Gamemode Locks

Gamemode Locks are a feature added by SWPM that allows hosts to designate specific areas/dimensions with a set gamemode.

- This gamemode will override the default setting of the world or server.
- This gamemode lock will automatically change the gamemode of any player that crosses into the area/dimension.
- This gamemode lock will not effect those with the correct keys to bypass. Please see Role Permission Keys.
- This gamemode can be set to apply to a specific dimension, or even a specific area within a dimension.
  - This gamemode can "nest". A Region Gamemode Lock will override a Dimension Gamemode Lock.

View Gamemode Locks

> Gamemode Locks can only be viewed/edited by players with the Admin Key (SWPM) and within the applicable dimension.

`/swpm gamemode list` List all Gamemode Locks in the current dimension.

Create a Gamemode Lock (Basic)

> Gamemode Locks can only be set by players with the Admin Key (SWPM).

[DIMENSION] /swpm gamemode [gamemode] [@/player] dimension <true/false>

Action: Creates a gamemode lock in the current dimension, dis/allowing the /swpm fly command for the effected players.

Example: Puts all players (@a) into adventure mode when in the current dimension, disallowing /swpm fly.

```
/swpm gamemode set adventure @a dimension false
```

Note: N/A

[REGION] /swpm gamemode set [gamemode] [@/player] <gamemode lock name> [coords] <true/false>

Action: Creates a gamemode lock within a set coordinates, with a specific name, dis/allowing the /swpm fly command for the effected players.

Example: Puts all players (@a) into survival mode within the set coordinates (cube) of the Region Lock named 'Woot', disallowing the /swpm fly command.

```
/swpm gamemode set survival @a region Woot -377 78 -18 -415 75 40 false
```

Note: N/A

Create a Gamemode Lock (Advanced)

Gamemode Locks can be set to exclude users in an approved group (such as those with a certain key or a staff/moderator team).
When specified, the mod will not alter the gamemode of any players in the excluded group.

[ADVANCED: EXAMPLE] /swpm gamemode set adventure @a[key=!swpm:admin] dimension

Action: Creates a Gamemode Lock that affects all players (@a) EXCEPT those specified.

Example: Puts all players (@a) that do NOT have the Admin Key into survival mode when in the current dimension.

```
/swpm gamemode set adventure @a[key=!swpm:admin] dimension
```

Note: This was used extensively to allow staff members access to the gamemodes they required to complete their work. This was also used in conjunction with command blocks to create 'staff-only' spaces.
Note: Currently, only one Key can be selected at a time, otherwise it works as an AND statement. Meaning "/swpm gamemode set adventure @a[key=!swpm:admin,!swpm:mod] dimension" will affect all players that don't have BOTH the Admin Key and Mod Key. All players with only one or neither will be affected.

> If you prefer to use Minecraft Teams - Teams needs to be set up separately (Minecraft feature) and players manually added to the team. Read more **here.**

Options (Explained)

Gamemode

Adventure	The player is mortal (can be killed), can explore the world but cannot place or destroy blocks.
Survival	The player is mortal (can be killed) and may explore the world, place and destroy blocks.
Creative	The player is immortal, has free access to any block in the game, instant destruction of blocks, creative flight.
Spectator	The player is immortal, can fly through objects or the world, cannot interact with any items or entities.

Target

Target Selector	A selector such as @a (all players)
Player UN	A specific player's username
Player UUID	A specific player's user ID (UUID)

Range / Area

Dimension	A selector such as @a (all players)
Region	Determine a cube selection of the desired area (selection) including **height** and **depth**. Specify the coordinates of two opposing corner blocks.

Edit or Remove a Gamemode Lock

> Gamemode Locks can only be removed by players with the Admin Key (SWPM) who are located within the region/dimension Lock.

`/swpm gamemode remove <name>`	Removes a gamemode lock in the current region (position).

`/swpm gamemode remove dimension` Removes a gamemode lock in the current dimension.

`/swpm gamemode rename` Renames the specified region Gamemode Lock.

> It's recommended to keep track of the full commands used to create multiple Gamemode Locks. If your server uses a Region Lock per plot like ours did, then editing them can be tedious unless you have the full commands (including coordinates) in a copy/paste list for easy editing.

Troubleshooting

Command fails

- Player has incorrect permissions to use the command
- Server has ranks that override or forbid the use of the command
- Player has incorrectly written the arguments (command)

Cannot remove a Gamemode Lock

- Not standing in a valid region with a gamemode lock to be deleted (none present, outside the region).

Changelog

View Changes

> This is not a complete list of version changes / fixes. It is a changelog of relevant wiki-related version information.

MC Version	Release	Notes
1.18.2	1.18.2-2.1.0	New feature - added **/gamemode** command

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Revision #9
Created 2023-07-13 04:19:20 UTC by Delphi
Updated 2026-05-07 12:11:46 UTC by AlaharranHonor