Change FancyHolograms visibility without granting editing access

A private display needs a viewer rule rather than an administrator permission. Test with example text before placing staff-only information in a hologram that players can approach.

Prepare the test

Use a uniquely named test display away from busy player paths. Keep an administrator available, but make visibility and readability decisions from a separate ordinary player account.

Make the change

1. Copy the object into a test location and record its current visibility mode. Choose one ordinary allowed account and one denied account with no operator or editing privileges.
2. Check the installed hologram command help and select the documented permission-based visibility mode. Use the display-specific viewer permission described by FancyHolograms rather than its broad administrator node.
3. Grant only that viewer permission to the test role. Compare both accounts at the same distance, then reconnect them so initial visibility and subsequent updates receive a separate check.
4. Remove the temporary viewer grant and confirm the display disappears for that account. Review any integration that uses manual visibility before applying the setting to the public object.

Check the result

The intended role should read the example text without gaining commands that edit or remove holograms. A denied account should remain unable to see the display after reconnecting.

If the test fails

If the denied account sees private content, replace it with harmless text and return to the previous visibility state. Investigate inherited permissions or an integration controlling visibility before adding the real value back.

Visibility modes are separate from rendering distance. Check both when an authorised reader cannot see the object.

References and related help

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

- Set up a FancyHolograms text display on Paper
- Create Minecraft ranks and inheritance with LuckPerms

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