

LOCKBOX

Locking Your Chests

A lock on a chest means only you can open it - anywhere in the world, including inside somebody else's town. Every player gets at least one.

LOCK IT
`/lock`

UNLOCK IT
`/unlock`

YOUR LOCKS
`/locks`

EVERYONE GETS
at least 1

THE WHOLE SETUP, IN ORDER

- 1 Look at the container
- 2 Type `/lock`
- 3 Let friends in, if you want

1 Look at the container

Stand close and point at the chest, barrel, furnace or shulker box you want to protect. LockBox works on containers only, not on doors.

2 Type `/lock`

That is the whole thing. The container is now yours. Nobody else can open it, break it, pull items out of it with a hopper, or blow it up.

i A lock beats everything, including your mayor

A locked chest inside a town cannot be opened by the mayor, by other residents, or by anyone with build rights there. Ownership of the land does not override the lock.

A double chest counts as ONE lock, not two.

3 Let friends in, if you want

<code>/lock trust <player></code>	Let a specific player open this container
<code>/lock info</code>	Who owns this lock and who is trusted on it
<code>/unlock</code>	Remove your lock from the container you are looking at
<code>/locks</code>	Every lock you own, and how much of your allowance is left

How many you get

Your rank sets your allowance. Run `/locks` any time to see what you have left.

Traveler	1
Mystic	3
Hero	5
Champion	8
Veteran	10
Legend	10
Ancient	15

If you run out, `/unlock` something you no longer need and the slot comes back.

Passwords, if you want a shared chest

Optional, and most people never need them. A password lets you hand access to someone without adding them by name - useful for a shop back room or a town supply chest.

<code>/lock password <word></code> guest	Anyone who knows the word can open it. You always can
<code>/lock password <word></code> required	The word is needed every session - including by you
<code>/lock enter <word></code>	Unlock a session on a password-protected container



required means required

The required mode asks YOU for the password too, every time you log back in. Pick it only if you actually want that second layer. guest is the one you want for sharing.

Worth knowing

- Hoppers cannot pull from a locked container, so nobody can siphon it from underneath.
- Explosions cannot break one - creepers, TNT and ghastrs all bounce off.
- Locking a chest does not protect the blocks around it. Somebody can still dig up to it, they just cannot get it open.
- Placing a chest against somebody else's locked single chest to make a double does not work. That trick is blocked.