Diagnose Minecraft mod conflicts on a test copy

A modded server can fail because of a missing dependency, wrong loader, incompatible version or interaction between mods. Diagnose the first useful error before replacing files. Removing a content mod from your only world can remove or invalidate its blocks, items and entities when that world loads.

Save evidence and build a safe test copy

Record the Minecraft version, loader and loader version, Java runtime, pack release and the last change before the problem. Save `logs/latest.log` and the relevant file in `crash-reports/` when one exists. A short final error may hide the dependency explanation earlier in the log.

Stop the production server before taking a full file backup, including every world, `mods/`, configuration and scripts. Export any external databases while writes remain stopped. Keep the original installation and a copy outside the server; inspect the completed archive before continuing.

Use a separate test server with copied files and an isolated database where needed. Do not let the test instance connect to production databases or integration accounts. If you cannot isolate the test, ask support before experimenting with the live world.

Rule out a mismatch before removing mods

- Check that each file matches the intended Minecraft release and loader. Fabric, Forge and NeoForge builds are not interchangeable because their names look similar.
- Read dependency requirements for the exact mod release. Install required libraries at supported versions and keep dependent mods together.
- Remove client-only tools from a dedicated-server test setup when their author says they do not belong there. Check the author's environment support rather than guessing from a

filename.
- Compare client and server pack releases when the server starts but players cannot join. Include configuration or scripts the pack distributes.

Do not bypass dependency checks to force a mod to load. Fabric's dependency overrides are an advanced pack-development feature, not a routine repair for incompatible releases.

Isolate an interaction on the copy

1. Reproduce the same failure on the untouched test copy first. Record a repeatable trigger, such as startup or a particular action.
2. Use a disposable test world when removing content mods. Preserve the copied production world untouched for later compatibility testing.
3. Disable a small, recorded group of suspect mods while keeping their dependencies and dependants consistent. Move files outside the loaded mods directory rather than deleting them.
4. Repeat the trigger, save the result and narrow the group. A new missing-library error is a different failure and does not prove you found the original conflict.
5. Confirm the suspected combination by restoring the other files and reproducing the problem. Then check the authors' supported fix or compatible release.

Return to production with a tested plan

Test the proposed change against a fresh copy of the backed-up world before reopening the live service. Check affected blocks, inventories and dimensions. Restore matching files and database state if returning to an earlier version.

Send support the reproduction steps, exact versions and redacted logs. Keep tokens and private connection details out of public uploads. See safe modpack changes and useful logs. Further reading: Fabric's crash reports, log sharing and dependency override warning.

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