Compare MiniPlaceholders output with and without an audience

A tag that works for a player can remain unresolved in a console message. Test the audience explicitly before replacing the tag or adding another expansion to the server.

Prepare the test

Choose the correct execution platform before testing a tag. A proxy and a backend can have different expansions, audiences and permissions even when the same player appears on both.

Make the change

1. Copy one failing tag and one global tag from their expansion documentation. Keep the surrounding message short so formatting and nested tags do not hide which part failed.
2. Use `miniplaceholders parse` with a connected player, then repeat with `--null`. On Velocity use the documented `vminiplaceholders` command family instead of assuming a backend command reaches the proxy.
3. Check whether your destination supplies a player audience. A server-wide console announcement may need global data, while a per-player join message can resolve information about its recipient.
4. Change one destination line and test it through its actual delivery route. A preview command with a sender can supply context that a scheduled or console-triggered message lacks.

Check the result

The global test should resolve global values; the named-player test should resolve values belonging to that identity. Observe a real scheduled or console-triggered delivery before treating a

manual preview as proof.

If the test fails

If the destination cannot provide the required audience, restore its prior text and use a documented global alternative. Do not expose one chosen player’s private values in a message intended for everyone.

Keep the command context and the destination context in your notes. They can differ even when the same tag appears in both strings.

References and related help

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

- Use MiniPlaceholders with a compatible Minecraft text plugin
- Find Minecraft logs and send useful troubleshooting details

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Revision #1
Created 2026-11-09 16:36:24 UTC by CloudExa Hosting Admin
Updated 2026-11-09 16:36:24 UTC by CloudExa Hosting Admin