Preview Lands inactive-owner expiration without removing claims

Expiration can transfer, sell or delete land. Use the documented preview mode to review the affected owners before enabling any real cleanup policy.

Before you start

Lands separates land membership, areas and role flags. Select the intended land before editing it, and verify with an ordinary player rather than an administrative bypass. Use the documentation matching your release when menus or permission settings differ.

Work through the check

1. Take a database backup and record the installed Lands release, existing expiration settings and any scheduled collection or cleanup jobs.
2. For releases with the documented land.expiration status system, keep status set to preview and verify that value in the active configuration before running a check.
3. Use `/lands admin expiration list` and the documented preview run control, recording the proposed owner outcomes and member removals without switching to active.
4. Review unknown login data, network activity and playtime tiers against a few known active and inactive owners, then revise the policy on the test copy.

Confirm the result

The check should report proposed outcomes while leaving ownership, trust and land protection unchanged. The review must account for activity on other servers sharing the Lands database.

If the result differs

If the release does not provide the documented preview system, stop and consult its matching documentation. Never assume a similarly named cleanup command is a dry run.

Recover safely

Leave expiration off or in verified preview while investigating unexpected candidates. Keep the database checkpoint; deleted land cannot be reconstructed reliably from a screenshot or a configuration file alone.

Documentation and related help

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

Related CloudExa help: Create a Lands claim and control member roles and Find Minecraft logs and send useful troubleshooting details.

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