Check whether a plugin bundles PacketEvents or needs it installed

PacketEvents can be distributed inside a plugin or provided as a standalone dependency. The developer chooses how that integration works. Installing an additional JAR merely because the PacketEvents name appears in a stack trace can leave you with an unnecessary or conflicting arrangement.

Record the starting point

Identify the plugin that requested PacketEvents and record its version, server platform and Java runtime. Keep its installation instructions open. Save the current artifact list before making changes and look for an existing standalone PacketEvents entry in startup output.

Work through the change

1. Read the dependent plugin's official requirements. Determine whether it explicitly asks you to install PacketEvents or states that the library is bundled.
2. Compare the existing standalone version, if present, with every consumer that documents a requirement. Do not remove a shared dependency because one different plugin bundles its own copy.
3. On a private copy, trial the documented arrangement and start normally. Read the first load failure to identify whether the problem concerns a missing plugin, bundled library or incompatible API.
4. Test the dependent feature with a normal client and check other PacketEvents consumers. Preserve the documented arrangement in your server notes.

Check the result

Every required consumer should load and complete its relevant player action. The final artifact list should match the maintainers' requirements, not the number of times a library name appears in the log. Keep versions with filenames so future maintenance can compare the same setup.

If the result differs

If a bundled consumer fails, installing a random standalone release may not replace its internal library. Report the owning plugin and bundled version information to that maintainer. If a standalone dependency is required, resolve that requirement before changing gameplay configuration.

Restore the saved artifact arrangement if the trial breaks another consumer. Keep old JARs outside the active directory and restart normally. Do not delete player data or rewrite every plugin configuration while deciding how a library is supplied.

References and related help

- PacketEvents maintainer reference 1
- PacketEvents maintainer reference 2
- Set up PacketEvents for plugins that require it
- Find Minecraft logs and send useful troubleshooting details

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