Separate enchantment application failure from activation failure

A custom enchantment that appears on equipment is not necessarily triggering during use. Test application and activation as different stages before increasing the chance or level.

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. Record the enchantment ID, supported equipment and triggering activity from the installed-release definition. Use a disposable item with no other custom enchantments as the baseline.
2. Apply the enchantment through the documented administrator command or normal book workflow on staging. Confirm the expected level and inspect initial configuration errors.
3. Perform the exact activity the enchantment requires with an ordinary player. Use a repeatable low-risk target and keep other effects out of the comparison.
4. Compare the unenchanted baseline, the single-enchantment item and the original multi-enchantment item. Note whether application, eligibility or the actual effect is the first stage that differs.

Verify the result

The book or command should apply the intended level, and the eligible activity should produce the documented effect. The baseline should not produce the same custom behaviour without the enchantment.

If the result differs

If application fails, inspect equipment restrictions and book rules first. If application succeeds but the effect fails, inspect trigger type, chance, conditions and conflicts rather than adding a second copy of the enchantment.

Keep a recovery path

Restore the original definition and discard only the disposable test equipment if the trial fails. Do not strip custom enchants from live player gear while the failing stage is still unidentified.

References and related help

Check the maintainer reference: AdvancedEnchantments documentation, AdvancedEnchantments documentation, 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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