

Protecting Containers & Doors

❏ MOST STORAGE LOCKS ITSELF
Chests, barrels, furnaces, shulker boxes, and many doors are automatically protected when placed. “Automatically” is not permission to wander off without checking.

Check before walking away

Punch or interact with the protection as directed by LWC, then use `/cinfo` to inspect ownership and flags. Use `/climits` to see your protection allowance.

Important commands:

Command	Purpose
<code>/cprivate</code>	Create a private protection
<code>/cmodify <player></code>	Add a player to an existing private protection
<code>/cmodify -<player></code>	Remove a player from access
<code>/cpublic</code>	Allow public use while retaining ownership
<code>/cdonation</code>	Allow deposits but restrict withdrawals
<code>/cdisplay</code>	Allow viewing but restrict taking items
<code>/cremove</code>	Remove your protection
<code>/cinfo</code>	Inspect a protection
<code>`/chopper on</code>	<code>off`</code>

Run the command, then click the block you want to affect.

Sharing safely

Grant access to exact usernames and remove access when it is no longer needed. A public protection is appropriate for genuinely shared infrastructure—not private valuables.

Hoppers are denied access to protected containers by default unless the protection allows them. If an item sorter stops at a protected chest, inspect the hopper flag before rebuilding the machine.

Protection is a tool, not divine intervention. Unlocked does not mean abandoned, and somebody else's configuration mistake is not loot spawning with extra steps.

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