Keep an enchantment configuration edit from breaking YAML loading

A small indentation mistake can disable more than one custom enchantment. Review the first loading error and the edited section before replacing the plugin or resetting its files.

Check the installed content

AdvancedEnchantments separates enchantment definitions, groups, book presentation and permissions. Keep test equipment away from player inventories until both application and activation work. Use the reference for your installed plugin version instead of assuming a configuration from another server will match.

Work through the change

1. Save the affected file and identify the last known working version. Record which enchantment section changed and the first configuration error from an orderly staging startup.
2. Compare that section with the installed-release setting reference. Check indentation, list structure and quoting around text containing YAML punctuation without blindly reformatting the whole file.
3. Make one minimal correction on the staging copy and restart it normally. Read the first remaining error, since later missing-enchantment messages may only be consequences of the initial parse failure.
4. Obtain one disposable book from the edited section and one from an unchanged section. Confirm that both load and that the changed setting has the intended effect.

Verify the result

The file should load without the original parse error and both representative enchantments should remain available. A successful server startup alone does not prove that a rejected section was registered.

If the result differs

If the same line fails, inspect the preceding line and enclosing list or mapping. If syntax loads but a setting is rejected, check version support rather than inventing an alternative configuration key.

Keep a recovery path

Restore the last working file if the correction is uncertain. Keep the broken copy for comparison and preserve player data; a configuration parse error does not justify deleting enchantment inventories or reinstalling the server.

> CloudExa game panel startup log view
> The CloudExa console helps locate the first plugin loading error. The screenshot shows the panel interface, not an AdvancedEnchantments editor.

References and related help

Check the maintainer reference: AdvancedEnchantments 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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