Configure an AdvancedEnchantments trial without risking player gear

AdvancedEnchantments adds custom enchantment effects and ways to obtain enchanted items. An effect working once is only part of the setup: prices, application chances, equipment compatibility and permissions also determine whether the system is safe to open to players.

Install a legitimate compatible build

Use an authorised premium download and check the author's platform, Minecraft, Java and dependency requirements. Do not install redistributed jars or assume a build for another Minecraft release is compatible. Follow the plugin installation guide, with the server stopped while replacing files.

Make a completed backup of worlds, player data, plugin files and any external storage before introducing custom items. Keep the original jars and configuration separately. Existing enchanted items can retain plugin-specific data, so removing the plugin later is not automatically a complete rollback.

Start once to generate files, read Console for loading errors and stop before editing. Use `/ae about` to identify the installed release when reporting problems. Configuration paths and menu structures can change; use files generated by your release instead of an old complete configuration from a video.

Start with a disposable equipment test

Create a private test area and use ordinary disposable equipment, not a player's valuable armour. Select one documented enchantment that applies to that item type. Check its allowed levels, targets and effect conditions before testing combinations.

The documented administrative form `/ae enchant (enchantment) (level)` changes the held item. Replace the parenthesised arguments with a valid enchantment identifier and supported level from your installed release. Keep this command with trusted administrators; it is not a normal player entitlement.

Record the item's starting state and test the effect under its actual trigger conditions. Check Console for errors and compare with an unenchanted control item. An enchantment intended for a particular tool or event may do nothing in an unrelated test.

Configure the enchanter deliberately

The official current menu documentation describes `plugins/AdvancedPlugins/menus/Enchanter.yml`. Confirm that path against your generated files before editing. Copy the existing menu file and change one option at a time, preserving YAML indentation and quoting.

Choose the intended payment type and price for the trial. The documentation supports several currencies, including money, experience and items; these are different resources with different integration requirements. A money price needs a working supported economy. See economy integration checks before opening paid purchases.

Run `/enchanter` as an ordinary test player with the documented `ae.enchanter` permission. Compare the exact resource balance before and after one purchase. Test insufficient funds and a full inventory, then restart normally and check that the resulting item still behaves correctly.

Review failure chances and access

Read success, failure and destruction settings before allowing application to real gear. Test each enabled outcome with disposable items; do not advertise guaranteed preservation unless the tested configuration provides it. Avoid adding unknown console commands to menu actions, which can run with much greater authority than a player.

Do not grant an administrative wildcard to make a menu appear. Grant only intended player permissions and test denials with a non-operator account. Report issues with versions, the enchantment identifier, item type and redacted relevant configuration. Further reading: commands

and enchanter configuration.

Looking for another plugin? Browse the Minecraft plugin guide directory.

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