

# Claiming

Description of the claiming system

- [Guide](#)
- [Video Guide](#)
- [Claim Flags](#)
- [Enter Messages](#)
- [Commands](#)

# Guide

In order to protect your new piece of land you have found on the [CozySMP](#), you will want to claim some land to mark it as your own and prevent unwanted visitors from building and taking stuff from it. In this **Guide to Claiming Land**, everything from basic claiming to advanced subdivisions to become a mayor will be covered.

## What is a Claim?

In essence, a "claim" is a square region of land that is marked in your name on the server, which, by default, other players cannot build, break or pillage within. Dogcraft uses a plugin called [GriefPrevention](#) to do this. Claims have some other properties, too. Creeper and Wither explosions, Endermen block moving and TNT will not work by default within claims and even fluids such as water and lava cannot flow from outside to inside a claim.

Claims work on a system of "Claim Blocks", of which you earn 100 (**TOOD: Need confirmation**) of every hour (capping at 10k) and can purchase more from the [CozySMP](#) store or earned from crate rewards/partypond. Each square block in a claim you make uses one of your claim blocks. This means that claims can only be of finite size. In-game, claims are visualized by temporary markings of gold and glowstone that are only temporary and cannot be mined.

**Note:** According to the rules, all claims will expire after 60 days of inactivity **IF** you do not have at least 10k claim blocks.

[youtube:VDsjXB-BaE0]

## Claim Blocks

There are multiple ways to acquire claim blocks:

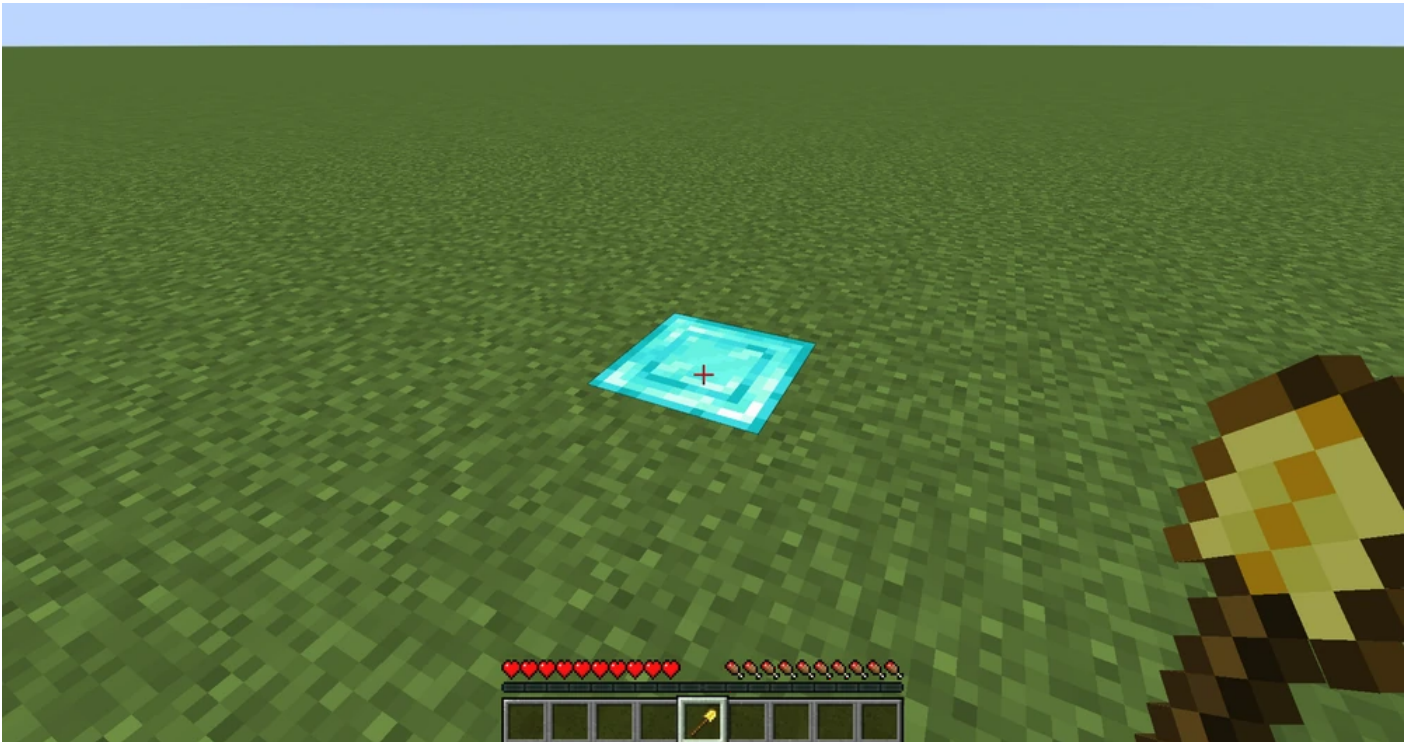
- Get claimblocks from playing.
- See [Ranks](#) for claim block bonuses.
- You can buy them from the [store](#).
- You can trade claim blocks with other players via the [command:trade] command.
- You can get claim blocks from crates and partypond.

- +100 Claim Blocks from each vote. (See: [Voting](#))

# Creating Claims

When you first join you will receive a "New Claim" kit which includes an [item:Golden Shovel:14] (Claim Tool!) and a [item:Stick:14] (Land Inspector Tool!) If you lost your kit you can use any [item:Golden Shovel:14] or claim a new kit with [command:kit New Claim]

**Step One:** Hold out your [item:Golden Shovel:14] in your Main Hand and Right-Click on the ground where you want the first corner of your claim to be.



**Step Two:** While continuing to hold the [item:Golden Shovel:14] in your hand, walk over to the spot you want the second corner of your claim and Right Click it. Note that claims have to be over 100 square blocks in size. (10x10+ or equivalent)



## Trusting Players

By default, nobody will be able to build or do anything on your claim. If you want to add someone to a claim, however, there's a set of tools you can use to do so giving various levels of access.

- **Access Trust** - Lets the player interact with buttons, levers and doors and set a home with /sethome, but not access containers and chests. [command:accesstrust player]
- **Container Trust** - Lets the player use chests and containers, from hoppers and droppers to shulkers and furnaces, as well all permissions from access trust. [command:containertrust player]
- **Build Trust** - Lets the player place and break things inside the claim, as well as all permissions from container and access trust. [command:trust player]
- **Permission Trust** - Lets the player trust other players to the claim. However, this is separate from other trust levels. Players with permission trust can only trust other players to their level of trust (e.g: If a player has container trust and permission trust, then the player is able to give other players container trust but not build Trust). Players with permission trust are not able to give other players permission trust. [command:permissiontrust player]

On the flip-side, you can remove a player from the trust list using the [command:untrust player] command.

Another handy command is [command:trustlist], which lets players with permission trust and the claim owner view a list of everyone with permissions on a claim.

Finally, the claim owner can add the public to the different permission levels. Replace the "player" on any of the trust commands with the word "public"/"all"/"everyone" to do so. Of course, you can also use [command:untrust public] to remove the public from the different trust levels. Note that the public cannot have permission trust.

# Configuring Claims

## Abandoning Claims

You can do [command:unclaim] or [command:abandonclaim] while standing in a claim to remove it. You will then be given back the claim blocks to use with other claims. In addition, you can use [command:abandonallclaims] to abandon all of your claims and regain all of your claim blocks back for use. You can also abandon all of your claims by typing /abandonclaim or [command:unclaim] while standing outside of a claim.

## Viewing Claims

While holding a [item:stick] in your hand, you can right click within a claim to view the claim borders marked in temporary [item:Gold Block]s and [item:Glowstone]. Any subclaims within the claim will also appear marked in temporary [item:Iron Block]s and [item:White Wool].



(Simply right click inside a claim with a stick to view its borders.)

You can also view a list of all of your claims and their co-ordinates using the [command:claimslist] command.

## Resizing Claims

Simply right click one of the golden corners of a claim to resize it. If you make the claim larger, you will need to have the right amount of claim blocks to support the expansion.

## Claims Explosions

It's possible to enable explosions within a claim by standing in it and typing [command:claimexplosions].

## Flags

For further fine tunes see [Claim Flags](#).

## Subdividing Claims

By Subdividing Claims, you are able to create subclaims within a regular "top-level" claim you made as demonstrated in the "Creating Claims" section. This is useful in particular for creating plots in a town, as you are able to trust people in a subclaim without them being trusted in the larger claim. Unlike regular claims, there's no size limitations on subclaims and so they can be as small as one block; subclaims do not take up claim blocks.

Apart from that, Subclaims act like regular claims. They are marked out by temporary [item:Iron Block] and [item:White Wool] blocks. Do note though, that players trusted in the top level claim will retain their permissions inside any subclaims. Only the owner of the main top level claim can create subclaims within it.

[youtube:I3FLCFam5LI]

## Creating Subclaims

To create subdivisions, you will first need to be standing within the claim you wish to subdivide and type [command:subdivideclaims].

**Step One:** As with regular claims, to create a subclaim you hold a golden shovel and right click on a spot on the ground to act as the first corner of your claim, but this time the spot must be within your claim.



**Step Two:** Walk over to the spot where your second corner will go, and right click there. Your subclaim will now be marked in temporary Iron Blocks and wool blocks.



## Removing Subclaims

To remove a subclaim, simply stand within one and type [command:unclaim] or [command:abandonclaim] to remove it. If you now wish to remove the main top level claim you can now simply type [command:abandonoplevelclaim] to remove everything.

## Restricting Subclaims (Advanced)

As mentioned before, players trusted in the top-level claim have the same permissions in any subclaims created within the claim. However, you can restrict subclaims to stop this and specify specific permissions for all players within subclaims. To do this, stand within the subclaim you wish to restrict and type [command:restrictsubclaim]. Note that only the claim owner can do this.

## Tips

- Make sure to continue holding your shovel when creating, resizing or subdividing a claim. It may come as second nature to stop holding your shovel when moving from corner to corner, but this will reset the process. Your shovel must remain in your hands.
- If you have a large claim that you wish to extend in a certain direction, you can simply stand inside the claim and face the direction you wish to extend it by and type [command:extendclaim no. of blocks]. Of course, you need to make sure you have enough

claim blocks to make the extension first.

- By standing outside a claim when trusting people, you can add them to all of your claims at once.
- If you need any help claiming, be sure to ask a moderator in-game who will be happy to assist you.

# Video Guide

As the author of the original videos disabled embedding, here is another video that is from the same plugin:

[youtube:kk6JnluSDK0:238]

# Claim Flags

The plugin provides players with a powerful set of tools to customize the behavior of claims. **Claim Flags** are specific toggles or settings applied to a claim that override standard Minecraft mechanics. To see the current flags in a claim use the [command:claimflags] command. To set a flag use the [command:claimflag flag param] command, or you can use the [command:setclaimflag flag] to set a flag and [command:unsetclaimflag flag] or [command:removeclaimflag flag] to remove it.

See [plugin](#)

## Flags

- NoFireSpread: This flag prevents fire from moving from one block to another.
- HealthRegen(x): Regenerates x amount every 5 seconds. (Minimum 1)
- KeepInventory: This flag ensures that if a player dies within the claim boundaries, they retain all their items.
- NoFallDamage: By enabling this flag, players will take zero damage from falling, regardless of the height
- NoFireDamage: This flag protects players and entities from taking damage caused by fire or standing in lava.
- NoMonsterSpawns: Prevents all bad mobs from spawning in this area. If they spawn outside of the area, they will be able to walk in.
- NoExplosionDamage: This flag neutralizes the destructive power of explosions.
- EnterMessage(message): This flag allows you to set a custom greeting that appears in a player's chat when they cross into the claim. (See [Enter Messages](#))
- NoCropTrampling: Tired of jumping on your wheat by accident? This flag prevents crops from being destroyed when players or mobs jump or walk on them.
- InfiniteArrows: When this flag is active, players firing bows within the claim will not consume arrows from their inventory.
- NoBlockFade: Prevents blocks from fading, melting, or disappearing based on world conditions.
- NoChorusFruit: Prevents players from teleporting when they eat chorus fruit in this area.
- NoElytra: This flag disables the use of Elytra wings within the claim boundaries.
- NoEnderPearl: Prevents players from teleporting when they throw an ender pearl in this area.
- NoFluidFlow: When enabled, this flag stops water and lava from flowing.
- NoGrowth: Stop blocks from growing naturally in this area. Examples: wheat, sugar cane, cactus, watermelon, pumpkin, turtle egg.

- NoHunger: While inside a claim with this flag, players' hunger bars will not deplete.
- NoIceForm: Stops ice from forming in this area.
- NoItemDrop: Prevents players from dropping items in this area.
- NoItemPickup: This flag prevents players from picking up items that are lying on the ground.
- NoLeafDecay: This flag stops leaves from disappearing when the wood blocks of a tree are removed.
- NoMonsters: Prevents all bad mobs from spawning in this area, and will also prevent them from entering the area. If they do, they will be removed.
- NoPlayerDamage: Prevents players from taking any damage in this area.
- RaidMemberOnly: Prevent non-members of claims from triggering raids.

# Enter Messages

You can set custom welcome/enter messages with the [command:claimflag EnterMessage message] command. An Enter Message is a custom greeting that appears in chat when a player cross into the claim

The placeholder %owner% for owner's name and %name% for the player's name entering can be used in the message.

You can use colored messages, with the "minimessage" formatting:

- <gold>Hello this is my vanilla message!
- <#ED855D>Hello this is my hexcode message!
- <gradient:#ED855D:#BDB07B:#91BD7E>Hello this is my gradient message!

# Commands

## Commands related to claims

[command:claimlist] or [command:claimslist]

Displays your current claims and how many claim blocks you have.

```
10000 blocks from play + 54949 bonus = 64949 total.  
Claims:  
world: x5825, z19472 (-16611 blocks)  
= 48338 blocks left to spend
```

[command:claimflags]

Lists the claim flags in the current claim.

```
This Claim: NoFireSpread HealthRegen(1) KeepInventory  
NoFallDamage NoFireDamage NoMonsterSpawns  
NoExplosionDamage EnterMessage(Welcome) NoCropTrampling
```

[command:setclaimflag] or [command:claimflag]

Sets a claimflag

```
/SetClaimFlag <flag> <optional parameters>
```

[command:gnear]

Shows nearby claims