Separate Towny town-spawn access from building permissions

A player may be allowed to visit a town spawn without being allowed to build there. Check travel rules and destination safety separately from land-editing permissions.

Before you start

Towny combines town membership, plots, permissions and economy rules. Test with a mayor, resident and outsider where relevant; an administrator can bypass the restriction you intend to check. Record the town and world so similarly named places do not confuse results.

Work through the check

1. Record the town spawn location, public or private travel policy and any configured teleport costs, then confirm the destination is safe.
2. Try the documented town-spawn command as an ordinary resident and an outsider, noting the exact result and balance change.
3. After a successful visit, test a harmless interaction and build attempt using each account so arrival is not mistaken for ownership access.
4. Inspect the current spawn and teleport settings for the installed release before changing a single intended travel rule and repeating the same checks.

Confirm the result

Eligible visitors should arrive at the correct safe spawn and pay only the configured travel cost. Their build and container access should remain governed by the town and plot rules.

If the result differs

Combat restrictions, delayed teleports or another plugin owning an alias can look like a Towny access failure. Keep the original message and compare the namespaced or documented command route where supported.

Recover safely

Restore the recorded travel setting if the change exposes a private destination. Move an unsafe spawn through supported controls; do not grant build access or remove claims merely to allow town visits.

Documentation and related help

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

Related CloudExa help: Create a Towny starter town and test outsider permissions and Find Minecraft logs and send useful troubleshooting details.

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