

/res subzone <[]> <[]>

[]

[]

/res

tp <[]>

/res sublist <[]> []

/res kick <[]> []

/res remove <[]> [] /res confirm []

/res rename <[]> <[]> []

/res current []

/res show []

/res mirror <[]> <[]> []

/res give <[]> <[]> []

/res reset <[]> []

/res set <[]> [] Java []

?????

[]

?????

[] /warp <[]>

[]

[] /warplist []

/spawn []

????????

[] [] /res tp <[]> []

home

[HuskHomes](#)

“ ”

/sethome <>

/home <>

/home

/homelist

/back

/tpa <>

/tpahere <>

/tpaall

/y

/n

?????

???

/sit

/lay

/bellyflop

/spin

/crawl

shift

[GSit](#)

???

/co i []

[] [CoreProtect](#) []

???

/tabtps toggle <actionbar / bossbar / tab> [] <[] [] / Boss [] / Tab [] > [] TPS / MSPT / PING []

/plan ingame []

/ping []

/pingall []

????

/bot create <[]> <[]> []

/bot action <[]> <[]> <[]> []

/bot list []

/bot remove []

????

/vm toggle []

/vm pattern <default / tunnel / staircase_up / staircase_down> []

/vm mode <none / client / sneak / stand / always> []

????

