

/grecreate - Reset a world to its original state

Sometimes it can be useful to reset a world to its original state. For example, to reuse a farm world.

The command in detail

```
/grecreate <name> <backup>
```

Parameters explained

1. **Name (required):** The name of the world.
 - The world must be known and managed by GWorld (created/imported).
2. **Backup (required):** Whether a backup of the world should be created before it is deleted and recreated.
 - **Possible values:** true, false
 - **true:** A backup of the world is created in the “old_maps” directory
 - **false:** No backup is created

Examples

1. Recreate a world with backup

The world “MyWorld” will be recreated, but first a backup must be created:

```
/grecreate MyWorld true
```

2. Recreate a world without backup

The world “MyWorld” is recreated without creating a backup:

```
/grecreate MyWorld false
```

Revision #2

Created 2026-02-09 18:48:24 UTC by Gilljan (Jannik)

Updated 2026-02-09 18:49:59 UTC by Gilljan (Jannik)