Diagnose a player held in HuskSync synchronisation lock

HuskSync can lock player interactions while data is synchronising. A persistent lock is a symptom to investigate, not a reason to remove the protection that prevents competing item changes. Separate one player's state from a network-wide storage or messaging failure.

Record the starting point

Record the source and destination backend names, transfer time, affected account and HuskSync versions. Ask the tester to stop repeated transfers and item actions. Keep current player-data snapshots and a restricted configuration checkpoint before making a recovery change.

Work through the change

1. Run the documented `/husksync status` command with authorised access on the relevant components. Compare its result with startup and transfer-time logs.
2. Check database and Redis connection errors separately. Confirm the backend's server.yml name matches the intended proxy server ID and that cluster membership is deliberate.
3. Use a disposable account to test one controlled transfer through the normal proxy. Record whether the lock clears and whether an inventory marker reaches the destination.
4. Correct only the identified connection or identity mismatch, then restart the affected component through the normal maintenance process. Retest before asking the original player to reconnect.

Check the result

The controlled account should finish synchronising and regain ordinary interactions with the expected data. Check a return transfer too. Keep the original player's recovery state unchanged

until the path is healthy and staff have selected the correct authoritative snapshot.

If the result differs

If every tester remains locked, inspect shared services and version consistency. If only one account fails, compare its recorded snapshots and error context before applying a restore. Disabling locked-player command restrictions can expose data races without fixing the blocked operation.

Restore an ineffective trial configuration and keep affected admission paused if safe synchronisation cannot be demonstrated. Use the documented snapshot-recovery controls only with a current checkpoint and a chosen source. Do not delete player records or allow competing backend sessions to bypass the lock.

References and related help

- HuskSync maintainer reference 1
- HuskSync maintainer reference 2
- Test cross-server inventory synchronisation with HuskSync
- Find Minecraft logs and send useful troubleshooting details

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