# ServerListPlus tasks

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

- Repair ServerListPlus YAML without removing its typed sections
- Preserve two-line ServerListPlus text and UTF-8 characters
- Check which ServerListPlus virtual host owns a displayed message
- Review ServerListPlus hover text for unintended player information

# Repair ServerListPlus YAML without removing its typed sections

ServerListPlus uses multiple typed YAML sections rather than a single plain mapping. A generic editor can produce syntactically valid YAML while removing information the plugin expects, so preserve the complete file structure.

# Prepare the test

Treat ServerListPlus as an existing integration to maintain, with release-specific compatibility. Preserve its complete configuration before an edit and check which instance answers the public server-list request.

# Make the change

1. Download the existing `ServerListPlus.yml` and record the installed version and startup error. Compare the file with the version-appropriate official structure rather than starting from an unrelated plugin’s generic YAML template.
2. Locate the document headers `--- !Status`, `--- !Plugin` and `--- !Core`. Keep those tags and their section boundaries intact; status text belongs in the status section, while the Core section is not a routine presentation-tuning area.
3. Repair only the indentation, quoting or list entry identified by the error. Check the lines immediately before the reported location, since an unclosed value can make the parser complain later than the actual mistake.
4. Apply the repaired file through the installed supported route and inspect startup or reload output. Refresh the public listing to confirm the intended message, then compare the saved file with your original for unrelated changes.

# Check the result

ServerListPlus should accept the complete typed configuration and render the intended status response. Retain the original alongside the repaired copy until a later normal restart also proves that the file loads consistently.

# If the test fails

Restore the complete original if the plugin rejects the repair or rewrites unexpected sections. Do not remove all type tags to satisfy a generic YAML checker, and do not change Core performance settings to solve a description typo.

This is maintenance for an existing compatible deployment. Check the project’s current releases before assuming an old configuration or plugin build supports a new Minecraft or proxy version.

> CloudExa game panel Files page for opening and reviewing server configuration files
> Use Files to locate your installed plugin’s own configuration. This panel example does not show the plugin-specific settings.

# References and related help

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

- Maintain an existing ServerListPlus configuration safely
- Update Paper, Purpur and plugins safely

# Preserve two-line ServerListPlus text and UTF-8 characters

Literal newline escapes and an unintended file encoding can turn a simple description edit into visible symbols or a broken configuration. Keep line structure separate from colour styling while testing the change.

## Prepare the test

Treat ServerListPlus as an existing integration to maintain, with release-specific compatibility. Preserve its complete configuration before an edit and check which instance answers the public server-list request.

## Make the change

1. Preserve `ServerListPlus.yml` and choose one affected Description entry. Record its existing two lines and remove private or time-sensitive wording from your test so repeated refreshes do not advertise an unfinished public announcement.
2. Follow the official configuration guide’s YAML block style for multiline text, preserving list indentation and the surrounding typed section. Use two short plain lines first instead of mixing a complex gradient with a line-break repair.
3. Save the file as UTF-8 and reopen it to confirm special characters remain unchanged. Add one intended non-ASCII character only after the plain two-line version is readable and the plugin accepts the file.
4. Apply the file using the installed supported method and refresh the public server-list address. Inspect the line break, punctuation and character rendering on a normal client, then reintroduce the desired supported formatting gradually.

## Check the result

The description should appear as two intentional lines without printed escape sequences or replacement characters. Keep each line short enough for a useful listing preview, checking the longest intended wording as well as the initial sample.

# If the test fails

Restore the original entry if parsing fails, then compare indentation and encoding before changing the rest of the file. Do not convert the entire configuration to another format or remove typed headers to fix one multiline value.

Colour support is also version-dependent. Verify your installed ServerListPlus and client capabilities before adopting a modern RGB recipe from a different MOTD plugin or an older gradient example.

# References and related help

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

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# Check which ServerListPlus virtual host owns a displayed message

A familiar server address can select a hostname-specific description while the same machine’s numeric address shows a default. Compare those routes deliberately when an edited message seems to appear for only some players.

## Prepare the test

Treat ServerListPlus as an existing integration to maintain, with release-specific compatibility. Preserve its complete configuration before an edit and check which instance answers the public server-list request.

## Make the change

1. Write down the exact multiplayer-list address and port for the affected player. Identify the ServerListPlus instance that handles its status ping, including whether a proxy answers before a backend receives any connection.
2. Preserve the configuration and inspect the Hosts section alongside Default and Personalized. Use the official virtual-host documentation for the deployed version, especially if a Bungee forced-host name participates in the existing selection.
3. Change one mapped description to a short harmless test label using the same valid YAML structure. Apply through the installed supported method, leaving the default and other host mappings unchanged during the experiment.
4. Refresh separate listing entries for the mapped hostname and a known default route. If personalisation is enabled, compare a previously joined test client with a fresh test context so a personalised override does not obscure the host comparison.

## Check the result

Only the intended address should select the trial message, with the default route remaining recognisable. Record the owning instance and relevant mapping so later branding edits do not get repeated on multiple inactive backends.

# If the test fails

Restore the original description if the wrong route changes. Check what hostname the client actually presents and whether another status plugin answers first; do not change DNS or joining ports merely to force an unverified message edit to appear.

Use existing version-appropriate host keys as the starting point. The project’s historical documentation includes proxy-specific naming conventions that should not be copied into a different proxy implementation without compatibility checks.

# References and related help

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

- Maintain an existing ServerListPlus configuration safely
- Update Paper, Purpur and plugins safely

# Review ServerListPlus hover text for unintended player information

Server-list status is visible before someone joins. Review what its hover and personalised messages expose instead of assuming a message is private because its text sits in a plugin configuration file.

## Prepare the test

Treat ServerListPlus as an existing integration to maintain, with release-specific compatibility. Preserve its complete configuration before an edit and check which instance answers the public server-list request.

## Make the change

1. Inspect the public listing with a consenting player online and hover over its player count. Record whether it shows names, a custom message or version-specific fallback text, and compare clients if the presentation differs.
2. Preserve `ServerListPlus.yml` and inspect the applicable Default, Personalized and host-specific status sections. Follow each active override so you do not repair the default while a personalised or virtual-host message still publishes the old text.
3. Replace unnecessary personal information in the relevant hover content with a short public description. Check documented placeholders before keeping a random-player or returning-player expression, and avoid using the display as a staff activity report.
4. Apply the change through the installed supported method and repeat the hover test before and after a normal player joins. Check an existing-player context separately from a fresh one when personalisation is configured.

## Check the result

The public status should contain only information you deliberately intend strangers to see. Confirm ordinary joining and the main description still work, and treat any client-added summary text as presentation behaviour rather than additional configuration lines.

# If the test fails

Restore the previous safe text if the edited section fails to load. If unexpected names remain, inspect the active route and other status responders before deleting player tracking data or disabling every server-list feature.

The official guide notes that custom hover content uses the protocol’s player sample area and can render differently in external lists. Verify the actual client experience instead of promising that every listing service displays the same layout.

# References and related help

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

- Maintain an existing ServerListPlus configuration safely
- Update Paper, Purpur and plugins safely