

Your Minecraft server

A guide for players and their grown-ups. Java and Bedrock share one world.

1. Add the server

Java: Multiplayer → Add Server. Address: **gs.rozyccy.net**. The simplest choice is Minecraft **1.21.11**. The server has room for 10 players.

Bedrock: Play → Servers → Add Server, if your device offers this option. Address: **gs.rozyccy.net**, port: **19132**. Adding a custom server on a console may need extra setup.

2. Register once, then log in

New Java players register at minecraft.rozyccy.net, verify their email and apply. Administrator approval is required before joining. Bedrock admission is checked manually. See page 13 for details.

```
/login YOUR_PASSWORD
```

On later visits, enter your password. Play is restricted until you log in. Always use the same player name with the same spelling and capitalisation.

3. How to enter a command

In Java, press **T** to open chat, or start with **/**. In Bedrock, open the chat window. Type the command and press Enter or the send button.

Commands in the game begin with /. Ordinary text without a slash is sent as chat. Replace **YOUR_PASSWORD** and **PLAYER** with your own password or the correct player name. Do not type these placeholders literally.

For example, **/tpa PLAYER** asks to teleport to that player. In Java, Tab can complete a player name. Bedrock names may start with a dot: include it when entering the name.

Some server messages are in Polish. **Hasło zaakceptowane!** means “Password accepted”. **Proszę się zalogować** means “Please log in”. The commands themselves stay the same.

Our permission groups

Technical group names are identical in both language versions.

Display order by weight: **Player (0)**, **VIP (10)**, **Builder (20)**, **Moderator (50)**, **Administrator (100)**. Weight does not grant permissions by itself.

Before login - AuthMe protection

After approval, use /login first. This is a security step, not a LuckPerms group. Every rank still needs its own password.

1 / Player - default

Normal survival play, one home, teleport requests and private messages. Everyday commands: page 3.

2 / VIP - vip

Inherits Player. Up to **5 homes**, /back after teleporting, a portable crafting table and access to your own Ender Chest. Commands: page 4.

3 / Builder - budowniczy

Inherits VIP. Up to **10 homes**, flight, personal time and personal weather. Building remains in survival: gather your own materials. No Creative mode. Limited WorldEdit: page 11. Commands: page 4.

4 / Moderator - moderator

Inherits VIP, including 5 homes and its conveniences. Kick, mute up to **1 hour**, temporary ban up to **24 hours**, last-visit checks and moderation teleporting. It does not automatically include Builder tools. Commands: page 5.

5 / Administrator - administrator

Inherits Moderator and has full plugin access through *** = true**, including VIP and Builder commands. Can exceed moderator limits. Administration: page 6; granting groups: page 7.

Groups can be combined, for example Moderator + Builder. The highest weight selects the primary rank; permissions come from all memberships. Minecraft OP and the AMP account are separate from these groups.

Everyday commands

Use these after logging in. Replace PLAYER with the exact player name.

/sethome

Saves your current position as your home. Use it at your base.

/home

Teleports you to your saved home. Use /sethome first.

/delhome home

Removes the saved default home called home. It does not destroy your building.

/tpa PLAYER

Asks to teleport to another player. They must accept your request.

/tpaccept

Accepts a teleport request. Check who sent it before accepting.

/tpdeny

Rejects a teleport request. You do not have to accept every invitation.

/msg PLAYER message

Sends a private message. Example: /msg PLAYER Can you help me get home?

/r message

Replies to the last person you exchanged private messages with.

/list

Shows who is currently on the server.

/motd

Shows the server greeting and information.

/help

Shows help. Available commands depend on your permissions.

/changepassword OLD_PASSWORD NEW_PASSWORD

Changes your shared game and website password. Replace both placeholders; do not show the command to other people.

Start with one default home. Multiple homes require extra permission. /spawn and /back are not included in the current Player permission set.

More comfort, easier building

Both groups include Player commands. Only an administrator can grant these groups.

VIP - 5 homes; Builder - 10 homes

```
/sethome base
```

Saves a named home where you stand. For another location use `/sethome mine`. Each distinct name uses one of your available home slots.

```
/home base
```

Returns to the home named base. Replace base with the name you saved. `/home` lists your homes when several are set.

```
/delhome mine
```

Removes the saved home called mine and frees its slot. It does not destroy the building.

```
/back
```

Returns to your previous teleport location. It does not grant return-to-death-location access.

```
/workbench
```

Opens a crafting table anywhere. You still need your own crafting ingredients.

```
/enderchest
```

Opens your own Ender Chest. It does not let you view other players' storage.

Builder only - personal building tools

/fly on enables flight; double-tap jump to take off. **/fly off** disables it: land first to avoid falling. The command affects only you.

/ptime day gives you a daytime view; **/ptime reset** restores world time. **/pweather sun** clears weather for you; **/pweather reset** restores world weather. These commands do not change other players' views.

These roles cannot punish players, grant ranks, change game mode, generate items with `/give`. Builder has limited WorldEdit access (page 11). A moderator can separately receive either role. No one receives a new role automatically.

Help and keep things fair

Moderators have Player and VIP commands plus the moderation permissions below.

```
/kick PLAYER reason
```

Disconnects a player; they can join again. Example: `/kick PLAYER Please stop spamming`. This is not a permanent ban.

```
/mute PLAYER 5m
```

Mutes the player for 5 minutes. Moderator limit: 1 hour. For example, `/mute PLAYER 30m` applies a 30-minute mute. It does not block joining.

```
/mute PLAYER
```

If the player is already muted, this removes the mute. Always specify a duration when applying a penalty. Do not undo an administrator's penalty without agreeing it with them.

```
/tempban PLAYER 30m reason
```

Blocks joining for the specified time, including for offline players. Maximum: 24 hours. Example: `/tempban PLAYER 30m Repeated griefing`.

```
/tp PLAYER
```

Teleports you to a player without requesting consent. Use it to investigate a report, not to gain an advantage.

```
/tphere PLAYER
```

Brings the player to your position. Make sure the location is safe and tell them first.

```
/seen PLAYER
```

Shows information about the player's last visit. Moderators have not been given the extra permission to display IP addresses.

Durations: 5m = 5 minutes, 1h = one hour, 1d = one day. Give a warning first, use a proportionate penalty and explain why. Leave permanent bans, unbanning and rank changes to an administrator.

World and server management

Administrators have Player and Moderator permissions, plus full plugin access.

```
/ban PLAYER reason
```

Permanently blocks a player from joining. Use it when a temporary moderator penalty is not sufficient.

```
/unban PLAYER
```

Removes a player's ban. This can also end a temporary ban before it expires.

```
/minecraft:gamemode creative PLAYER
```

Sets the player to Creative mode. This changes the rules of play and their access to items.

```
/minecraft:gamemode survival PLAYER
```

Returns the player to Survival mode.

```
/minecraft:time set day
```

Sets daytime in the administrator's world. This affects other players in that world too.

```
/minecraft:weather clear
```

Sets clear weather in the administrator's world.

Ranks and access

Use LuckPerms to grant permissions - see the next page. Do not give ordinary players the wildcard * or operator status. Membership of the **moderator** group is sufficient for a moderator.

Full access also includes commands that can stop the server or change important settings. Warn everyone before a restart. Treat the game password and AMP control panel access as separate accounts.

Managing permissions

An administrator enters these commands in game. In the AMP Minecraft console, omit the initial slash.

```
/lp editor
```

Creates a browser editor session. Open its link, edit permissions, save and apply changes as instructed by the editor. Do not share the editor link with others.

```
/lp user PLAYER info
```

Shows the player's groups and account information. Useful when checking a missing permission.

```
/lp user PLAYER permission check essentials.home
```

Checks whether the player can use /home. true means allowed; false means missing or denied permission.

```
/lp user PLAYER permission set essentials.home true
```

Grants this player the /home permission. This is one permission, not promotion to administrator.

```
/lp user PLAYER permission unset essentials.home
```

Removes the individual permission entry. The player may still inherit it from default, so removing an entry is not the same as denying access.

Add or remove groups

To grant the rank, enter:

```
/lp user PLAYER parent add moderator
```

To remove it:

```
/lp user PLAYER parent remove moderator
```

Replace **moderator** above with **vip** or **budowniczy** to grant or remove those roles. Use **add** to preserve other memberships, then check /lp user PLAYER info. Combining Moderator + Builder grants both sets of permissions. Do not grant OP for these roles.

When something goes wrong

Read the message in chat first. It usually explains whether you need to log in, lack permission or mistyped a command.

Common problems

“You do not have permission”: log in and check whether the command is listed for your group. If it should work, ask an administrator and include the exact command.

“Unknown command”: check the slash, spelling and spaces. Not every command shown in online videos is installed here.

/home does not work: first use /sethome in a safe place.

No teleport happens: the other player must use /tpaccept; requests can expire.

Forgotten password: reset it on the website; without an email, ask the server owner. Do not use someone else’s name or ask for their password.

What do our plugins do?

AuthMe: shared-password login; registration is on the website.

EssentialsX: homes, teleporting, messages and administration.

LuckPerms: groups and permissions.

Geyser + Floodgate: connect Bedrock players to the Java world.

ViaVersion: protocol compatibility, including for Bedrock.

PacketEvents: packet handling used by AuthMe protection.

WorldGuard: region protection (page 10).

WorldEdit: block editing for builders (page 11).

Three rules for playing together

1. Do not damage other people’s builds; ask before taking their items.
2. Accept only teleport requests you are happy with.
3. Keep your password private. Full rules: page 9 and /rules en. Plot protection: page 10; WorldEdit: page 11.

Sources and scope

Based on the checked gs server configuration on 3 October 2026. This is a selection of useful commands, not an exhaustive plugin reference. Current groups: default, vip, budowniczy, moderator and administrator. Moderator limits: 1-hour mute and 24-hour temporary ban.

[LuckPerms: commands](#)

[LuckPerms: permissions](#)

[EssentialsX: permissions](#)

[AuthMe: commands](#)

Game and website rules

EN: /rules en and /rules en 2. PL: /rules and /rules 2. Every group. Updated: 3 October 2026.

- 1.** Respect others. No insults, harassment, threats or spam.
- 2.** Do not damage other players' builds or steal. Ask for permission.
- 3.** PvP, traps and pranks require everyone's consent.
- 4.** No cheats, x-ray, duplication or exploiting bugs.
- 5.** Use your own nickname. Do not share passwords or personal information.
- 6.** Avoid lag machines. Keep redstone contraptions and mob numbers small.
- 7.** Use WorldEdit only on your own or agreed land, with small edits.
- 8.** Regions are not created automatically. Protect your base with /rg claim.
- 9.** Do not bypass protection. Add region members carefully.
- 10.** Report problems to a moderator. Do not retaliate.
- 11.** Penalties depend on the situation: warning, kick, mute or temporary ban. Moderators can mute for up to 1 hour and ban for up to 24 hours. Appeal to an administrator.
- 12.** Administrators resolve disputes. Misusing permissions also breaks the rules.
- 13.** New accounts require administrator approval and a whitelist entry. Do not impersonate others.
- 14.** Website content follows the same respect and privacy rules. Do not publish personal information, other people's photos or passwords.
- 15.** Registration alone grants neither access nor ranks. Administrators decide admission and rank requests.

Protect your plot

Player and VIP share these own-region permissions. Builder inherits them too.

1. Select two opposite corners

```
//wand
```

Gives the wooden selection axe. Left-click selects the first corner; right-click the second. Bedrock players may find the commands below easier.

```
//pos1 100,60,100
```

Sets the first corner at these coordinates. Replace the example with your X,Y,Z. Plain //pos1 selects where you are standing.

```
//pos2 119,89,119
```

Sets the second corner. Plain //pos2 uses your position. Include your basement and roof. This example covers $20 \times 30 \times 20 = 12000$ blocks.

2. Create the region and check it

```
/rg claim my_base
```

Creates a region from your selection and makes you the owner. Pick an unused name without spaces. Limit: 3 regions, each up to 150000 blocks in volume. You cannot claim other players' regions.

```
/rg info my_base
```

Shows boundaries, owners and members. /rg list lists your regions. A new region restricts building by outsiders; it does not restore previous damage.

```
/rg addmember my_base PLAYER
```

Lets this player build and use the protected land. Replace PLAYER with the exact name, including a Bedrock dot prefix when present.

```
/rg removemember my_base PLAYER
```

Removes membership. Players cannot redefine boundaries, remove regions or assign owners. Ask a moderator or administrator.

Protection applies only inside the selected volume. It is not automatic protection of the whole world or a backup. Builders must use WorldEdit according to the rules.

Small edits, careful use

Available to budowniczy and administrator. Moderator alone can select but cannot edit blocks.

WorldEdit changes many blocks with one command and can place them without consuming inventory items. Use it for agreed projects, not to bypass survival. These plugins run on the server; players do not need to install them locally.

Check the selection first

```
//size
```

Shows the selection size. Use //wand or //pos1 and //pos2 from page 10. Choose a small cuboid on your own or agreed land.

```
//set minecraft:stone
```

Fills the whole selection with stone, replacing existing blocks too. Do not test on a finished home. Replace stone with the correct block identifier.

```
//replace minecraft:dirt minecraft:grass_block
```

Replaces only dirt in the selection with grass blocks. Other materials remain. A large selection still needs to be scanned.

```
//walls minecraft:stone
```

Builds the sides of a cuboid selection. It does not automatically add a floor or roof.

```
//undo
```

Undoes your last WorldEdit operation. It cannot undo other people's actions or every world change. //redo reapplies the undone operation.

Limits and responsibility

Limit: 1000 changed blocks per operation. History stores up to 5 operations; sessions expire after 5 minutes offline. Builders have not been granted clipboard, schematic pasting, brushes, scripts or limit bypass. TNT and other disallowed blocks remain restricted.

The limit does not guarantee lag-free editing. Do not select the whole world. WorldGuard does not automatically filter WorldEdit changes. Reaching the limit can leave partial changes: read the message and use //undo if needed.

Type both slashes for WorldEdit commands such as //set and //undo. Regular commands such as /rg claim and /rules use one slash.

Help protect regions

Moderators manage boundaries and members. Full administration belongs to administrators.

```
/rg list
```

Lists regions in the current world. `/rg info REGION` shows details. Replace REGION with the plot name.

```
/rg define REGION PLAYER
```

Creates a region from your WorldEdit selection and assigns an owner. Agree boundaries first, check existing plots and verify the player name.

```
/rg select REGION
```

Selects an existing region's boundaries for checking. Selecting does not damage blocks.

```
/rg redefine REGION
```

Replaces boundaries with your current selection while keeping settings. Check `//size` and obtain the owner's agreement first.

```
/rg addmember REGION PLAYER
```

Adds a member, including to someone else's region. `/rg removemember REGION PLAYER` removes membership. Use these for agreed assistance and dispute resolution.

```
/rg flag REGION pvp deny
```

Disables PvP in the region. Moderators may change only pvp, chest-access and use flags. Agree changes to chest access and interactions first.

To remove an explicit flag value, omit it: **`/rg flag REGION pvp`**. Avoid setting chest-access to allow without a reason: it may expose storage. Moderators have no protection bypass, region deletion, priority, parent or ownership-management permissions.

Administrators and other groups

Administrators have full WorldEdit and WorldGuard, with explicit denial of `worldedit.limit.unrestricted` and `worldedit.anyblock`. Other plugin limits are not guaranteed to constrain an account with full permissions. Player/VIP cannot edit blocks. Moderator gains editing only with a separate Builder membership.

In AMP console, omit the first slash. Selections and edits need a player context; do not run these examples from console. Console region management may need `-w WORLD`.

[WorldEdit permissions](#) | [WorldGuard permissions](#)

One account, one password

<https://minecraft.rozyccy.net> • Player area, FAQ and private support.

Existing players

Your existing account and admission are preserved. Sign in using your exact game name and game password. Do not create another account. Add your own email address in your profile so you can recover a forgotten password.

New Java players: website → application → game

1. Register on the website using your exact Java name: 3-16 ASCII letters, digits or underscores. Use a password of 8-30 characters without spaces.
2. Verify your email using the link, read the rules and submit the Join application.
3. Wait for administrator approval. Whitelist delivery may take about a minute. Then join the game and use `/login` with the same password.

Bedrock: an administrator must first check your gamertag and Floodgate identity manually. The automatic application handles Java admission. Do not change your name or create a replacement account.

Changing or recovering your password

Your website profile, email password reset and in-game `/changepassword` **OLD NEW** all change the same password, including administrator accounts. AMP has a separate password. Without an email on your account, ask an administrator for recovery. Never share your password.

Player area and rules

Approved accounts can open the player area: profile, guides, FAQ and private support tickets. News lists server changes; signed-in approved players can comment. This is not a public forum. Website roles do not grant LuckPerms ranks. English rules: `/rules en` and `/rules en 2`. Polish: `/rules` and `/rules 2`.

Use HTTPS and check the exact website address. Do not include your age, address or other personal details in applications. Game address: `gs.rozyccy.net`; Bedrock port: 19132.

Admission and maintenance

Azuriom 1.2.13 • AzLink 1.3.13 • Authme Support 1.0.3 • CraftAccess 1.0.0

Approving a new account

Admin panel → Jobs → Applications → Join RóżyccyCraft. Check the exact name, verified email and answers. Accepted grants the website Player role and queues whitelist add. Only an Administrator can approve admission. Acceptance without a verified email is blocked.

Revoking acceptance returns the account to pending and queues whitelist remove. It does not immediately kick someone already playing. Website role changes do not grant LuckPerms groups. Admit Bedrock players after manually checking their identity.

Content and support

Admin panel → Posts: create a post, set its publication date and save. Players comment; moderators remove violations. Pages: PL/EN rules. FAQ: questions and answers. Support: private tickets. Moderators may access the support panel but cannot approve accounts. Jobs provides admission applications. No public forum was added.

Shared accounts and mail

The website and AuthMe share one MySQL user table on GS. All eight existing accounts and password verifiers were preserved. New accounts are created on the website only; in-game /register is disabled. SMTP uses the existing OMV settings on S1. Encryption and authentication passed checks; inbox delivery was not tested.

Resources and dependencies

MariaDB 10.3.39 listens locally only, with a 64 MB InnoDB buffer and two AuthMe connections. Nginx and PHP 8.4.26 FPM use up to two PHP processes on demand. AuthMe needs the database even when the website is unavailable. AzLink delivers whitelist commands and no longer synchronises passwords.

```
/azlink status
```

Checks the website connection. In the AMP console, omit the first slash. Keep integration keys and SMTP/SQL credentials private.

HTTPS uses the S1 proxy; GS:8090 accepts S1 and localhost only. The existing six-hour AMP backup schedule is unchanged. SQL database coverage by AMP backups has not been confirmed; world and instance backups do not replace a shared-account database backup.