Add an EssentialsX cooldown to one utility command

A command-specific cooldown can limit repeated utility use without delaying unrelated player actions. Start with a single exact command and test both the wait and its bypass policy.

Follow the procedure

1. Choose the command and a short trial duration. Identify whether EssentialsX or another plugin actually receives that command, including any player-facing alias.
2. Find the command-cooldowns section in the EssentialsX configuration. Use the command name without its leading slash and preserve the YAML indentation.
3. Add one exact entry such as `feed: 30` for a thirty-second trial where that command is enabled. Avoid a wildcard that matches unrelated moderation commands.
4. Check that the test account lacks `essentials.commandcooldowns.bypass` and any other relevant exception. Give it only the utility command permission it needs.
5. Run the command once, repeat before expiry, then try again after the cooldown. Test a similar command to confirm the rule does not match too broadly.
6. If cooldowns must survive a restart, review the persistence option and perform a planned restart test. Record that expectation in the staff notes.

Check the result

The selected command should work, refuse an early repeat and work again after the configured interval. Test any alias players use and a command outside the rule. A permission denial is different from a cooldown response, so confirm that the player can execute the command once before timing the repeat.

If the result is wrong

If nothing changes, check YAML validation, the active configuration and command routing. If too many commands acquire a wait, remove the broad matching rule and use a specific entry. Restore

only the edited cooldown item; do not reset the whole EssentialsX configuration or grant a bypass to every player.

References and related help

- EssentialsX maintainer reference
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- Set up EssentialsX commands and player permissions
- Find Minecraft logs and send useful troubleshooting details

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