Create a DecentHolograms display and check player visibility

DecentHolograms displays text and other supported content at a location in your world. Begin with a static welcome sign. Animated text, frequent placeholder updates and very large numbers of displays should be added only after you have checked their effect on players and server performance.

Choose the display type for your release

Read the documentation matching the installed plugin. DecentHolograms supports different display approaches, and commands for traditional holograms are not interchangeable with every display-entity command. Check Minecraft support before selecting a release; an example written for a different display system may use different line behaviour.

Follow plugin installation. Before replacing an existing JAR, stop the server and back up the plugin's saved holograms and configuration as well as the relevant worlds. Record the name and location of any display linked from another plugin. Keep the old files for a matched rollback.

Create one static hologram

1. Start the server, read Console and resolve any dependency or version error.
2. Join as a trusted administrator and stand in a safe test area.
3. For the documented traditional hologram command, run `/dh h create welcome_test Welcome to our server` in chat.
4. Add a second line with `/dh l add welcome_test 1 Please read the server rules`. Here the number identifies the hologram page; check the installed command help if your version differs.
5. View the result from an ordinary player's account before adding more text.

Chat examples use your position. A Console creation command needs the explicit location argument documented by the plugin, such as the world and coordinates. Do not assume the server console has a player location. Use a unique hologram name to avoid editing a display that already exists.

Edit carefully and keep permissions narrow

A line replacement changes existing text; adding a line appends content. Check the hologram name, page and line numbering before applying a replacement. Do not use a whole-display delete as a shortcut when you only want to correct one line.

Keep create, edit and action permissions with trusted staff. A visitor reading a hologram does not need administrative commands. If you later add clickable actions, inspect whether they run as player or console and test a harmless action first. Avoid granting the broad `dh.admin` permission to ordinary players to solve a visibility problem.

Investigate missing text

Confirm that you are in the intended world and near the recorded coordinates. Check visibility distance, permissions or conditions used by that specific hologram. Test static text before placeholders: if static text works, inspect the placeholder's provider and context using the PlaceholderAPI guide.

Review plugins that hide entities or modify packets on an isolated test copy. Compare affected and unaffected client versions rather than immediately removing protections from the live server. Stop and restart normally once to confirm the display is saved. Send support its name, world, coordinates, plugin versions and the first relevant log error.

Further reading: first hologram, creation arguments, line additions and permissions.

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

Revision #2
Created 2026-11-09 08:57:16 UTC by CloudExa Hosting Admin
Updated 2026-11-09 08:57:17 UTC by CloudExa Hosting Admin