

Entity


Entity Command - What's That UUID All About?

Ever seen those **long strings of letters and numbers** in commands, fort data, clan IDs, or logs and thought:

“What even is this thing?”

Well, mystery solved — those are called **UUIDs** (Universally Unique Identifiers). They're how our system keeps track of **players, clans, forts, and more** behind the scenes.

What Does `/entity` Do?

The `/entity` command is your **admin-side magnifying glass** . Just run `/entity` followed by a UUID, and we'll tell you **exactly what it belongs to**.

How to Use It






Simply type `/Entity` and paste in your UUID....

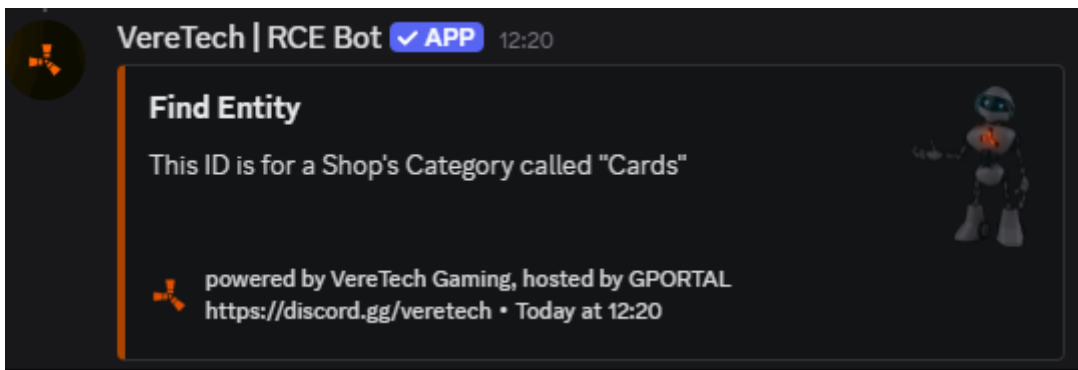
```
/entity id 01948fa7-ef8f-7259-8beb-4c9b3f4dfb97
```

Example:

```
/entity d34db33f-1234-5678-9abc-00ffaabbccdd
```

You'll instantly get a breakdown showing whether that UUID is tied to:

-  **Fort**
-   **Clan**
-  **Player**
-  Or any other trackable entity in the system



⚡ Why Use It?

- 🔍 Troubleshooting protection issues
- 🔍 Investigating logs or tracking admin actions
- 🔍 Clarifying ownership of forts or clans

📌 Pro Tip:

UUIDs may look scary, but they're **your best friend for accurate tracking and control** behind the curtain.

Next time you're deep in server management and stumble across one of these digital fingerprints

—
/entity it, and take the guesswork out of the game.

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