Disable a conflicting HuskHomes command without removing homes

Two teleport plugins can compete for labels such as home, spawn or random teleport. You can leave HuskHomes installed and disable a selected registration instead of removing its data or repeatedly changing plugin load order.

Before you change settings

Write down the exact command and aliases players use, and decide which plugin should own that action. Save HuskHomes configuration and the other plugin’s command settings. Keep a list of existing destinations for a before-and-after check.

Follow the request through the plugin

1. Confirm ownership using the command-conflict documentation and each plugin’s help. Do not assume the visible response identifies the handler when both plugins use similar messages.
2. Open the active HuskHomes configuration. Add only the unwanted slash-prefixed command to its documented `disabled_commands` list, preserving the YAML list structure and existing entries.
3. Use a planned full server restart for a registration change. A configuration reload does not provide the same assurance that the command map has been rebuilt cleanly.
4. Test the chosen public label and documented aliases as a member. Then test another HuskHomes action that should remain available and inspect its destination list.

Confirm the intended result

The competing plugin should consistently handle the selected label, while unaffected HuskHomes commands still work. Existing saved homes should remain present because disabling command registration does not require removing their records. Update player instructions if the command now has different arguments.

If the test fails

An alias can still resolve differently from its main command. Check the disabled list and any server command aliases before making further changes. If the new handler cannot find an old home, remember that separate plugins do not automatically share destination databases.

Remove the single new disabled entry and restart during a maintenance window to restore previous registration. Keep all destination data; do not import, clear or merge home databases merely to resolve a command-name collision.

Sources and related help

- HuskHomes maintainer reference 1
- HuskHomes maintainer reference 2
- Set up personal homes and teleport requests with HuskHomes

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