Build a Geyser compatibility check before a Bedrock client update

Bedrock clients can update before a server administrator changes anything. Geyser support also changes between builds. Keep a dated compatibility check for the client versions your community uses instead of promising that an old build will support every future release.

Record the starting point

Record the current Geyser build, Java server version, proxy version if present and any ViaVersion components. Save the current plugin files and configuration together. Choose one Java tester and one Bedrock tester with accounts that do not carry valuable trial items.

Work through the change

1. Read the current Geyser supported-version page and the release or download notes. Confirm the target build supports the actual client and backend combination you plan to test.
2. Use a separate copy of the service for the upgrade rehearsal. Keep its ports, external integrations and databases separate so the trial cannot admit production players or change their records.
3. Exercise login, chat, inventory use, a container, a teleport and any required resource pack. Check Java joining too, because a dependency update can affect the shared backend.
4. Record the exact build and client versions that pass. Plan a short maintenance window for the same tested file set rather than downloading an unrecorded build during the live restart.

Check the result

A useful check produces a repeatable list of working actions and a known recovery set. Include a disconnect and reconnect, because first login alone may miss identity or inventory problems that appear when a session resumes.

If the result differs

If the client version is unsupported, preserve the error and follow the project's release guidance. Adding ViaVersion does not guarantee support for every Bedrock transport or feature. Avoid changing online mode to bypass a protocol-version failure.

Return the staging copy to its saved plugin set if the trial fails. If a live upgrade changes data formats, use the complete matching recovery checkpoint rather than assuming an older JAR can read newer data.

References and related help

- Geyser maintainer reference 1
- Geyser maintainer reference 2
- Set up Geyser and Floodgate for Java and Bedrock crossplay
- Update Paper, Purpur and plugins safely

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