

Introduction

Welcome to GWorld v2

GWorld is a modern, powerful world management system for Spigot and Paper servers. Version 2 has been completely rewritten (recoded) to offer maximum performance, database support, and a clean API.



Features

- **Performance-optimized:** Uses modern Java features and asynchronous database operations.
- **Easy management:** Create, delete, import, and unload worlds via command.
- **Live Flags:** Change settings such as PvP, monster spawning, or weather at runtime—no reload required.
- **MySQL & YAML:** Store world settings centrally in MySQL to standardize configurations across the network.

- **Generator Support:** Full support for custom world generators (e.g., TerraformGenerator).
- **Legacy Import:** Automatic transfer of data from GWorld v1.
- **Native PlaceholderAPI (PAPI) Integration:** Use our placeholders to display beautiful, colored world aliases (e.g., §6Survival) in your scoreboard, chat, or tablist. GWorld comes with built-in PAPI support!

[PlaceholderAPI \(PAPI\) Integration](#)

Requirements

Before you start, make sure your server meets the following requirements:

- **Java:** Java 21 or higher.
- **Server:** Spigot, Paper, or Purpur (1.20.1 - 26.3).
- **Database (Optional):** MySQL / MariaDB.

Getting Started

Are you ready?

1. Go to [Administrators \(User-Guide\)](#) to get all the information you need to use GWorld v2.
2. Are you migrating from GWorld v1? Check out the following page for information:
[Migration from v1-legacy to v2](#)
3. Check out the [Command overview](#).

Support & Links

- [GitHub Repository](#)
- [Report Issues](#)
- [Discord Support](#)

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