Check an mcMMO ability permission without granting every skill command

A player may have access to a skill but lack its active ability or related command. Test the exact permission path rather than granting a broad mcMMO wildcard.

Check the installed content

mcMMO progress belongs to player data, while its configuration controls future skill behaviour. Preserve both before changing progression rules. Match the installed release when checking permissions and configuration; current configuration references identify changes that require a full server restart.

Work through the change

1. Identify the skill action that fails and whether it is an ability, a command or ordinary passive progression. Open the permission reference for the installed release and record the relevant nodes.
2. Compare the ordinary player group with a working test group, including inherited permissions and explicit denials. Keep operator status out of both test accounts.
3. Grant only the documented node required for the failed action on staging. Test activation using the intended tool, prerequisites and cooldown, then test an unrelated administrative command that should remain denied.
4. Remove the temporary grant and repeat the original failure. This confirms that the permission changed the result rather than a coincidental cooldown or equipment change.

Verify the result

The permitted gameplay action should work while administrative skill-editing or issuance commands remain unavailable. The denied test should fail predictably without affecting the player existing levels.

If the result differs

If the grant has no effect, inspect cooldown, skill requirements and region restrictions before adding more permissions. If an unwanted command works, trace inherited groups and operator privileges.

Keep a recovery path

Restore the previous permission assignments and remove the temporary group if access becomes too broad. Preserve player data and document the final narrow nodes so later rank changes do not undo the intended boundary.

References and related help

Check the maintainer reference: mcMMO documentation.

Before changing live data, read how to keep a completed recovery copy. For startup errors, use the log collection guide.

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