Check a Lands claim refusal without raising every player limit

A failed claim can come from world policy, capacity, distance or cost. Read the precise refusal and selected land before changing global limits that affect the entire server.

Before you start

Lands separates land membership, areas and role flags. Select the intended land before editing it, and verify with an ordinary player rather than an administrative bypass. Use the documentation matching your release when menus or permission settings differ.

Work through the check

1. Record the world, chunk location, selected land, current claim count and exact error shown to the normal player.
2. Compare the installed claim and world settings with the player’s effective claim-limit permissions and any documented rank modifiers.
3. Check the bank and personal balance against the quoted cost, including configured cost increases and fallback-personal behavior where enabled.
4. Repeat with a deliberately chosen empty nearby chunk on an isolated copy, changing only the specific documented setting identified by the refusal.

Confirm the result

The controlled claim should succeed only when all intended conditions are met, with the expected owner and cost. A rejected attempt should not change existing land boundaries.

If the result differs

Administrative bypasses, free-chunk allowances or another selected land can hide the original restriction. Test as the affected player group rather than making the account an operator.

Recover safely

Restore the specific test limit or world rule if the result is too broad. Leave existing claims intact; raising every permission limit or unclaiming a player’s base is unnecessary to diagnose one rejected chunk.

Documentation and related help

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

Related CloudExa help: Create a Lands claim and control member roles and Find Minecraft logs and send useful troubleshooting details.

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