Explain why CoreProtect has no record of an older action

An empty lookup can reflect scope, retention or logging settings rather than a broken database. Work through those possibilities before telling a player that an event did not happen.

Follow the procedure

1. Write down the reported world, location, account, action type and approximate time. Check the server’s timezone and whether the report refers to a different backend or restored world.
2. Run a read-only lookup with an explicit time range, small radius and appropriate action category. Check the exact world and position before broadening filters.
3. Inspect the relevant logging option in the installed CoreProtect configuration. Establish what was enabled at the incident time, using saved configurations or change records where available.
4. Check retention and recent purge history. Also identify any database replacement, migration or backup restore that could explain why older records differ from current gameplay.
5. Create a disposable action of the same supported type and query it after processing catches up. This distinguishes current logging failure from unavailable historical evidence.
6. Report the narrow conclusion: no matching retained record was found under the tested conditions. Keep uncertainty explicit and use other evidence before moderation or restitution decisions.

Check the result

The investigation should identify a concrete scope mistake, current logging fault or historical coverage limit where possible. A successful new test proves present logging only. It does not prove older events were recorded, and an empty historical result does not prove no event occurred.

If the result is wrong

If current actions are also missing, collect status and database errors and investigate the processing queue. Preserve the existing database while seeking support. Do not reinitialize storage, import random tables or accuse a player solely because one filtered query returned nothing.

References and related help

- CoreProtect maintainer reference
- CoreProtect maintainer reference
- Inspect block changes and preview a CoreProtect rollback
- Recover a Minecraft server after griefing

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