

/gset - Configure worlds

With the command `/gset`, you can change the properties of your worlds in real time.

The big advantage: **All changes are active immediately** without having to reload the server or the world. At the same time, they are saved in the database/config.

The command

```
/gset [name] <flag> <Value>
```

Parameters explained

1. **Name (optional):** The name of the world.
 - It is possible to omit the world name. In this case, the current world will be selected.
 - The world must be known to GWorld and managed (created/imported).
2. **Flag (required):** Specifies which setting of the world should be changed.

With the command For more information on all flags, see the flag page
3. **Value (required):** Specifies the value to which the flag should be set
 - For more information on all flags and possible values, see the flag page

All flags and their values: [The flags and their possible values](#)

Examples

1. Ban/allow a monster/animal

Prohibit a specific animal or monster, in this case the **monste** Pillager

```
/gset DISABLED_MONSTERS pillager
```

If the animal/monster is allowed, it will be banned and vice versa (toggle)

For an animal (cow) analogously:

```
/gset DISABLED_ANIMALS cow
```

2. Disable PVP

Prohibit PVP in a Minecraft world called “MyWorld”:

```
/gset MyWorld PVP false
```

3. Set the world to “peaceful”

Set the difficulty level to “peaceful”:

```
/gset DIFFICULTY peaceful
```

4. Set a display name (alias)

Set the alias of a world to "&bMy world":

```
/gset ALIAS &bMy world
```

Revision #6

Created 2026-02-09 18:28:56 UTC by Gilljan (Jannik)

Updated 2026-02-27 18:05:51 UTC by Gilljan (Jannik)