Check left and right click actions separately in DeluxeMenus

A button can define more than one click action. Testing only a normal left click can miss a right-click path that spends money, sends a command or ignores a requirement.

Prepare the test

Work on a copy of one menu while the existing player route remains available. Use ordinary test accounts to check requirements; an administrator can bypass checks that affect your players.

Make the change

1. Copy the item definition and list its configured click command and requirement sections. Include shift-click variants and any fallback action documented for the installed release.
2. Write the intended result for each defined click type. Leave undefined actions harmless and ensure that a requirement belongs to the corresponding command path rather than a different click section.
3. Test each action with an ordinary allowed account and a denied account. Use disposable balances or items when the button changes state, and inspect the owning plugin’s records after each click.
4. Repeat a short sequence of different clicks without closing the copied menu. Check whether a result updates immediately and whether a second click can repeat an action that should no longer be available.

Check the result

Each defined click should produce its own intended result and enforce the same required policy. Compare before-and-after balances, inventory or permissions rather than counting displayed

success messages.

If the test fails

Restore the item’s previous action sections if a path bypasses the rule, and withdraw the copied menu’s opening route while fixing it. Reverse only the disposable test changes through their owning plugins.

Hide or disable a risky action until its state change is understood. A player’s normal clicking pattern is not a reliable access-control boundary.

References and related help

Check the official DeluxeMenus documentation against your installed release before using a command or setting from another version.

- Build a safe starter menu with DeluxeMenus
- Create Minecraft ranks and inheritance with LuckPerms

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