Set up EssentialsX commands and player permissions

EssentialsX adds commands such as homes, teleport requests and moderation tools to compatible Bukkit-based Minecraft servers. Install only the modules you need, then decide which commands ordinary players may use. Operator access can hide permission problems, so keep a separate player account for testing.

Check compatibility and keep a recovery copy

Record your Minecraft version, Paper or Purpur build, Java runtime and current plugins. Check EssentialsX's supported platforms before downloading a release. A Fabric or Forge installation needs different software; uploading a Bukkit plugin does not convert that server into Paper.

Stop the server and take a completed file backup. Include the existing `plugins/Essentials/` data if replacing an older installation, and export external databases used by related plugins. Keep the old JAR and configuration together so you can return to a matched setup. See backups and restores.

Install the required modules

1. Download the core EssentialsX JAR from the project's official download links. Add optional modules only when you need their features, such as separate spawn or chat functionality.
2. Use the game panel's **Files** area or SFTP to place the chosen JAR files in `plugins/`. Keep one version of each module.
3. Check the documented dependencies for the features you selected. LuckPerms handles permissions; Vault provides integrations used by group, prefix and related features.
4. Start the server and read Console from the beginning. Confirm that EssentialsX enables without a dependency or compatibility error.

5. Stop again before editing generated configuration, keep a copy, and change one setting at a time. Preserve YAML indentation and restart to test.

Give players only the intended commands

With LuckPerms installed, these Console examples grant one named test player the home commands. Replace `PlayerName`; Console commands have no leading slash:

```
lp user PlayerName permission set essentials.sethome true
lp user PlayerName permission set essentials.home true
```

Join with that non-operator account, run `/sethome`, move away and test `/home`. Use a safe location. These grants do not configure every home limit or grant all teleport commands. Check the permission reference for each feature rather than giving players a wildcard or operator status.

When removing a temporary grant, use LuckPerms' unset action and inspect inherited group permissions too. See operators, permissions and whitelists before changing staff access.

Check conflicts and preserve player data

If a command opens another plugin's feature, inspect the installed command providers before removing anything. If homes or balances appear missing after an update, stop further changes and compare the data folder, permissions and versions with your backup. Do not delete player files to make the plugin regenerate them.

Send support the exact command, error, EssentialsX version and relevant startup log. Keep UUID-linked player data and private configuration out of public screenshots. Further reading: EssentialsX installation and permission reference.

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