Restrict one DeluxeMenus button without hiding the entire menu

A player may need to see an upgrade button while lacking permission to use it. Decide whether your rule controls visibility, execution or both before adding requirements to the menu.

Prepare the test

Work on a copy of one menu while the existing player route remains available. Use ordinary test accounts to check requirements; an administrator can bypass checks that affect your players.

Make the change

1. Copy the menu and identify the item’s unique configuration key and slot. Keep the existing open command available so a failed test does not remove the normal player route.
2. Choose the documented view requirement when the item should disappear, or a click requirement when it should stay visible but refuse the action. Avoid placing this rule on the entire menu.
3. Attach a clear denial message to the rejected action and keep the click command defined. The requirement guide notes that success commands alone do not replace the associated click command path.
4. Test an allowed account and a denied account with the same item and click type. Include alternate clicks that the item defines so another action cannot bypass the intended restriction.

Check the result

The item should appear and respond according to the written rule for both accounts. Confirm that nearby unrestricted buttons still work and that a denied click does not consume money or items.

If the test fails

Restore the copied item’s original requirements if unrelated buttons disappear or legitimate actions fail. Correct the requirement level before touching the permission provider or granting a broad menu bypass.

Keep access checks on the action that spends currency or grants a reward. Visibility alone does not establish that an executable action is authorised.

References and related help

Check the official DeluxeMenus documentation against your installed release before using a command or setting from another version.

- Build a safe starter menu with DeluxeMenus
- Create Minecraft ranks and inheritance with LuckPerms

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