Test a Multiverse portal fee without charging live players

A portal fee can fail because the route uses the wrong currency or because another world entry fee also applies. Trial the charge with a funded test account and a zero-balance account, then compare balances before opening the route to visitors.

Work through the change

1. Record the portal’s price and currency plus any destination-world entry charge. Check the installed portal documentation and the actual economy provider rather than assuming every Vault integration behaves the same.
2. Build an isolated test route or limit access to test accounts. Set a small documented fee, retaining the earlier values and avoiding changes to live player balances.
3. Use the funded account once and record its before-and-after balance or item count. Try the unfunded account and confirm whether entry is denied without losing unrelated items.
4. Repeat the return trip and any deliberate loop scenario. Check whether players can be charged twice by a portal fee and a separate world entry rule before enabling the production route.

Check the result

The allowed trip should deduct the intended amount once, while the unfunded trip should produce the documented denial. Confirm that failed or unsafe destinations do not create an unexpected debit. A successful teleport and a successful economy transaction need separate checks.

Keep the test balance and transaction record together, including the currency provider. A displayed portal price does not establish a successful charge, and a successful teleport does not establish that the debit happened exactly once. Repeat the denied-balance case with an expendable test account.

Recover or stop safely

Restore the original price and currency after an unsuccessful trial. Reconcile only the documented test transactions through the economy provider’s supported controls. Do not reset an economy database or refund every player to reverse a test that involved two controlled accounts.

Related guidance and maintainer reference

For the broader setup, read Create a controlled Multiverse-Portal between worlds. Check the installed plugin version before applying syntax from the official Multiverse-Portals documentation.

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