Coordinate a PacketEvents update across several dependent plugins

A standalone PacketEvents installation may serve several plugins with different release requirements. Updating it for one feature can expose an older consumer that has not been tested against the new API. Plan the update around the complete consumer list rather than the first plugin that requests a newer version.

Record the starting point

List the consumers that explicitly require standalone PacketEvents, their versions and required library ranges. Keep bundled consumers separately identified. Save the existing library, consumers and configuration in a recovery checkpoint outside the active plugin directory.

Work through the change

1. Compare the maintainer requirements for every standalone consumer. If there is no documented common compatible release, trial consumer updates on a private copy before touching production.
2. Select a supported library and consumer set, then stop the service normally. Replace only the planned artifacts and remove duplicate old library JARs from the active directory.
3. Start and read the dependency load results. Do not continue testing gameplay while a required consumer is disabled or reporting a missing API.
4. Exercise one real player action per consumer and repeat a reconnect. Use ordinary permissions, because staff bypasses may skip the code path that players use.

Check the result

All required consumers should load and pass their action checks. Record the final library and consumer release set with the maintenance date. Note any untested optional integration explicitly; an absent error during an idle server is not proof of compatibility.

If the result differs

If one consumer fails, inspect its exact requirement and whether it bundles another library copy. Do not change global PacketEvents behaviour to satisfy a plugin that the maintainer has not marked compatible. Keep the failing trace for a focused report.

Restore the previous matching set if a critical consumer regresses. Keep configuration and player data unchanged unless a documented migration specifically requires a separate step. Use a normal restart for recovery rather than unloading packet libraries from a running server.

> CloudExa game panel file manager
> Use the file manager for the specific configuration file described in this guide; the screenshot shows the panel, not a plugin interface.

References and related help

- PacketEvents maintainer reference 1
- PacketEvents maintainer reference 2
- Set up PacketEvents for plugins that require it
- Back up game files before making changes

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