Find an AuraSkills source with the wrong material or source ID

A source identifier and a Minecraft material name serve different purposes. Check both when a configured activity never awards XP or appears under an unexpected skill.

Check the installed content

AuraSkills connects skill XP sources to levels, rewards, abilities and menus. A change in one layer can leave another unchanged. Keep the existing skill identifiers and player data, and use the documentation matching your installed release when editing a source or reward.

Work through the change

1. Record the skill and the exact action that should award XP. Save its source file and compare the current definition with the source format for your installed AuraSkills release.
2. Identify the source entry ID separately from the material or entity it matches. Check the supported singular or plural field layout instead of adding both forms as a guess.
3. Create one minimal staging source using a documented supported target. Remove optional conditions from that test entry and perform the action with an ordinary account.
4. Add the intended target list and optional checks back one at a time. Read the first startup or configuration error after each change and repeat the same activity.

Verify the result

The intended activity should map to one loaded source and award the planned skill XP. Unrelated materials or entities should not receive rewards because a broad matcher was introduced.

If the result differs

If the source never loads, inspect YAML nesting and supported field names. If it loads but matches nothing, compare the real action and material identity before altering the skill or reward curve.

Keep a recovery path

Restore the previous source file and remove the disposable entry if matching remains uncertain. Keep player progression intact and retain the minimal working comparison so future edits do not reintroduce the same format error.

References and related help

Check the maintainer reference: AuraSkills documentation.

Before changing live data, read how to keep a completed recovery copy. For startup errors, use the log collection guide.

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