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....

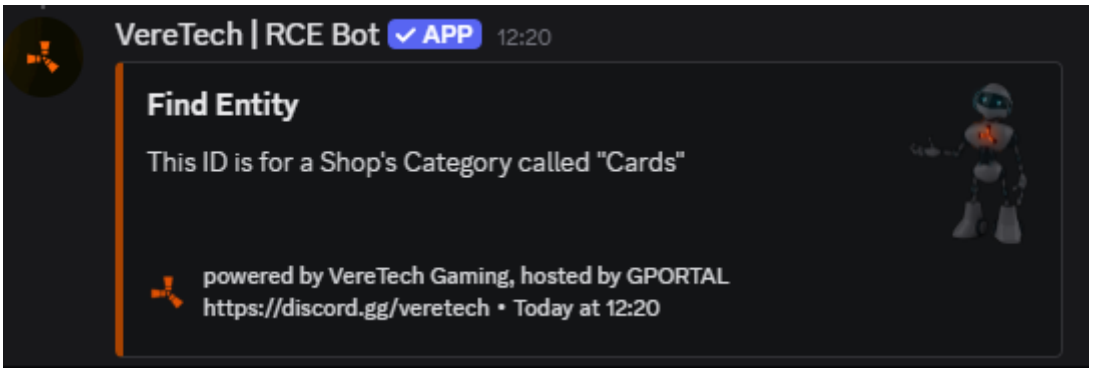


Example:

`/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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