

# World Edit

## Overview

World Edit, or w/e, is a building tool that allows for large areas to be modified through selections and commands.

## Starting Off

World Edit will only work on the area you select, so selection is essential in order for it to work. Selection works by setting a position one and position two. This will give you a cube of selected area which can be edited to your will. There are two ways to select something;

**//wand** gives you a wooden axe which is capable of selecting an area by left clicking to set your position one and right clicking to set your position two.

**//pos1** and **//pos2** are two commands where you can manually set your positions by standing where you want to select.

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