Configure first-join spawn and respawn rules with EssentialsXSpawn

EssentialsXSpawn controls arrival and respawn locations. First-time joins, repeat joins, the spawn command and returning after death are separate events. Decide the intended destination for each before changing settings, especially on servers with multiple worlds or an existing lobby plugin.

Prepare a safe spawn area

Install compatible EssentialsX core and EssentialsXSpawn builds from the official project. The core plugin is required for its modules. Check that both load successfully in Console, and record any other plugin that handles joins or respawns.

Choose a solid, accessible destination with headroom, safe surroundings and a clear route out. Check the destination world and facing direction. A region-protection plugin may be appropriate for a public lobby; setting spawn does not itself protect blocks or prevent combat.

Stop the server and copy its Essentials configuration, spawn data and affected worlds before editing. Follow the backup guide. Keep existing player records: deleting them to simulate a new account can also reset other player-specific data.

Set and test the general location

Stand at the chosen location as a trusted administrator and use `/setspawn`. Keep the `essentials.setspawn` permission with staff. Let an ordinary test player use `/spawn` with the intended `essentials.spawn` permission, and confirm the destination without operator bypasses.

Check any configured teleport delay, movement cancellation and cooldown. Repeat after a normal restart to confirm persistence. If another plugin owns the same command, resolve command ownership rather than assuming the visible result came from EssentialsXSpawn.

Choose first-time arrival behaviour

The generated Essentials configuration has a `newbies` section with a named `spawnpoint`. To use a separate arrival point, stand there and set the matching name with `/setspawn newbies`. Ensure the configured name actually matches the spawn you created.

Use a genuine fresh test account that has not joined this server. Check its destination and any welcome message or first-join kit. A returning player logging in again is not a first-join test. Review the kit setting separately so testing spawn does not unexpectedly grant items.

Keep `spawn-on-join` disabled unless returning players should also be moved on login. If you enable it for selected groups, check the generated configuration's supported syntax and verify an included group and an excluded group. Do not confuse this with first-join behaviour.

Test death and existing respawn choices

Use an empty disposable test inventory in a controlled area. Compare death recovery with no personal respawn point and with a valid bed. Check the generated `respawn-at-home`, `respawn-at-home-bed` and `respawn-at-anchor` descriptions before deciding how homes, beds and anchors should interact.

Respawn listener priority determines how EssentialsXSpawn competes with other handlers, and priority changes require a restart. Do not keep increasing priority until a symptom disappears: identify the intended owner, apply one change and repeat the same test matrix.

Keep useful evidence

Record the event tested, account group, starting world, expected destination and actual coordinates. Report versions and a redacted relevant configuration excerpt if behaviour differs.

Personal home management is a separate feature. Further reading: official modules, annotated configuration and spawn permissions.

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

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