Check AuraSkills player-placed block protection before allowing XP

Player-placed blocks may deliberately give no skill XP to prevent repeatable farming. Compare a natural block with a placed block before changing source eligibility.

Check the installed content

AuraSkills connects skill XP sources to levels, rewards, abilities and menus. A change in one layer can leave another unchanged. Keep the existing skill identifiers and player data, and use the documentation matching your installed release when editing a source or reward.

Work through the change

1. Record the affected skill, block and placement history. Prepare a small natural control area and a separate area containing blocks deliberately placed by the test account.
2. Read the source reference for the installed release and inspect its placement-check behaviour. The documented check_replace setting is enabled by default; verify the loaded configuration rather than assuming it changed.
3. Break the two sources under equivalent conditions with a normal account. Record the reward and compare any region or world restrictions that could affect both tests.
4. If your design needs a different policy, trial only the relevant source on staging. Repeat placement and breaking several times to see whether the proposed policy opens a simple farming loop.

Verify the result

The natural source should award XP where allowed, and the placed source should follow the intended protection rule. The outcome should be reproducible without modifying any player skill

levels.

If the result differs

If neither rewards XP, investigate skill access or source matching first. If another plugin replaces the blocks, compare that integration before disabling placement checks across the whole skill.

Keep a recovery path

Restore the protected source policy if the trial permits unintended repeatable gains. Keep the test blocks disposable and preserve player data; a source-policy adjustment should not erase legitimate progress.

References and related help

Check the maintainer reference: AuraSkills 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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