

Arena Restoration

BattleArena comes pre-installed with an arena restoration module. This module lets you restore arenas once a competition has concluded. **This module requires [WorldEdit](#) in order to function.**

Configuring the Module

This module can be enabled by adding **arena-restoration** to the **modules** section of your [Arena Configuration](#). You will also want to add the **restore-arena** action when you wish to restore the arena. Here is an example of an arena that restores once the on-complete event has been called:

```
victory:
  allow-join: false
  allow-spectate: false
  next-phase: waiting
  duration: 5s
  events:
    on-complete:
      - leave
      - restore-arena
```

Once added to your config, run **/battlearena reload** to reload the plugin, then for your arena, you can run **/arena schematic <map>** to create a schematic of your map. This will be based on the arena boundaries configured in the [Map Creation](#) process. Once the event you have placed the **restore-arena** action is called, the arena will be restored the schematic set.

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