DecentHolograms tasks

Task guides and troubleshooting for DecentHolograms. Check the installed release before changing configuration or data.

- Move a DecentHolograms display without losing its text
- Fix one stale PlaceholderAPI value in a DecentHolograms line
- Limit a DecentHolograms display range for a crowded spawn
- Reorder DecentHolograms lines without changing their contents
- Restrict a DecentHolograms information line to the intended viewers
- Check DecentHolograms persistence before a planned restart

Move a DecentHolograms display without losing its text

A display in the wrong position needs a location correction, not a fresh recreation. Preserve its identity and content so references, permissions and line settings survive the move.

Prepare the test

Record the hologram name, world and location before editing. Match the command family to the installed release because newer display commands and older hologram commands can differ.

Make the change

1. Record the display name, source world and coordinates through the installed release’s information commands. Save its text and settings or take a completed configuration backup before moving the public version.
2. Create a uniquely named test copy using the supported clone operation. Check that the copy contains the same lines before editing its position; keep the public original in place during this trial.
3. Use the matching command family’s move or move-here operation in the destination world. Check height, direction and nearby blocks with an ordinary viewer instead of deciding from the editor’s position alone.
4. Walk away and return through the normal player route. Confirm that the world and location still match, then apply the verified relocation to the intended public display during a quiet window.

Check the result

The display should appear at the new position with the same text and visibility policy. Test a reconnect and check any menu, NPC or script that refers to its existing name.

If the test fails

If the location is wrong, move the display back using the recorded world and coordinates. Keep the clone as a diagnostic copy until the public display passes; do not delete and recreate the original to correct an offset.

Newer releases include display commands alongside older hologram operations. Choose the documented command for the object you already have rather than mixing syntax from different tutorials.

References and related help

Check the official DecentHolograms documentation against your installed release before using a command or setting from another version.

- Create a DecentHolograms display and check player visibility
- Find Minecraft logs and send useful troubleshooting details

Fix one stale PlaceholderAPI value in a DecentHolograms line

A hologram can keep an old balance or rank label while the underlying provider has already updated. Compare those layers with one test line instead of rebuilding the whole display.

Prepare the test

Record the hologram name, world and location before editing. Match the command family to the installed release because newer display commands and older hologram commands can differ.

Make the change

1. Copy the affected line and record its exact placeholder and the intended viewer. Check that the integration supports the placeholder system and context required by that expression.
2. Parse the expression directly for the same connected test account. If the raw parse is already wrong, investigate the expansion or provider before altering the hologram update interval.
3. Create one private test line with fixed text around the expression. Inspect the documented update range and interval controls for the installed display type, recording their units before a change.
4. Change a harmless provider value and observe the display from near and far. Compare the visible delay with the configured range and interval, then repeat after the player reconnects.

Check the result

The line should update within the chosen interval while an eligible viewer is in range. Confirm that other lines retain their formatting and that repeated update exceptions do not appear in the log.

If the test fails

Restore the prior range or interval when the trial adds load or fails to update. Keep the direct parse evidence for the integration author instead of resetting balances or removing the display’s stored data.

A global hologram may not supply the same audience as a player-specific display. Check that context before interpreting an empty value as a refresh failure.

References and related help

Check the official DecentHolograms documentation against your installed release before using a command or setting from another version.

- Create a DecentHolograms display and check player visibility
- Find Minecraft logs and send useful troubleshooting details

Limit a DecentHolograms display range for a crowded spawn

A spawn full of displays can reach players who are far beyond reading distance. Test a bounded range on one display while preserving the route players use to approach it.

Prepare the test

Record the hologram name, world and location before editing. Match the command family to the installed release because newer display commands and older hologram commands can differ.

Make the change

1. Map where the display first becomes useful to an ordinary visitor. Record the current display range and update range separately, because rendering visibility and refreshing values may have different controls.
2. Use the installed release’s documented range operation on a test copy. Choose a distance that covers the approach path and avoid changing several crowded spawn displays in the same comparison.
3. Walk toward and away from the copy with a normal account. Check the boundary from more than one direction and include any raised path or nearby portal that changes the practical viewing distance.
4. Compare the server profile and visible behaviour under similar player activity. Check a changing placeholder near the boundary so a readable display does not retain an out-of-date value.

Check the result

The display should appear before players need to read it and stop rendering outside the planned area. Keep a note of the selected values and the approach routes used for the trial.

If the test fails

Restore the previous range if visitors lose necessary directions or values stop refreshing at readable distance. Adjust this display’s bounds before applying the same value to every hologram across different worlds.

A shorter range is a design decision as well as a performance decision. Essential safety or navigation text needs a wider test than an optional decorative label.

References and related help

Check the official DecentHolograms documentation against your installed release before using a command or setting from another version.

- Create a DecentHolograms display and check player visibility
- Find Minecraft logs and send useful troubleshooting details

Reorder DecentHolograms lines without changing their contents

Changing the order of a display can disturb a line’s formatting or conditions when an administrator rebuilds it by copying text. Preserve the existing content and test the installed line operations instead.

Prepare the test

Record the hologram name, world and location before editing. Match the command family to the installed release because newer display commands and older hologram commands can differ.

Make the change

1. Record each line in its current order and note any line-specific permission, spacing or alignment. Use a numbered local list so a later screenshot does not leave the original order ambiguous.
2. Clone the display into a private test location and check the supported swap or line-edit commands for its command family. Do not assume that a command for a newer display object accepts an older hologram.
3. Move only the two intended lines and inspect the result with an ordinary viewer. Check whether formatting and permissions remain attached to the intended text after the operation.
4. Repeat from another viewing angle and test any dynamic value on the moved lines. Apply the verified change to the public object only after the copied display preserves its complete meaning.

Check the result

The display should present the intended reading order without changing text, visibility or update behaviour. Compare the numbered record with the final state and keep the original order in the maintenance note.

If the test fails

Reverse the swap using the saved order if a line setting moved unexpectedly. Restore the saved display configuration when needed, preserving its identity rather than deleting the original and rebuilding all lines by hand.

Line numbering can differ between command families and releases. Confirm the help output on a harmless copy before editing the public sign.

References and related help

Check the official DecentHolograms documentation against your installed release before using a command or setting from another version.

- Create a DecentHolograms display and check player visibility
- Find Minecraft logs and send useful troubleshooting details

Restrict a DecentHolograms information line to the intended viewers

A staff information line can reveal data even when the rest of a hologram is public. Decide whether the restriction applies to the whole object or one line before assigning its permission.

Prepare the test

Record the hologram name, world and location before editing. Match the command family to the installed release because newer display commands and older hologram commands can differ.

Make the change

1. Copy the display into a private test area and replace sensitive data with fixed example text. Record the intended allowed group and a public account that must not see the restricted content.
2. Check the installed release’s documented object and line permission operations. Set the restriction at the intended level, using a specific permission node rather than granting editing or administrative access.
3. Test the allowed and denied viewers at the same location. Include a reconnect and a group change through your normal permissions workflow to see whether the display updates its audience.
4. Check the remaining public lines and any hover or click behaviour. A hidden text line does not automatically establish that every related action or external destination follows the same policy.

Check the result

Only the intended viewer should see the example restricted content while public navigation remains available. Replace the example with real data only after the denied account’s result is clear.

If the test fails

If a public account sees the line, remove the sensitive value from the public object first and restore the prior permission settings. Investigate inheritance and object-level visibility on the test copy before trying another rollout.

Do not use the editor’s view as the access test. Administrators can have bypasses that ordinary accounts lack.

References and related help

Check the official DecentHolograms documentation against your installed release before using a command or setting from another version.

- Create a DecentHolograms display and check player visibility
- Create Minecraft ranks and inheritance with LuckPerms

Check DecentHolograms persistence before a planned restart

A display that returns to old text after a restart may not have saved the change where you expected. Test one known object and collect evidence before editing files while the server runs.

Prepare the test

Record the hologram name, world and location before editing. Match the command family to the installed release because newer display commands and older hologram commands can differ.

Make the change

1. Record the display’s name, type, world, coordinates and a harmless changed line. Save a completed backup of its configuration through the game panel before the maintenance window.
2. Follow the installed release’s documented editing and persistence workflow. Keep the server log from the edit through a normal shutdown, looking for file access or save errors rather than repeated renderer messages.
3. Start the server using its normal panel control and compare the same object before issuing any corrective commands. Check the actual configuration copy if multiple plugin directories or old deployment files exist.
4. Test the display with an ordinary viewer after the startup completes. Compare text, location, permissions and dynamic values so a visually present object does not conceal missing settings.

Check the result

The recorded edit should survive a clean stop and start without manual recreation. Keep the log timestamps and file location in the change record for the next maintenance window.

If the test fails

If the edit disappears, preserve both versions of the configuration and restore the known working state through a controlled stop. Check ownership, writable storage and the correct instance instead of repeatedly recreating the public display.

The game panel file screenshot shows where to inspect server files; it does not show a DecentHolograms editing interface.

> CloudExa game panel console and logs view for collecting startup and diagnostic evidence
> Collect the relevant timestamped log text in the panel, then remove private data before sharing it with support.

References and related help

Check the official DecentHolograms documentation against your installed release before using a command or setting from another version.

- Create a DecentHolograms display and check player visibility
- Find Minecraft logs and send useful troubleshooting details