Check a delayed BetonQuest objective across logout and restart

A waiting objective may use a different timing policy than players expect. Test offline and restart behaviour before advertising a real-time deadline or a guaranteed online-only delay.

Check the installed content

BetonQuest expresses a quest through objectives, conditions, events and conversation links. Keep the package and player state together during testing. The linked reference describes the 2.2 documentation branch; select the corresponding documentation if your server runs another major version.

Work through the change

1. Record the installed BetonQuest version, objective type and intended timing policy. Read the matching objective reference, including any options that affect delay or persistence.
2. Create a short disposable staging wait objective with a harmless completion event. Record its activation time and compare it with the server clock.
3. Run one test while remaining online and another while logging out during the wait. Rejoin and inspect whether the objective completed or retained remaining work according to its documented policy.
4. Run a separate test through an orderly staging restart. Keep the server unavailable interval in the timing record and compare the resulting state before increasing the production delay.

Verify the result

The measured behaviour should match the documented objective policy for online, offline and restarted cases. The quest description should explain that policy rather than promise a different kind of clock.

If the result differs

If a wait never finishes, confirm it was active for the account and inspect its completion event. If timing differs only during shutdown, review persistence semantics before shortening every deadline.

Keep a recovery path

Restore the prior delay definition and disposable player checkpoint if the trial fails. Do not clear live waiting objectives to make them disappear; assess any needed correction against the affected player states separately.

References and related help

Check the maintainer reference: BetonQuest documentation.

Before changing live data, read how to keep a completed recovery copy. For startup errors, use the log collection guide.

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