Check AdvancedBan warnings without accidentally escalating a real player

Warning tests can trigger escalating moderation rules. Use disposable records and inspect the warning policy first so a demonstration cannot accidentally ban an established player.

Follow the procedure

1. Read the installed warning and temporary-warning configuration. Identify any thresholds, time layouts or actions that depend on accumulated history rather than the latest warning alone.
2. Create a test environment with independent punishment storage. Choose a clearly labelled test account whose prior records can be inspected without mixing them with real player cases.
3. Use the documented history or warning-list command to establish the account’s starting position. Record active warnings separately from expired or reversed entries.
4. Issue one controlled warning with an unmistakable trial reason. Inspect its displayed duration, identifier and any action AdvancedBan reports as a consequence.
5. Repeat only the number of warnings needed to verify the chosen threshold. Stop if an unexpected action occurs; do not continue adding warnings merely to see whether the system eventually behaves.
6. Review the staff instructions against the observed result. Document when a warning is temporary and what staff must check before applying another warning to an existing account.

Check the result

The warning count and any configured escalation should agree with your written policy in the isolated test. A successful warning command proves only that a record was created; it does not establish that the next warning or an expiry will produce the intended result.

If the result is wrong

If the threshold is wrong, revert the warning-layout edit and inspect the complete trial history. Use targeted documented reversals for trial restrictions. Avoid deleting real punishment data or changing a customer’s warnings to manufacture a clean test case.

References and related help

- AdvancedBan maintainer reference
- AdvancedBan maintainer reference
- Set up AdvancedBan with controlled moderation tests
- Find Minecraft logs and send useful troubleshooting details

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