was expanded with the `alias` field. *The plugin performs this migration automatically on the first startup. No manual intervention in the database is necessary!*
 - **YAML Update:** The `worlds.yml` is now saved in the `ConfigVersion: 2` format to manage the alias data cleanly.
 - `/ginfo` now displays the formatted display name in addition to the world name.
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[v2.0.0] - Complete Recode, DB & Management of Animals and Monsters

In this update, GWorld was completely recoded and a lot of technical debt was removed. In addition to database support, you can now decide individually for all animals and monsters whether they are allowed to spawn.

? Added

- **Automatic Migration:** GWorld automatically migrates your worlds from the legacy version v1.3.3.
- **DB Migration:** If a database is configured and worlds exist in the `worlds.yml`, they will be transferred to the database.
- **Spawning of Animals and Monsters:** Animals and monsters can now be specifically enabled and disabled.
- **New API:** There is a new and completely revised API for developers.

? Changed

- **Source Code:** The entire source code has been recoded.

[v1.x.x] - Previous Versions

The history of the older v1 versions (Legacy) can only be found on the [SpigotMC page](#).

Revision #2

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