Check GSit pose compatibility after a Minecraft update

Working sitting does not prove that every pose or crawl feature supports the same client and server combination. Capture the failing pose precisely after an update instead of reinstalling the server or disabling all GSit functionality.

Prepare the test

Choose a safe flat test area with two ordinary players. Separate sitting, clicking a seat and clicking another player because they can follow different permissions and protection checks.

Make the change

1. Record the Minecraft server build, GSit version and affected client version. Compare them with the maintainer’s current release information; pose support can have different requirements from ordinary seat interaction and should not be inferred from an old tutorial.
2. Test a simple `/sit` in a safe area, then the specific failing pose using the installed command help. Use an ordinary player account and note whether the command is denied, accepted without a visual change or accompanied by a console error.
3. Compare a client matching the server’s native protocol with a translated client if your network uses version-translation plugins. Keep permission and region contexts identical so a protocol difference is not confused with an access rule.
4. If a compatible plugin update is required, preserve the current jar and configuration and test it on staging first. Check its dependencies and release notes before applying the narrow update during a planned restart.

Check the result

Supported poses should behave consistently for the client combinations you intend to support. Record any documented limitation and keep working seat features available instead of promising universal pose support from one successful administrator test.

If the test fails

Restore the previous compatible plugin build if a trial update introduces new faults, following its documented configuration compatibility rules. Send the exact pose, versions and redacted error to support rather than deleting player data or rebuilding the world.

A console capture can establish when an update-related error occurs. Include the short searchable error text and reproduction steps alongside a screenshot so the report remains useful when diagnosing a specific pose.

> CloudExa game panel console and logs view for collecting startup and diagnostic evidence
> Collect the relevant timestamped log text in the panel, then remove private data before sharing it with support.

References and related help

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

- Set up GSit poses and restrict player interactions
- Find Minecraft logs and send useful troubleshooting details

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