

Commands & Features

THE POCKET REFERENCE

Player commands, aliases, interactions, and feature notes—without the staff-only noise.

- [Command Quick Reference](#)
- [Homes & Teleport Commands](#)
- [Protection Commands](#)
- [Economy, Ranks, Flight & Voting](#)
- [Feature Interactions](#)
- [Postboxes & Parcels](#)
- [Timed Flight](#)
- [Chat Channels](#)
- [Private Messages, Ignores & Emotes](#)

Command Quick Reference

START HERE

Commands are not case-sensitive. Replace text inside `<angle brackets>` ; text inside `[square brackets]` is optional. Syntax is the thin line between teleportation and standing still while night closes in.

Travel

Command	Action
<code>/spawn</code>	Return to spawn
<code>/rtp</code> or <code>/wild</code>	Random safe teleport
<code>/sethome [name]</code>	Set a home
<code>/home [name]</code>	Visit a home
<code>/delhome [name]</code>	Remove a home
<code>/tpa <player></code>	Request teleport to a player
<code>/tpahere <player></code>	Invite a player to you
<code>/tpaccept</code> / <code>/tpdeny</code>	Answer a request
<code>/back</code>	Return to a previous location when permitted

Communication

Command	Action
<code>/msg <player> <message></code>	Private message
<code>/r <message></code>	Reply to the latest private conversation
<code>/ignore <player></code>	Toggle ignoring a player
<code>/discord</code>	Show PlagueMC Discord information
<code>/help</code>	General command help

Economy and progress

Command	Action
<code>/bal</code> or <code>/balance</code>	View account balance
<code>/pay <player> <amount></code>	Transfer account balance
<code>/baltop</code>	View leading balances
<code>/ar</code> or <code>/autorank</code>	Autorank help and progress
<code>/tf</code> or <code>/tempfly</code>	Timed-flight help
<code>/vote</code>	Voting links
<code>/votestreak</code>	Voting streak information

Permission denied? The command may belong to another rank, world, or role. Some doors remain locked; whatever is behind you does not.

Homes & Teleport Commands

Homes

```
/sethome  
/sethome <name>  
/home  
/home <name>  
/delhome <name>
```

Members begin with one home; higher ranks may have more. If you only have one, the unnamed form is simplest.

Teleport requests

```
/tpa <player>  
/tpahere <player>  
/tpaccept  
/tpdeny
```

Requests expire. Movement, damage, cooldowns, or region restrictions can cancel a teleport.

Spawn, random travel, and return

```
/spawn  
/rtp  
/wild  
/back
```

`/rtp` and `/wild` are aliases. `/back` is permission-dependent and should never be your only recovery plan.

PvP requires consent. A teleport request is not consent to fight, trap, loot, or enter a private area. The wilderness has sole custody of unannounced violence.

Protection Commands

📄 COMMAND, THEN CLICK

Most LWC commands arm an action. Run the command and click the block you want to modify before the world schedules another interruption.

Command	Purpose
<code>/cprivate [players]</code>	Private protection with optional shared users
<code>/cpublic</code>	Public use, protected ownership
<code>/cpassword <password></code>	Password protection
<code>/cunlock <password></code>	Unlock a password protection
<code>/cmodify <player></code>	Add access
<code>/cmodify -<player></code>	Remove access
<code>/cdonation</code>	Deposit-only container
<code>/cdisplay</code>	View-only container
<code>/cremove</code>	Remove one protection
<code>/cinfo</code>	Show owner and flags
<code>/climits</code>	Show protection limits
<code>`/chopper on</code>	<code>off`</code>
<code>/cautoclose</code>	Toggle automatic door closing
<code>/cpersist</code>	Repeat protection actions without retyping

Avoid `/cremoveall` unless you genuinely intend to remove every protection you own.

Passwords are visible to anyone you share them with. Prefer named private access for valuable storage. Trust is precious; diamonds are easier to count afterward.

Economy, Ranks, Flight & Voting

Account economy

```
/balance  
/pay <player> <amount>  
/baltop
```

The account balance is the server's unified currency. Player shops, direct payments, rewards, and compatible plugins debit or credit the same balance.

Progression

```
/autorank  
/ar
```

Autorank tracks eligible playtime paths. Member reaches Trusted after one hour; the Veteran path is a long-term milestone.

Timed flight

```
/tempfly  
/tfly  
/tf
```

Use the plugin's help output for subcommands available to your group. Time does not drain while grounded or idle under current settings, but it does drain during active flight.

[Read the full Timed Flight guide →](#) for balances, countdown behavior, restrictions, warnings, and troubleshooting.

Voting

```
/vote
```

```
/votestreak
```

Voting options and rewards can change. Use the live command output as the current source of truth.

Do not test zero flight time at altitude. Land first, experiment second. Gravity has already completed its testing.

Feature Interactions

Shops

- Right-click a shop sign: one transaction.
- Shift-right-click a shop sign: full-stack transaction when possible.
- Left-click the shop chest: view details.
- Shift-right-click the chest: cycle display when you own the shop and have permission.

Shulker boxes

Right-click an eligible shulker box in your inventory to open it. Commands and chat are blocked while the virtual container is open, so close it before trying another action.

Poses

```
/sit  
/lay  
/layback  
/bellyflop  
/spin  
/crawl
```

Some poses may depend on permission or location.

Trees, heads, and votes

```
/treecuter  
/tc  
/heads  
/myhead
```

```
/sellhead  
/hpc  
/vote  
/votestreak
```

Use each base command for live help. Features evolve faster than static documentation; the dangers remain admirably backward-compatible.

Bedrock player? Command syntax is the same, but GUI clicks and inventory interactions can feel different through cross-play. The translation layer has limitations; hostile mobs remain fluent.

Postboxes & Parcels

“ ? ITEM POST

Send a full stack of items to another player—even while they are offline—because apparently trusting the postal system is less dangerous than meeting in person.

Postboxes are secure parcel storage tied to your player account. Your deliveries follow your UUID, so changing your Minecraft name will not make them disappear.

Quick start

1. Place a **barrel** where you want your postbox.
2. Look directly at it and run `/postbox create`.
3. Hold the item stack you want to send.
4. Run `/postbox send <player>`.
5. The recipient can collect it with `/postbox open` or by right-clicking their registered barrel.

“ ⚠ **Check before sending.** The entire stack in your main hand is posted immediately. The postbox does not recognise “wait, not that stack” as a valid command.

Commands

Command	What it does
<code>/postbox</code>	Shows the available postbox commands.
<code>/postbox create</code>	Registers the barrel you are looking at as your postbox. <code>/postbox register</code> also works.
<code>/postbox send <player></code>	Sends the complete stack in your main hand to that player.

<code>/postbox open</code>	Opens your parcel storage from anywhere. <code>/postbox collect</code> also works.
<code>/postbox remove</code>	Unregisters your barrel without deleting stored parcels. <code>/postbox unregister</code> also works.

The shorter alias `/post` can be used instead of `/postbox`.

Registering a barrel

Look directly at a barrel and run:

```
/postbox create
```

You may have **one registered barrel at a time**. Registering a new one automatically replaces your old registration. A barrel already registered by somebody else cannot be claimed.

Right-click your registered barrel to open your mail. Other players cannot open or break it through the postbox system. Staff may remove a registration when necessary.

Breaking your own registered barrel removes its registration, but your stored parcels remain attached to your account. You can still use `/postbox open` or register a new barrel.

“ ? The barrel is an access point, not the parcel storage itself. Do not place items inside it expecting them to be mailed.

Sending a parcel

Hold the stack you want to send in your main hand, then run:

```
/postbox send PlayerName
```

When the delivery succeeds:

- The **whole held stack** is removed from your hand.
- The parcel is added directly to the recipient's stored mail.
- Online recipients receive an immediate notification.

- Offline recipients receive the parcel normally and are reminded when they next join.

You cannot send a parcel to yourself. A delivery will also be refused if your hand is empty or the recipient already has **45 parcel stacks** waiting.

“□ Items are only removed after the system confirms that the recipient has room in their postbox.

Collecting parcels

Open your mail in either of these ways:

- Run `/postbox open` from anywhere.
- Right-click your registered barrel.

Each parcel appears as an item stack in the Postbox menu. Click a parcel to move it into your inventory. The menu refreshes after every collection.

If your inventory cannot hold the complete parcel, it stays safely in the postbox until you make enough room. Items cannot be placed into or rearranged inside the Postbox menu.

The postbox holds up to **45 parcel stacks**. The bottom row is reserved for controls, including the red **Close** button.

Removing or moving your postbox

To unregister the current barrel without breaking it, run:

```
/postbox remove
```

Removing or replacing a registered barrel does **not** delete your waiting mail. Register another barrel whenever you are ready, or continue using `/postbox open` without one.

Troubleshooting

“Look directly at a barrel”

Move closer, aim at the barrel itself, and run `/postbox create` again.

“That barrel is already registered”

The barrel belongs to another player's postbox. Choose a different barrel or ask its owner to unregister it.

“The postbox is full”

The recipient already has 45 parcel stacks waiting. Ask them to collect some mail before trying again.

“Make enough room in your inventory first”

The selected parcel must fit as a complete stack. Clear sufficient inventory space, reopen the postbox, and click it again.

I removed or broke my barrel

Your parcels are still stored. Use `/postbox open`, or register a replacement barrel with `/postbox create`.

“ ? If a successful delivery appears to be missing, note the sender, recipient, item, approximate time, and any message shown in chat before contacting staff.

Timed Flight

⚠ FLIGHT IS BORROWED TIME

Timed flight lets eligible survivors leave the ground while their stored flight balance lasts. The sky is temporarily negotiable. Gravity is not.

Use `/tempfly`, `/tfly`, or `/tf`. All three names open the same feature.

Quick start

1. Check your remaining balance with `/tf time`.
 2. Stand somewhere that will remain survivable if flight stops.
 3. Run `/tf` to enable flight.
 4. Run `/tf` again to disable it, or use `/tf on` and `/tf off` explicitly.
 5. Land before the meter reaches zero. The ground has no grace period.
- Do not activate flight as an emergency afterthought.** No balance, a combat tag, a restricted area, or the height limit can prevent it from starting.

Player commands

Command	What it does
<code>/tf</code>	Toggles timed flight on or off.
<code>/tf on</code>	Enables timed flight when you have time and no active restriction.
<code>/tf off</code>	Disables timed flight without spending the remaining balance.
<code>/tf time</code>	Shows your stored flight time.
<code>/tf help</code>	Shows the commands currently available to your role.
<code>/tf pay <player> <time></code>	Transfers flight time when your role has transfer permission.

Command	What it does
<code>/tf trails</code>	Opens particle-trail selection when your rank includes it.

Transfer amounts accept time units such as seconds, minutes, hours, and days. Access is permission-dependent; if `/tf pay` is unavailable, the command is not part of your current role.

When the meter runs

Your balance counts down during active timed flight. Under the current server settings:

- Time **does not drain while you are standing on the ground**, even if flight remains enabled.
- Time **does not drain while you are idle**. The idle threshold is five minutes.
- Going idle in the air does not deliberately drop you, but remaining suspended is still a poor substitute for logging out safely.
- Stored flight time does not decay while you are offline.
- There is currently no global maximum stored balance.

The action bar displays the live flight meter. Warning titles appear with **30 seconds**, **15 seconds**, and **5 seconds** remaining.

At zero, flight ends and fall damage is enabled. The timer is a countdown, not an estimate and certainly not a parachute.

Height, regions, and automatic return

Timed flight has a maximum altitude of **Y 275**. Reaching the ceiling disables flight. Descend well before the limit rather than arriving there with momentum and theological questions.

World or WorldGuard restrictions can also suspend flight. When a temporary restriction clears, the system is configured to restore enabled flight automatically when possible. Do not rely on that restoration to catch a fall; carry a mundane backup plan.

Combat restrictions

Timed flight is disabled when you:

- Attack another player.
- Are attacked by another player.

The PvP flight lock lasts **10 seconds**. Fall damage remains active when combat disables flight. Ordinary attacks involving mobs do not currently trigger the TempFly combat lock, although the mob may have its own views on aviation.

Flight is not a combat escape. PvP still requires consent, and combat-tagged flight shutdown is intentionally capable of making altitude somebody else's problem—briefly, before it becomes yours.

Receiving and keeping flight time

Flight time is stored on your player account. Receiving additional time while your balance is empty does **not** automatically launch you; enable it with `/tf` when you are ready.

New players receive a small first-join flight allowance. Other grants depend on current ranks, rewards, events, or staff actions. Use `/tf time` rather than assuming an advertised or historical reward is still active.

Particle trails

Ranks with trail access can use `/tf trails` to choose from their permitted particles. Trails are cosmetic and identify active flight; they do not change speed, balance use, or the severity of the landing.

Troubleshooting

“You have no more flight time”

Your stored balance is empty. Confirm with `/tf time`. Flight cannot be enabled until more time is added.

“You are currently combat tagged”

Wait at least 10 seconds after the last player attack. Find solid ground first; the combat lock is not interested in how architecturally inconvenient this is.

“Flight is disabled in this region/world”

Leave the restricted area safely. Flight may restore automatically after the restriction clears if it was still enabled.

“Y 275 is the maximum altitude”

Descend below the ceiling. Flight is disabled at the configured maximum height.

The timer is not decreasing

If you are grounded or considered idle, this is expected. The meter drains during active airborne use.

The command says I lack permission

Your rank may allow basic flight but not transfers, trails, speed controls, or other subcommands. Use `/tf help` to see the useful surface available to you.

“ **Final flight check:** watch the meter, respect Y 275, avoid combat, and keep blocks, rockets, slow falling, water, or a landing route available. The server lends you the sky one second at a time and repossesses it without sentiment.

Chat Channels

 **PICK THE RIGHT RANGE**
Local is your everyday channel. Global reaches the whole server, and Help is for questions.

Available channels

Channel	Tag	Who hears it?	Best for
Local	L	Players within 125 blocks in your current world	Nearby conversation, building and exploring together
Global	G	Everyone listening across all worlds	Server-wide conversation and announcements
Help	H	Everyone listening across all worlds	Gameplay questions and requests for assistance

Staff may have additional private channels which are not available to regular players.

Change your active channel

Normal chat is sent to your **active channel**. Local is the default.

/ch L
/ch G
/ch H

You may use either a channel's short tag or its full name, such as `/ch Global`.

Check your available channels with:

/ch list

Check who is listening to your active channel with `/ch who`, or use `/ch who Global` to check a specific channel.

Send one message without switching

Local, Global and Help support quick messages. This sends one message to that channel without changing your active channel:

```
/l Anyone nearby?  
/g Has anybody found a trial chamber?  
/h How do I protect a chest?
```

This is especially useful when you normally stay in Local but occasionally need the whole server.

Join or leave a channel

Public channels are normally added automatically when you connect. You can also manage them manually:

```
/ch join Help  
/ch leave Help
```

Leaving your active channel makes Herochat select another channel you can use. Public channels may be added again when you next reconnect.

Why did nobody hear my Local message?

Local only reaches players within **125 blocks**, in the same world, who are listening to Local. Try `/g message` when you deliberately want to reach everyone.

Herochat also limits very rapid messages. If you see an anti-spam warning, wait briefly instead of resending the same line.

Keep chat readable: Use Help for genuine questions, avoid repeated messages, and follow the Community & Chat rules in every channel.

Private Messages, Ignores & Emotes

✉ DIRECT CONVERSATIONS

Use direct messages when a conversation does not need to fill public chat. Server rules still apply.

Send a private message

The standard command is:

```
/msg PlayerName Your message here
```

The aliases `/tell`, `/pm`, and `/w` work the same way.

You can also type a Twitter-style private message directly into chat:

```
@PlayerName Your message here
```

The `@` must be immediately followed by the player's name.

Reply quickly

Use `/r` to reply to your current private-message conversation:

```
/r Sounds good!
```

`/reply` is the longer version of the same command. Always check the displayed recipient before sharing anything sensitive, particularly when several people are messaging you.

Ignore a player

Toggle messages from a specific player with:

```
/ignore PlayerName
```

Run the same command again to stop ignoring them. Ignoring affects what you receive through Herochat; it does not replace reporting harassment or threats to staff.

Disable all private messages

Toggle all incoming private messages with:

```
/ignorepm
```

Herochat reminds you when this setting is enabled. Run `/ignorepm` again when you want to receive private messages.

Emotes

Trusted players can describe an action in their current channel with `/me`:

```
/me waves from the watchtower
```

The emote has the same audience as ordinary chat in that channel. A Local emote remains local; a Global emote is server-wide.

Useful chat help

```
/ch help  
/ch list  
/ch info
```

- `/ch help` lists Herochat commands available to you.
- `/ch list` lists channels you can access.
- `/ch info` describes your active channel.

Private does not mean exempt: Harassment, spam, scams and prohibited content are still against the rules. Use the reporting process when staff need to investigate.