

Command overview

Commands & Permissions

<required> - To execute the command, this argument must be specified.

[optional] - This argument does not have to be specified and can be omitted. A default value will be selected.

<Name> - The name of the selected world.

If possible, all required parameters are tabbable (can be completed using the tab key).

Command	Arguments	Description	Permission(s)
/gcreate	<Name> [Environment] [Seed] [Generator]	Creates a new world. Environment (Normal/Nether/End) is optional, as are Generator and Seed.	gworld.commands.create
/gimport	<Name> <Environment> [Generator]	Imports an existing world folder into the GWorld system. The environment must be specified. If a generator was used, it must also be specified.	gworld.commands.import
/gclone	<Name> <Name of the cloned world>	Clones a world.	gworld.commands.clone
/gset	[Name] <Flag> <Value>	Changes a world setting. If no world name is specified, the player's current world is selected. For flags, see page: The flags and their possible values	gworld.commands.set

/gdelete	<Name>	Deletes a world and its files irrevocably	gworld.commands.delete
/gworlds	-	Lists all loaded worlds. Teleport to the world by clicking on the entry	gworld.commands.worlds
/gtp	<Name> [playername @all]	Teleports you, another player, or all players to a world.	gworld.commands.tp (base) Permissions for the base must always be set! For specific worlds: gworld.commands.tp.<Name> All worlds: gworld.commands.tp.* Teleporting other players: gworld.tp.other This permission is always required separately For more information, see the page: GTP - Permissions
/ginfo	[Name]	Displays details (seed, environment, flags) of a world. If no world name is specified, the player's current world is selected. For more details, see: /ginfo	gworld.commands.info
/grecrate	<Name> <backup>	Deletes the chunks and regenerates the world with the same seed. A backup can be created in the "old_maps" directory.	gworld.commands.recreate

/gload	<Name>	Loads an existing world.	gworld.commands.load
/gunload	<Name>	Unloads a world without deleting it. Players are teleported.	gworld.commands.unload
/ghelp	[Page]	Displays information about the commands in-game.	gworld.commands.help

Admin permission: **gworld.*** to get started right away

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