

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". An area Gamemode Lock will override a dimensional 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`
dimension.

List all gamemode locks in the current

Create a Gamemode Lock (Basic)

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

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

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

EXAMPLE

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

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

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

Creates a gamemode lock within a set coordinates, with a specific name, dis/allowing the `/swpm fly`

command for the effected players.

EXAMPLE

```
/swpm gamemode set survival @a region Woot -377 78 -18 -415 75 40 false
--- Puts all players (@a) into survival mode within the set coordinates, disallowing the /swpm fly command.
--- The Gamemode Lock is named 'Woot'.
```

Create a Gamemode Lock (Advanced)

Gamemode locks can be set to exclude users in an approved group (such as a staff or moderator team).

When specified, the mod will not alter the gamemode of any players in the excluded group.

```
/swpm gamemode set adventure @a[team=!admin] dimension
--- Puts all players (@a) that are NOT in the admin team into adventure mode when in the current dimension.
```

Teams need to be set up separately (Minecraft feature) and players manually added to the team. Read more [here](#).

Options (Explained)

Gamemode

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

Target

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

Range / Area

Dimension	A selector such as @a (all players)
<u>Block Position</u>	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.

<code>/swpm gamemode remove <name></code> region (position).	Removes a gamemode lock in the current region (position).
<code>/swpm gamemode remove dimension</code> dimension.	Removes a gamemode lock in the current dimension.
<code>/swpm gamemode rename</code> Lock.	Renames the specified region Gamemode Lock.

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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