Compare static and passthrough server descriptions in Geyser

A Bedrock description can come from Geyser's configured text, a Java-server passthrough response or an external signalling service. Editing the Java MOTD may therefore leave the Bedrock entry unchanged even though Java players see the new wording.

Record the starting point

Take a screenshot of each client entry and record the address and client edition. Identify whether the current setup uses built-in or external signalling. Keep a copy of the previous description so a cosmetic trial cannot leave players unsure which server they are joining.

Work through the change

1. Locate the MOTD and passthrough controls in the configuration generated by the installed Geyser build. Read their comments instead of copying keys from a different release.
2. Choose one source of truth for this test. Change either the explicit Bedrock description or the Java description that the selected passthrough mode reads, not both at once.
3. If external signalling handles discovery, read its refresh behaviour. Current Geyser guidance notes that external signalling can update descriptions periodically rather than forwarding every ping live.
4. Restart or apply the documented setting change, then refresh a remote Bedrock entry. Compare the full address so an old saved server is not mistaken for the edited one.

Check the result

The displayed wording should match the chosen source after the relevant refresh interval. Test the actual join as well; the server description should identify the world or community players reach, not

merely provide a reassuring green entry.

If the result differs

If the Java entry updates and Bedrock does not, inspect passthrough selection and discovery caching. If neither updates, confirm you edited the active server files. A translation plugin does not make every Java formatting or display feature identical on Bedrock.

Restore the recorded text and passthrough setting if the trial produces a misleading description. Leave networking and authentication unchanged during this cosmetic investigation, and document any external service refresh delay for the next administrator.

References and related help

- Geyser maintainer reference 1
- Geyser maintainer reference 2
- Set up Geyser and Floodgate for Java and Bedrock crossplay
- Change the built-in Minecraft server-list MOTD

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