Check Towny percentage taxes against a flat resident tax

A percentage tax and a fixed tax have different effects on wealthy and new residents. Confirm the active tax mode and cap before publishing a figure that players interpret as a flat amount.

Before you start

Towny combines town membership, plots, permissions and economy rules. Test with a mayor, resident and outsider where relevant; an administrator can bypass the restriction you intend to check. Record the town and world so similarly named places do not confuse results.

Work through the check

1. Record the town’s current tax mode, rate, any percentage cap and the server’s collection schedule from the installed documentation and configuration.
2. Choose two controlled residents with different balances and calculate the expected charge for each under the active policy.
3. On an isolated copy, allow or trigger collection only through the release’s documented test procedure, keeping the production scheduler untouched.
4. Compare resident debits and town-bank credits, then inspect exemptions and any related plot tax as separate charges.

Confirm the result

The two test residents should pay amounts consistent with the configured mode and cap. Town-bank income should be explainable from the charges and any documented adjustments.

If the result differs

A resident exemption, mayor status or plot tax can make a correct collection look wrong. Do not alter the global economy provider while investigating a town’s tax calculation.

Recover safely

Restore the recorded tax mode and rate if the trial changes the intended policy. Calculate any player correction individually from the collection record rather than refunding a guessed amount to every resident.

Documentation and related help

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

Related CloudExa help: Create a Towny starter town and test outsider permissions and Find Minecraft logs and send useful troubleshooting details.

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