Explain GriefPrevention accrued and bonus claim-block totals

A player’s usable claim blocks are not simply the number of blocks they see in one reward message. Distinguish accrued allowance, bonuses and blocks already committed to claims.

Before you start

GriefPrevention has different documentation for legacy v16 and newer alpha releases. Match your installed branch before following commands. Test with a claim owner and an untrusted account, and keep claim ownership distinct from operator or bypass permissions.

Work through the check

1. Record the player’s claims-list totals and each claim size using the command reference for the installed release branch.
2. Read the active accrual rate, cap and any permission-based bonus policy, noting whether the player meets the configured conditions for earning blocks.
3. Compare the expected total allowance with used area and any recent resize, purchase or rank change, keeping these events separate in a small ledger.
4. Observe a controlled eligible play period or an isolated test reward, then recheck the displayed totals without adjusting the live player’s data.

Confirm the result

The remaining allowance should be explainable from accrued and bonus blocks minus claimed area, subject to the installed policy. A rank removal may affect a permission-based bonus differently from ordinary accrual.

If the result differs

Idle time, an accrual cap or an outdated display can explain a smaller increase than expected. Do not repeatedly award bonus blocks while an active scheduler or rank system is still changing the same allowance.

Recover safely

If a verified correction is needed, record the exact difference and use the release’s supported narrow administrative control. Preserve the original totals and avoid resetting every player’s accrued balance to solve one discrepancy.

Documentation and related help

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

Related CloudExa help: Set up player land claims with GriefPrevention and Find Minecraft logs and send useful troubleshooting details.

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