Build and diagnose a small BetonQuest conversation

BetonQuest connects conversations, conditions, events and objectives. Start with a short conversation that displays text and ends, then add gameplay consequences. A missing reply can be a condition or pointer problem rather than an installation failure.

Choose documentation for your installed branch

Record the BetonQuest version, Minecraft release, Java runtime and required integrations. Package layout and syntax can change across major releases. The examples linked here describe the 2.2 documentation branch; use the matching documentation selector if your installed major differs, rather than mixing a development tutorial with an older production package.

Stop normally and take a completed backup of packages, configuration and player progress, including the plugin database. A file-only backup is incomplete if progress is stored externally.

Follow plugin installation and keep existing packages intact. Do not rename established objective or event identifiers simply to tidy a live setup without reviewing their saved references.

Trace a minimal conversation

1. Create an isolated test package using the sample structure documented for your installed release. Use unique, descriptive identifiers.
2. Define a starting NPC option with a short line of text and one player reply. Link the starting option to that reply using the version's pointer format.
3. Point the reply to one final NPC response. Initially omit reward commands and restrictive conditions so the conversation path is easy to inspect.
4. Load the package with the supported reload workflow. For the documented 2.2 command family, `/q reload` reports configuration loading errors to Console.
5. Trigger the conversation through the installed version's documented test or NPC integration and confirm each branch appears.

Keep configuration YAML properly indented and quote values containing special syntax where required. Read the first error naming a file or identifier. A later failure to start the conversation may only be the consequence of a package that never loaded.

Add one condition or event at a time

A condition controls whether a branch is available. An event performs an action, and an objective tracks ongoing progress. Give each identifier a clear purpose and test the condition's true and false cases with disposable progress. If no player option remains available, the conversation can end; that is not automatically a server crash.

Do not test by purging the whole player database. Progress belongs to players, and command events may change ranks, items or money outside BetonQuest. Use a test account, low-value rewards and an isolated database on a staging copy when investigating a complex existing questline.

Preserve progress while troubleshooting

Compare the exact identifier referenced by the pointer with the identifier defined in the package. Check which event should start an objective and whether a tag or requirement has already changed for the test player. Repeatedly firing completion events can award duplicate rewards, so record each test.

Read Console after reload and keep the configuration error before editing again. A reload is not a database reconnection or a replacement for a full restart when storage settings change. For support, include the minimal redacted package, version, player-state description and trigger steps.

See NPC identity and setup for linked characters. Further reading: conversation structure, commands and configuration troubleshooting.

Looking for another plugin? Browse the Minecraft plugin guide directory.

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