Towny tasks

Task guides and troubleshooting for Towny. Check the installed release before changing configuration or data.

- Check Towny plot permissions that override the town policy
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- Test Towny shop plots without exposing neighboring storage
- Investigate Towny protection at a town and wilderness boundary

Check Towny plot permissions that override the town policy

A town-wide build rule does not fully explain every owned plot. Compare the effective plot settings and ownership before changing the whole town’s outsider policy.

Before you start

Towny combines town membership, plots, permissions and economy rules. Test with a mayor, resident and outsider where relevant; an administrator can bypass the restriction you intend to check. Record the town and world so similarly named places do not confuse results.

Work through the check

1. Stand inside the affected plot and record its coordinates, owner, type and displayed permission settings alongside the town defaults.
2. Test one harmless build or interaction as a resident and as an unrelated outsider, keeping administrative bypass disabled on both accounts.
3. Compare whether the plot is personally owned or town-owned and consult the current Towny permissions explanation for that ownership case.
4. Change only the intended plot setting using the documented plot control, then repeat the same tests inside the plot and in a neighboring town-owned plot.

Confirm the result

The affected plot should follow its intended access policy while neighboring plots retain their existing behavior. The owner’s ability to manage their own land should remain intact.

If the result differs

A town permission edit can affect future defaults or town-owned land differently from an existing resident plot. If the result is inconsistent, inspect alliances, resident relationships and plot ownership before broadening access.

Recover safely

Restore the recorded plot rule if the test grants outsiders more access than planned. Do not unclaim or delete the plot to reset permissions; ownership and existing structures should remain untouched.

Documentation and related help

Check the Towny maintainer documentation and Towny maintainer reference against your installed release before applying changes.

Related CloudExa help: Create a Towny starter town and test outsider permissions and Find Minecraft logs and send useful troubleshooting details.

Calculate Towny town-bank runway before the next upkeep collection

A town can have wealthy residents but insufficient money in its own bank. Check the actual upkeep payer and next collection before assuming personal balances protect the town.

Before you start

Towny combines town membership, plots, permissions and economy rules. Test with a mayor, resident and outsider where relevant; an administrator can bypass the restriction you intend to check. Record the town and world so similarly named places do not confuse results.

Work through the check

1. Record the town bank balance and current upkeep shown by the installed Towny release, including plot-count or other configured cost modifiers.
2. Read the economy settings for the collection schedule and insolvency policy; do not assume another server’s daily rate or deletion behavior applies.
3. Calculate how many full collections the current bank can cover and add a margin for planned claims or other charges.
4. Use the documented town-bank deposit control for an authorized test deposit, then recheck the bank balance and confirm the depositor’s separate economy debit.

Confirm the result

The recorded bank should contain enough funds for the intended operating period. The deposit must affect the town bank rather than only displaying money in the resident’s wallet.

If the result differs

A nation account, personal account or different town with a similar name can confuse the calculation. Confirm the target town and any configured cost changes before setting taxes to cover an unexplained shortfall.

Recover safely

Keep the original cost settings while investigating. If a test deposit was mistaken, use an authorized documented withdrawal with a clear audit note instead of editing bank values directly in stored data.

Documentation and related help

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Check Towny percentage taxes against a flat resident tax

A percentage tax and a fixed tax have different effects on wealthy and new residents. Confirm the active tax mode and cap before publishing a figure that players interpret as a flat amount.

Before you start

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Work through the check

1. Record the town’s current tax mode, rate, any percentage cap and the server’s collection schedule from the installed documentation and configuration.
2. Choose two controlled residents with different balances and calculate the expected charge for each under the active policy.
3. On an isolated copy, allow or trigger collection only through the release’s documented test procedure, keeping the production scheduler untouched.
4. Compare resident debits and town-bank credits, then inspect exemptions and any related plot tax as separate charges.

Confirm the result

The two test residents should pay amounts consistent with the configured mode and cap. Town-bank income should be explainable from the charges and any documented adjustments.

If the result differs

A resident exemption, mayor status or plot tax can make a correct collection look wrong. Do not alter the global economy provider while investigating a town’s tax calculation.

Recover safely

Restore the recorded tax mode and rate if the trial changes the intended policy. Calculate any player correction individually from the collection record rather than refunding a guessed amount to every resident.

Documentation and related help

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Test a Towny embassy plot before selling it to an outsider

Embassy plots support a different ownership use case from ordinary residential plots. Test the buyer’s eligibility and permissions without changing the town’s general outsider build policy.

Before you start

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Work through the check

1. Identify a dedicated test plot and record its current type, owner, sale price and permission settings before making an embassy example.
2. Read the installed Towny explanation for embassy ownership, including the buyer’s existing town membership and any server restrictions.
3. Use an unrelated ordinary account that matches the intended buyer situation and check the supported plot purchase flow with a low test price.
4. After purchase, inspect ownership and try a harmless permitted action inside that plot, then confirm the same account remains restricted on neighboring plots.

Confirm the result

The eligible outsider should own or use only the intended embassy plot under the server’s configured rules. Their purchase must not grant general build rights across the host town.

If the result differs

A regular plot, insufficient balance or ownership limit can reject the purchase independently of outsider permissions. Check the precise message before granting the buyer resident membership as a workaround.

Recover safely

Restore the test plot’s recorded type and ownership through supported controls after the trial, preserving its blocks. Do not unclaim surrounding land or grant broad town trust to resolve a single failed sale.

Documentation and related help

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Check Towny outpost costs before claiming a distant base

A distant outpost can have separate eligibility and costs from an ordinary adjacent claim. Confirm those requirements before charging a player or extending the town’s upkeep commitments.

Before you start

Towny combines town membership, plots, permissions and economy rules. Test with a mayor, resident and outsider where relevant; an administrator can bypass the restriction you intend to check. Record the town and world so similarly named places do not confuse results.

Work through the check

1. Record the intended outpost location, town balance and current claim usage, then confirm that the world permits the relevant Towny activity.
2. Read the installed release’s outpost requirements and configured costs, including any nation, distance or ownership limitations in your server policy.
3. Try the documented outpost flow on an isolated copy or a deliberately chosen empty test area, recording the exact refusal or quoted cost before confirming.
4. Inspect the resulting town claims, bank debit and upkeep estimate, and test who can travel to or use the outpost under the existing permissions.

Confirm the result

The outpost should be attached to the correct town with the expected cost and access rules. A rejected claim should leave the bank and surrounding ownership unchanged.

If the result differs

A failed adjacency check is not proof that outposts are disabled. Compare the specific requirements and available town capacity before changing global claim limits or bypass permissions.

Recover safely

If the trial is abandoned, undo only the temporary empty claim through supported Towny controls after confirming its boundaries. Preserve existing bases and do not remove real player structures to repeat a cost test.

Documentation and related help

Check the Towny maintainer documentation and Towny maintainer reference against your installed release before applying changes.

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Separate Towny town-spawn access from building permissions

A player may be allowed to visit a town spawn without being allowed to build there. Check travel rules and destination safety separately from land-editing permissions.

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Work through the check

1. Record the town spawn location, public or private travel policy and any configured teleport costs, then confirm the destination is safe.
2. Try the documented town-spawn command as an ordinary resident and an outsider, noting the exact result and balance change.
3. After a successful visit, test a harmless interaction and build attempt using each account so arrival is not mistaken for ownership access.
4. Inspect the current spawn and teleport settings for the installed release before changing a single intended travel rule and repeating the same checks.

Confirm the result

Eligible visitors should arrive at the correct safe spawn and pay only the configured travel cost. Their build and container access should remain governed by the town and plot rules.

If the result differs

Combat restrictions, delayed teleports or another plugin owning an alias can look like a Towny access failure. Keep the original message and compare the namespaced or documented command route where supported.

Recover safely

Restore the recorded travel setting if the change exposes a private destination. Move an unsafe spawn through supported controls; do not grant build access or remove claims merely to allow town visits.

Documentation and related help

Check the Towny maintainer documentation and Towny maintainer reference against your installed release before applying changes.

Related CloudExa help: Create a Towny starter town and test outsider permissions and Find Minecraft logs and send useful troubleshooting details.

Review a Towny assistant rank before promoting a resident

A town rank can allow more than its friendly name suggests. Inspect the actual configured permissions before promoting someone who only needs one management task.

Before you start

Towny combines town membership, plots, permissions and economy rules. Test with a mayor, resident and outsider where relevant; an administrator can bypass the restriction you intend to check. Record the town and world so similarly named places do not confuse results.

Work through the check

1. Record the resident’s current town and nation ranks and list the specific task they need, such as inviting residents rather than managing the bank.
2. Read the installed server’s rank definitions and inherited permission nodes alongside the Towny command reference, because rank contents are configurable.
3. On an isolated copy, assign only the proposed town rank to a normal test account using the documented rank control.
4. Test the intended action and a few relevant forbidden actions, including bank withdrawal or claim management where appropriate, without completing destructive operations.

Confirm the result

The account should gain the intended task without unrelated management powers. Town rank changes should not silently add a nation role or a global permissions group.

If the result differs

Operator status and permissions-plugin inheritance can mask what the Towny rank actually grants. Inspect the test account’s effective permissions instead of assuming the rank definition is the only source.

Recover safely

Remove the specific trial rank and restore the recorded prior ranks if access is excessive. Adjust the narrow rank definition on a test copy rather than giving a helper every Towny permission.

Documentation and related help

Check the Towny maintainer documentation and Towny maintainer reference against your installed release before applying changes.

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Check what happens to Towny plots when a resident leaves

Plot ownership and town membership are related but should not be changed casually during an account move. Test the server’s configured leave behavior before asking a resident to leave and rejoin.

Before you start

Towny combines town membership, plots, permissions and economy rules. Test with a mayor, resident and outsider where relevant; an administrator can bypass the restriction you intend to check. Record the town and world so similarly named places do not confuse results.

Work through the check

1. Back up Towny and record the resident’s owned plot coordinates, town membership, ranks and any embassy ownership.
2. Read the installed release’s resident-leaving and plot ownership behavior together with your server’s active settings.
3. Use an isolated copy and a normal account with a small test plot to perform the documented leave action, then inspect the plot owner and access rules.
4. Rejoin only on that copy and compare ownership, permissions and any charges with the initial record before planning a real account change.

Confirm the result

The trial should establish whether plots are retained, returned or otherwise affected under the active policy. The production resident and their structures should remain unchanged during investigation.

If the result differs

A default behavior described online may differ from configured automation or addons. If another plugin handles removals, include its logs before deciding that Towny alone caused the ownership change.

Recover safely

Restore the isolated dataset for repeated tests. For an actual mistaken departure, preserve the latest records and use documented ownership recovery with verified coordinates rather than replacing the entire live Towny database.

Documentation and related help

Check the Towny maintainer documentation and Towny maintainer reference against your installed release before applying changes.

Related CloudExa help: Create a Towny starter town and test outsider permissions and Find Minecraft logs and send useful troubleshooting details.

Test Towny shop plots without exposing neighboring storage

A commercial plot still needs suitable protection for customer trading and owner storage. Test the shop plugin interaction alongside Towny instead of opening all town containers to visitors.

Before you start

Towny combines town membership, plots, permissions and economy rules. Test with a mayor, resident and outsider where relevant; an administrator can bypass the restriction you intend to check. Record the town and world so similarly named places do not confuse results.

Work through the check

1. Record the target plot’s type, owner and permission settings, then identify the shop plugin and the specific customer interaction it requires.
2. Place a low-value test shop and a separate protected storage chest inside the intended commercial plot.
3. Use an unrelated ordinary customer to complete one trade and attempt access to the separate storage chest, then repeat on a neighboring private plot.
4. Change only the documented interaction or shop integration needed for the commercial plot and repeat both the allowed and forbidden tests.

Confirm the result

Customers should trade through the intended shop interface while private storage and neighboring plots remain protected. The plot owner should retain normal management access.

If the result differs

Build permission is broader than a shop interaction. If trading works only after granting it, check the shop plugin’s Towny integration and required protection exemptions before making the grant permanent.

Recover safely

Restore the original plot rule if customers can reach private stock. Keep shop records and containers intact while narrowing the integration; deleting and recreating the town is unnecessary for an interaction conflict.

Documentation and related help

Check the Towny maintainer documentation and Towny maintainer reference against your installed release before applying changes.

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Investigate Towny protection at a town and wilderness boundary

A protection report near a border can refer to two different chunks. Establish where the action actually occurred before changing wilderness rules or claiming extra land around a player’s base.

Before you start

Towny combines town membership, plots, permissions and economy rules. Test with a mayor, resident and outsider where relevant; an administrator can bypass the restriction you intend to check. Record the town and world so similarly named places do not confuse results.

Work through the check

1. Record the world and block coordinates of the affected action and inspect ownership on each side of the town boundary.
2. Compare the town and plot rules with the world’s wilderness policy in the installed configuration, including any disabled-world settings.
3. Use a normal outsider to attempt the same harmless action in a confirmed town block and a confirmed wilderness block, recording both results.
4. Check other region or claim plugins at those coordinates, then change only the responsible documented rule on a test copy if the outcome differs from policy.

Confirm the result

Town and wilderness behavior should match their respective rules at the measured coordinates. A fix for one side must not silently remove protection from the neighboring area.

If the result differs

A visual border marker is not always the block where the interaction event is checked. Doors, containers and entities can span or move across boundaries, so test a simple single-block example first.

Recover safely

Restore the recorded world or plot setting if the trial broadens access. Preserve existing claims and structures; do not unclaim a border strip as a shortcut to diagnosing ownership.

Documentation and related help

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