Diagnose an AdvancedRegionMarket listing without resetting rented land

A land listing can fail because the market record, WorldGuard region, player limit or economy connection differs from your expectation. Inspect those records before recreating a sign or region. AdvancedRegionMarket can restore land on expiry or reset, so careless troubleshooting can affect the owner's build.

Preserve ownership and lease state

Use the AdvancedRegionMarket release supported by your Minecraft, WorldGuard and WorldEdit versions. Its official dependency list also includes Vault and a compatible economy provider. Confirm all of those plugins enable without errors before adjusting a listing.

Back up WorldGuard regions, AdvancedRegionMarket configuration and data, relevant world chunks, and economy storage as a consistent set. Record the region's world and identifier, current owner, market type and expiry. Keep any stored restoration schematic or snapshot. Changing only the market database can leave protection ownership and money inconsistent.

Inspect the listing without buying it

1. Find the region through the installed release's administrative interface or documented information command. Confirm that its world matches the WorldGuard region.
2. Check whether the listing is a sale, rental or automatically renewing contract. Those states have different ownership and payment consequences.

3. Compare price, rental period, extension limit and displayed sign text with the actual market record. A label is not proof of the saved value.
4. Record current reset, inactivity and restoration settings before touching them. Do not trigger a reset to test whether the sign works.

Check the requesting player's eligibility

Inspect the player's applicable limit group, region kind and existing holdings. A per-kind cap can prevent a purchase even when their total number of regions looks acceptable. Review effective permissions through your permissions manager rather than granting a market wildcard or operator status.

Check the economy provider and Vault hook separately. Read errors around the failed interaction and confirm the affected player's identity. A balance display from a different economy plugin may not represent the provider AdvancedRegionMarket uses. Do not add real money or run repeat purchase attempts while finding the hook.

Use a separate trial for transactions

If information checks do not explain the failure, reproduce the same listing type on a private copy with a new empty region and disposable test balance. Match the relevant limit group and protection flags. Keep the production region's owner and expiry unchanged during this comparison.

Test one permitted interaction and one denied interaction with non-operator accounts. For a rental, review the documented expiry and reset behaviour before simulating time changes. Avoid changing the system clock on a production server to make a rental expire; other plugins and scheduled jobs depend on that clock.

Repair the narrow cause

Correct the specific missing dependency, limit assignment, price display or region reference and repeat the same information checks. Recheck the original owner's build access afterwards. If a transaction might already have completed, compare the transaction evidence and saved ownership before trying it again.

Restore recorded settings if the change fails. Do not delete and recreate occupied regions or use restoration as a debugging tool. Send support the release versions, redacted region state, exact player-facing error and timestamp, without including a full private economy database.

Related CloudExa guides

inspect a WorldGuard region · check the Vault economy connection · back up the server files

Official references

- AdvancedRegionMarket features and dependencies
- AdvancedRegionMarket region settings
- AdvancedRegionMarket player limits

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