Control a Minecraft maintenance window with Maintenance

The Maintenance plugin can restrict joining while you work on a Minecraft server and show an intentional maintenance message. It does not create a backup, stop all writes or replace a proper shutdown when changing world files. Keep a separate recovery route through the CloudExa panel.

Install for the right layer

Check the current release's supported server or proxy platform. Decide whether maintenance should cover one backend or the public network entrance, then follow the project's instructions for that deployment. Do not assume the same command arguments control every proxy backend.

Use plugin installation for a standalone Paper server. Preserve the existing configuration and maintenance whitelist before an update. Announce the window and identify an administrator who can use the game-panel Console if a permission mistake blocks in-game entry.

Prepare access before enabling maintenance

1. Start the compatible plugin and confirm Console reports a successful enable.
2. Review the generated configuration and messages. Tell users what is happening and how they will know when access returns.
3. Use the documented `/maintenance add` command to add the intended tester. Follow the installed version's accepted name/UUID syntax; older documentation notes limitations when adding offline names.
4. Review `/maintenance whitelist` and verify that only the intended accounts have bypass access.
5. Test from an ordinary player account as well as an administrator. Broad operator rights can hide an incorrect access rule.

Do not grant a wildcard permission to everyone so that one staff member can enter. The maintenance access list and the game's ordinary whitelist are separate controls. Changing one does not necessarily update the other.

Enable and end a supervised test

On the documented standalone command surface, `/maintenance on` enables the restriction and `/maintenance off` removes it. In panel Console omit the leading slash. Check the installed plugin's help first when you use a proxy edition or a different release.

Keep the first test short and supervised. Confirm that an authorised tester can reconnect and that an unapproved player receives the intended message. Inspect what happens to players already online rather than assuming the plugin's policy matches your plan.

The command `/maintenance starttimer 5m` is documented for starting maintenance after a delay. A timer is not a player-warning or backup-completion guarantee by itself. Announce the interruption, verify any saved task and use the documented abort-timer control if you need to cancel it.

Keep data operations separate

For an offline backup or world edit, stop normally and wait for saving to finish after access is restricted. A maintenance login barrier does not freeze plugins, scheduled jobs or external database writes. Verify the backup independently before changing data.

When finished, start the server if necessary, confirm a clean startup and check the world with the tester before opening access. Remove temporary bypass entries, disable maintenance deliberately and verify an ordinary player can join. See backup and restore checks. Further reading: commands, configuration and supported platform downloads.

Looking for another plugin? Browse the Minecraft plugin guide directory.

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