SuperVanish tasks

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

- Test SuperVanish visibility with separate staff and player accounts
- Check whether a vanished SuperVanish moderator can pick up items
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- Check silent chest inspection without changing container contents
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- Remove vanish access from a staff role without leaving a hidden account

Test SuperVanish visibility with separate staff and player accounts

A vanished administrator seeing themselves normally does not prove ordinary players can see them. Use observers with different roles to verify the visibility rules you actually intend to enforce.

Follow the procedure

1. Confirm you are using LeonMangler’s SuperVanish and record the version. Other similarly named projects have different settings and should not be configured from this procedure.
2. Prepare a vanished staff account, an ordinary non-operator observer and a trusted staff observer. Inspect each observer’s effective `sv.see` and any layered visibility permissions.
3. Vanish the staff account using the installed command. Have the ordinary observer check the world, player list and tab display from the same server.
4. Have the staff observer repeat those checks. Compare the result with your policy: some staff should see vanished colleagues while ordinary players should not.
5. If using layered permissions, read the release’s level comparison rules and enabled setting. Assign only the intended level to each test role, then rejoin if the release requires refreshed state.
6. Reappear and repeat the checks. Confirm all observers see the staff account normally again and the staff member has not retained an unintended invisible state.

Check the result

The ordinary observer should fail to see the vanished account through the tested in-game surfaces, while the authorized observer sees it only as policy permits. Record the two accounts’ roles with the result. Testing solely with an operator often masks the very problem you are investigating.

If the result is wrong

If ordinary players still see staff, check inherited visibility permissions and conflicting tab-list plugins before broadening vanish permissions. If staff cannot see colleagues, fix the observer role rather than granting it operator status. Revert the specific level change if it reverses the intended hierarchy.

References and related help

- SuperVanish maintainer reference
- SuperVanish maintainer reference
- Set up SuperVanish for a limited staff role
- Invite a teammate to your game server

Check whether a vanished SuperVanish moderator can pick up items

A hidden moderator accidentally collecting dropped items can disrupt an investigation. Test item pickup with disposable drops and set the intended behaviour before staff observe a live incident.

Follow the procedure

1. Inspect the SuperVanish command list and item-pickup configuration for the installed release. Record the current staff state so the trial can restore it afterward.
2. Choose a safe test area with no hoppers, valuable items or unrelated players nearby. Use a small named stack of ordinary blocks that can be counted easily.
3. Vanish the test moderator and drop the blocks from a separate account. Observe whether the item entity disappears and whether the moderator’s inventory gains the stack.
4. Use `/sv tipu` if that command is supported by your installed release to toggle the vanished account’s pickup behaviour. Repeat with a fresh disposable stack.
5. Reappear, then verify normal pickup works as expected. Test another vanish cycle to learn whether the toggle persists or follows the configured default.
6. Document the approved default and the command staff should use for exceptions. Keep item pickup separate from permissions to modify blocks or interact with inventories.

Check the result

The hidden moderator should collect or leave items exactly as your documented policy specifies, and normal gameplay should resume after reappearing. Count both the ground items and the inventory contents; a missing item may have entered a hopper rather than the staff account.

If the result is wrong

If the result is inconsistent, repeat away from collection mechanics and inspect other vanish or inventory plugins. Restore the original pickup state after the trial. Do not clear the moderator’s inventory to solve the symptom; identify where the disposable items actually went.

References and related help

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Verify flight is safe when a SuperVanish moderator reappears

Reappearing in mid-air can expose a staff member to a fall if flight state changes unexpectedly. Check the transition above a safe platform before relying on vanish during moderation.

Follow the procedure

1. Read the installed SuperVanish flight settings and the documented `sv.keepfly` permission. Record other flight providers such as EssentialsX, creative mode or a lobby plugin.
2. Prepare a non-operator test moderator in the game mode used for normal investigations. Choose a low platform over water or another controlled landing area.
3. Enter vanish, enable only the permitted flight route and rise a small safe distance. Reappear while an observer watches the movement state and any fall damage.
4. Repeat with the role’s intended `sv.keepfly` result. A keep-flight permission affects this transition and should not be treated as proof that all flight commands are authorized.
5. Test landing, switching worlds and a fresh vanish cycle. Confirm that an unrelated flight plugin does not immediately overwrite the state after SuperVanish changes it.
6. Publish a staff procedure requiring a safe landing before reappearing where flight cannot be retained. Keep emergency movement access limited to the appropriate staff role.

Check the result

The moderator should experience a predictable flight state on reappearance and have a safe way to return to the ground. Verify with the actual staff game mode and permissions. Creative-mode testing alone can conceal a survival-mode problem.

If the result is wrong

If flight is removed unexpectedly, stop airborne tests and return to the platform before editing permissions. Compare competing flight providers and the installed configuration. Restore the prior flight grant if the change enables unintended player flight; do not blanket-enable flight for all users.

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Check silent chest inspection without changing container contents

A vanished moderator opening a chest may still create a visible lid movement or sound. Test the client-side effect separately from the right to read or change the container.

Follow the procedure

1. Review the installed release’s silent-container support, including `sv.silentchest` and any documented OpenInv or ProtocolLib dependency. Do not assume every inventory type behaves like a normal chest.
2. Place a disposable chest in a quiet test area and fill it with a counted set of unimportant items. Position an ordinary observer where both the lid and sound can be noticed.
3. Use a non-operator moderator with only the intended vanish and silent-inspection permissions. Enter vanish and open the test chest without moving any items.
4. Ask the observer whether the lid moved or a sound played. Close it and repeat from a second position; the moderator’s own client animation is not the observer’s evidence.
5. Check a second supported container type only if your release documents it. Record dependency versions and startup errors if silence differs between container types.
6. Confirm the original item count and reappear. Keep the staff instruction explicit: silent viewing does not authorize taking, replacing or modifying player possessions.

CloudExa game panel: view console logs
CloudExa game panel reference. This image shows the panel, not the SuperVanish interface.

Check the result

The observer should see the documented silent behaviour for the tested container, while its contents remain unchanged. Report the exact container and dependency combination. One successful chest test does not establish support for every modded or plugin-provided inventory.

If the result is wrong

If the observer sees activity, inspect the documented dependency integration and permission result. Use the panel console to collect startup errors before changing versions. Restore the prior plugin combination if compatibility fails, and avoid testing by repeatedly opening real player storage.

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Find a SuperVanish join or player-list information leak

A player may learn that a hidden moderator is online through a join message or another plugin’s player list. Check each source of information rather than treating entity invisibility as complete concealment.

Follow the procedure

1. List the surfaces ordinary players can use: tab display, list command, join messages, server-switch notices and any public map or status integration.
2. Prepare a staff account that is already vanished and an ordinary observer without visibility bypass. Record whether the installed settings preserve vanish state across reconnects.
3. Reconnect the staff account through the normal public route. Have the observer record the exact message, list entry or notification that reveals the account.
4. Identify which plugin produced that surface. Compare SuperVanish’s supported integrations and settings with the responsible tab, join-message or proxy plugin documentation.
5. Make a narrow supported change and repeat the reconnect. Test both hidden joins and normal visible joins so fixing one does not suppress all useful player notifications.
6. Check reappearance and subsequent departure too. Document any unsupported external status integration rather than promising that vanish hides all network activity.

Check the result

The tested ordinary-player surfaces should follow the intended vanish policy without suppressing unrelated users’ legitimate join and quit messages. Retain the source and exact text of any remaining leak. Entity hiding and public status reporting are different systems and require separate verification.

If the result is wrong

If a third-party integration still leaks the account, disable only its relevant disclosure feature or seek supported integration guidance. Do not expose staff permissions or plugin configuration publicly while demonstrating the issue. Revert the last message-format change if it hides normal player activity.

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Remove vanish access from a staff role without leaving a hidden account

Removing a permission while an account is already vanished can leave confusing state. Reappear first, then verify the role can no longer enter vanish through commands or inherited access.

Follow the procedure

1. Identify the departing staff account and the group supplying SuperVanish access. Record whether the player is currently vanished and whether it has any direct permission grants.
2. Have the account reappear through the supported command, or use the documented administrative control. Confirm an ordinary observer sees the account before removing access.
3. Remove only the intended `sv.use` or layered-use grant through your permission manager. Check inherited groups and direct nodes rather than assuming a single group change is enough.
4. Rejoin with the account and attempt the normal vanish command. Verify denial without changing unrelated staff tools or player entitlements.
5. Check automatic vanish-on-join behaviour and any alternate command aliases. A denied manual command does not prove an unrelated plugin cannot restore a hidden state.
6. Review who still has observer permissions such as `sv.see`. Removing the ability to vanish and removing the ability to see vanished colleagues are separate policy decisions.

Check the result

The account should be visibly present and unable to re-enter vanish through the tested routes. Normal player actions should remain available. Record the effective permission result and the account’s visible state so another administrator can confirm the access removal was complete.

If the result is wrong

If the account stays hidden, restore a controlled administrative path long enough to reappear it, then remove access cleanly. Inspect persisted vanish settings and overlapping plugins. Do not delete player data or reset all permissions merely to clear one staff feature.

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