Set EssentialsX maximum and minimum money limits with a boundary test

Balance limits can affect deposits from shops, jobs and administrative adjustments. Check the limits around actual transactions before adopting a new ceiling or allowing a negative balance.

Before you start

EssentialsX economy settings affect player money and the plugins that use its economy service. Keep player UUIDs, the active provider and the exact EssentialsX build in your change record. Use a normal test account rather than an operator.

Work through the check

1. Record the current max-money and min-money settings from the generated configuration and choose test values that do not affect live accounts.
2. Use a staging copy and a test player near the proposed boundary; keep the player identity and original amount in your notes.
3. Apply one permitted deposit and one transaction that would cross the ceiling, checking the response and resulting balance each time.
4. If testing a negative minimum, also inspect the documented loan permission and test ordinary players separately from staff.

What to compare

Check a value just below the proposed boundary as well as the boundary itself. Document whether the provider rejects an excessive payment or handles the amount another documented way, without assuming silent clipping.

Confirm the result

Accepted payments should change balances once, and rejected boundary transactions should not consume items or deliver purchases without the matching charge.

If the result differs

A consumer may handle a failed deposit differently from the provider. Investigate its log and transaction result rather than assuming a displayed error guarantees no item moved.

Recover safely

Restore the old limits if any connected consumer handles boundaries incorrectly. Reconcile the controlled test amounts, and avoid lowering a live ceiling until you understand accounts already above it.

Documentation and related help

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

Related CloudExa help: Connect Vault to an EssentialsX economy and Find Minecraft logs and send useful troubleshooting details.

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