Test mcMMO party XP sharing at the edge of its range

Party members standing apart may receive different XP even when they belong to the same party. Test sharing eligibility and distance before changing skill rewards.

Check the installed content

mcMMO progress belongs to player data, while its configuration controls future skill behaviour. Preserve both before changing progression rules. Match the installed release when checking permissions and configuration; current configuration references identify changes that require a full server restart.

Work through the change

1. Record the installed mcMMO version, party state and intended sharing rules. Consult the current party reference for unlock requirements and the configuration governing the sharing range.
2. Create a small staging party with two ordinary test accounts that meet the documented prerequisites. Keep their relevant skill and bonus conditions comparable.
3. Perform one repeatable XP activity with both players close together, then repeat near and beyond the configured sharing boundary. Record the gain on each account rather than only the party message.
4. Compare the same activity outside the party to establish the baseline. Apply any range change through the supported configuration workflow and repeat after a normal restart.

Verify the result

Sharing should follow the configured eligibility and range, and a player beyond the boundary should behave as documented. The baseline should explain whether the total gain changed or was redistributed.

If the result differs

If nobody shares, inspect party unlocks and the selected sharing mode before increasing the range. If only one account differs, compare permission bonuses and activity eligibility rather than editing both player profiles.

Keep a recovery path

Restore the original range and test-party settings when the trial ends. Do not remove production party records or reset levels to fix sharing; preserve the party and player storage before any later migration.

References and related help

Check the maintainer reference: mcMMO documentation, mcMMO 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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