

The flags and their possible values

Here you will find an overview of all possible flags and the values that can be selected for them.

Flag	Values	Description
ALIAS	Text (String) Colorcode with & are supported and automatically translated	Choose a display name for a World (for PAPI)
WEATHER_CYCLE	true - Weather change active false - Static weather, weather from WEATHER is set	Control whether the weather should change
WEATHER	clear - No rain/thunderstorms thunder - Thunderstorms rain - Rain	Set the weather for the world Applies when WEATHER_CYCLE is set to false
TIME_CYCLE	true - Time continues to run false - Static time, time from TIME is set	Control whether time should continue to run
TIME	Integer value between 0 and 24000	Set the time for the world Applies when TIME_CYCLE is false
DIFFICULTY	peaceful - Peaceful easy - Easy normal - Normal hard - Hard = Minecraft Difficulty	Set the difficulty level for the world
PVP	true - PVP is active false - PVP is disabled	Control whether PVP should be possible
MONSTERS	true - Monsters spawn false - Monsters no longer spawn	Control whether monsters are allowed to spawn in general
DISABLED_MONSTERS	Monsters that exist in the current version of Minecraft Find all possibilities by tabbing through the values	If MONSTERS is set to true , individual monsters can be deactivated (and reactivated) here.
ANIMALS	true - Animals spawn false - Animals no longer spawn	Control whether animals are allowed to spawn in general

DISABLED_ANIMALS	Animals that exist in the current version of Minecraft Find all possibilities by tabbing through the values	If ANIMALS is set to true , individual animals can be deactivated (and reactivated) here.
FORCED_GAMEMODE	true - Force a game mode in this world false - Do not force a game mode in this world	Control whether a game mode should be enforced in a world
DEFAULT_GAMEMODE	= Minecraft Gamemode	Force/set a game mode in a world Only applies if FORCED_GAMEMODE is set to true
RANDOM_TICK_SPEED	Integer value	Set the tick speed of a world
ANNOUNCE_ADVANCEMENTS	true - Achievements are displayed in chat false - Achievements are not displayed in chat	Control whether achievements are displayed
LOAD_ON_STARTUP	true - The world is loaded when the server starts false - The world is not loaded by default	Control whether a world should be loaded when the server starts The default world cannot be unloaded and must be loaded by default