Choose player or console execution for a DeluxeMenus action

A button can work for staff but fail for players because the command runs as its clicker. Switching everything to console can conceal the problem while granting far more authority than intended.

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. Identify the exact command and its owner. Test that command as an ordinary account outside the menu and record the minimum permissions and arguments it requires.
2. Check the action prefix in the copied item. The documented player action uses the clicker’s permissions, while the console action uses server authority; choose the identity the feature actually needs.
3. Keep player-controlled arguments out of privileged command strings. Use a fixed test action first and review whether any supplied player name or value could change the command’s meaning.
4. Test the copied button with an allowed and a denied account. Include a malformed or missing argument where the menu accepts input, and verify that rejection happens before the privileged action.

Check the result

The intended account should receive only the planned result. Inspect the relevant plugin state or audit record as well as the menu message, since a success message alone cannot prove correct

execution.

If the test fails

Revert the action prefix and temporarily close the copied route if a denied account can trigger the command. Remove any unintended test grant through its owning plugin and keep the menu evidence for review.

A console action deserves a fixed, permission-checked workflow. Do not turn a general command launcher into a player-facing console bridge.

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
- Find Minecraft logs and send useful troubleshooting details

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Revision #1
Created 2026-11-09 16:36:24 UTC by CloudExa Hosting Admin
Updated 2026-11-09 16:36:24 UTC by CloudExa Hosting Admin