

Earth Lands System Full Tutorial

Basics

- Chunk borders: The land system is based on 16x16 block chunks. To see chunk borders on PC hold **F3** and **G** keys, if that doesn't work try **FN+F3+G** keys.
- Creating a land: You can create your first land with **/l create (land name, no spaces)**. You can also rename your land with **/l rename (new name)** but it does cost some ingame money.
- Special land names: You can color your land name in **/l create** or **/l rename** using the minecraft formatting codes below. For example if you wanted to make your land blue you would do **/l create &9Example_land** same thing applies with renaming. NOTE: All font types besides normal colors are disabled (no bold, italicized, etc)

=====	
&0 = Black	&1 = Dark Blue
&2 = Dark Green	&3 = Dark Aqua
&4 = Dark Red	&5 = Dark Purple
&6 = Gold	&7 = Gray
&8 = Dark Gray	&9 = Blue
&a = Green	&b = Aqua
&c = Red	&d = Light Purple
&e = Yellow	&f = White
=====	
&k = ö12iñ	&l = Bold
&m = Strikethrough	&n = Underline
&o = Italic	&r = Reset
=====	

- **Claiming:** After creating your land it will claim a 1 chunk radius (3x3 chunk square) area from where you are standing. Inside of your claimed chunks other people aren't able to mine or break, open chests or doors, access redstone, etc. You are not able to claim within 1 chunk of another land, and fully claiming around someone is against the rules.
 1. `/l claim` claims the current chunk you are standing in
 2. `/l claim auto` will automatically claim each new chunk you enter until you repeat the command again to stop it
 3. `/l claim radius (number)` claims a square chunk radius of a number from where you are standing, if you are confused on how the radius works just try a number like 3 and look on the map to see the chunks.
 4. `/l unclaim` unclaims the chunk you are standing in
 5. `/l unclaim all` will unclaim ALL of your chunks making everything unprotected
 6. `/l view` allows you to visibly see claim borders in form of redstone particles, along with telling you in chat what area and land you are standing in. Green/yellow is the land you are in, and red is someone else's land.
- **Land depositing & upkeep:** Every land has a daily upkeep that is paid automatically from your land balance. If your land balance doesn't have enough money to pay it, it will be deleted. The more chunks you claim in your land, the higher the upkeep cost will be. You can check your land balance with `/l balance`, deposit money into your land balance with `/l deposit (number amount)` and see your daily upkeep cost with `/l upkeep`.

- **Adding people to your land:** You can give other people permissions to your land by doing `/l trust (in game name)`. This will give that player the ability to break and place in your land, open chests and doors, etc. Each player can only be in 1 total land, so make sure that they left their previous land before trusting them. You can also do `/l untrust (in game name)` to remove a player from your land, but if the player was trusted in any areas you must individually remove them from each one.
- **Deleting/leaving a land:** There are a lot of different commands to leave a land or even transfer ownership to a different person.
 1. To leave a land that you do not own, go to its claimed chunks and do `/l leave`.
 2. You cannot leave a land that you own and must either delete it or transfer ownership. To delete it do `/l delete` and after confirming it will delete all claimed chunks and the land itself.
 3. To transfer ownership to a different account or player they must be added to the land and be online. Afterwards you can do `/l setowner (in game name)` and the player has to accept it in chat to have ownership transferred. This sometimes breaks so create a ticket if it gives a weird error.
- **Other commands:** Some other important commands include
 1. `/l spawn` will bring you to the default land spawn that is set from creating a land
 2. `/l setspawn` allows you to change the land spawn to where you are standing
 3. `/l` allows you to view the whole configuration menu for your land. Not that important but read below to learn how to use it.

Land Menu & Permissions

- **Basic Overview:** The menu of your land can be accessed with . This will bring up all the configuration icons including Areas, Player Management, Relations, Natural Flags, Roles, and more. Each important config is explained in detail below.
- **Natural Flags:** This config is at the bottom of the land menu with a grass block icon. In it you can enable or disable every setting for your land. On default things like tnt, fire spread, water and lava flow are disabled. But for example if you were to enable tnt, then exploding tnt in your land would break blocks. If you were to enable lava and water flow, water would be able to flow into your land from the outside of unclaimed chunks.
- **Player Management:** This config can be accessed on the player head icon from the land menu. Here you can go under your player management and see a full list of everyone that is trusted and their roles. You can drop a trusted person's head to untrust them, shift left click to promote them to a higher role, and shift right click to demote them to a lower role.
- **Land roles:** This is the most complicated system in the land plugin. You can access it with the player head icon on the bottom of the menu, and it will bring you to all of your land roles. Everyone who isn't trusted to your land has the Untrusted role, Member is what is given to people who are trusted to your land, Admin is a role you can promote trusted people to, and Owner is the role given to whoever owns the land.
 1. **Role flags:** You can change each role's permissions to the land by clicking on a specific role and clicking on Role Flags. From there you can customize if that role can break or place, open doors, open chests, use redstone, attack hostile or passive

mobs, and a lot of other stuff. For example if you click on Untrusted, go under role flags and enable block place, then it will make it so anyone whether they are trusted to your land or not can place blocks inside your claimed chunks.

2. Management flags: You can also edit a role and make it so people with the role have specific permissions to configure stuff in the land. You can make it so a specific role can trust and untrust players, claim and unclaim chunks, rename land, and more in a role under Management Flags. For every land it is default that the Untrusted role and Member role have no management perms, the Admin role has trust and untrust management perms, and Owner role has all perms. For example if you want to make it so the Member role (default role for everyone trusted) can claim chunks you would go into the land menu -> Roles -> Member role -> Management Flags -> Enable claim chunks flag by clicking it.
3. Creating roles: You can create custom roles with custom perms using the flags explained above. All you gotta do is go under Roles from the land menu, and click the + head icon. From there you have to type out a name for it in chat (no spaces) and it will appear in the Roles menu. You can make it above other roles by shift left clicking its icon and make it below other roles by shift right clicking it. Following the explanations above you can give it specific roles perms and management perms. Following the player management explanation you can also give other people in your land this custom role.
4. Other role configurations: In the menu you can also rename roles and give them special colors following the special land names explanation. There are lots of configurations to this so if you really want to you can explore them yourself.

- Areas (private plots): With the lands system you can also create your own areas within your claimed chunks (kind of like plots, will not work outside of claimed chunks), allowing you to make certain areas only have certain permissions to you or other people.
 1. Creating an area: To create an area within your claimed chunks do `/selection` . It will put a golden hoe in the slot you were holding and to exit out of this config just switch to a different slot (will also restore the item that the golden hoe replaced) . While holding the golden hoe, click two separate corners of where you want your area plot to be by left clicking the first corner and right clicking the second. Similar to worldedit it will visualize the outline of a box based off of the corners. You can then do `/selection expand` if you want to make the area go all the way up to Y limit and down to bedrock. If not just don't do it and afterwards do `/selection assign (name for the area)`.
 2. Viewing your area: You can visually see the area outlines and what area and land you are standing in with `/l view`.
 3. Configuring your area: Just like with your land you can adjust the role permissions, players trusted, and other settings inside selections. On the land menu just click on the Areas configuration (fence icon) and click on which area you want to customize. From there you can add players to the area to give them permissions with player management (on default nobody but people with owner and admin role are added to every area), and you can edit specific role permissions within each area using the explanations above. Please note that if you are going to change permissions with the Untrusted role within an area, the untrusted role applies to EVERYONE on the server who isn't trusted to the area.
 4. Usage: You can use selections to create private plots for yourself, your teammates, selection off specific chests that you don't want others in the land accessing, specific builds or

spawners that you don't want other people trusted breaking, and more.

- **Invites**: When you trust someone to a land with /l trust and the player doesn't accept it, it will stay pending forever. This could be bad because the player could /l accept weeks from then and you probably wouldn't even notice. So to prevent this go to the lands menu and click on the Invites config (book and quill icon) and from there you can see all the pending invites to your land and to your areas that you've sent. If there are any you want to cancel, just hover over one and drop it with your item drop keybind.
- **Taxes**: If you want to charge your trusted members a daily tax, you can do it by clicking the Taxes configuration (gold ingot icon) on the land menu. On default it is 0 and you can only edit it hours after the daily upkeep. For example you could edit it as soon as the daily upkeep was automatically paid and if you set the tax to \$1000, then every trusted member in your land would have \$1000 taken from their balance and put into the land balance. If they do not have enough to afford it, they would be automatically kicked from land. This is useful if your teammates have the money to afford it and a way of ensuring your land will always have enough for the upkeep.
- **Disabled features**: Relations configuration and allying system has been disabled because it allowed players to bypass the 1 land limit using the role permissions explained above. It's generally useless anyway and you don't need a system to ally with someone else.

- Useless features: Wars are disabled so the enemies feature under Relations configuration is pretty much useless. The land level system is also useless as normally it would provide benefits like more claiming size and such, but since everyone has unlimited claim amount and member amount it is pointless.

If you still have any questions about the land system, create a ticket in the discord and be patient for support.

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