Fix an ajLeaderboards board that shows missing or stale values

Check an ajLeaderboards ranking in three places: the original statistic, the board's recorded values and the display plugin. A hologram showing old numbers does not establish that player statistics disappeared. Avoid resetting either store while identifying the failed stage.

Record the board and its source

These steps assume supported builds of ajLeaderboards, PlaceholderAPI and the plugin supplying the statistic. Check their release requirements against your Minecraft version. Note the board's exact name and the placeholder that supplies each player's numeric value. Keep ajLeaderboards data and the source plugin's storage before configuration changes.

ajLeaderboards expects a normal numeric placeholder, allowing commas but not descriptive text. Use a per-player value rather than another plugin's existing top-ten or leaderboard placeholder. A result such as `12 wins` differs from a plain number, and a placeholder that remains unexpanded needs fixing at its source.

Check source and registration

1. Use the documented PlaceholderAPI parsing command for one known online test player. Confirm that the source returns the expected number for that player.
2. Run `/ajlb list` as an authorised administrator. Check whether the intended board exists and copy its spelling.
3. If you intend to create a genuinely new board, use `/ajlb add %statistic_player_kills%` as a documented example only after verifying that this is the statistic you want. Do not add a second board simply because the first display is wrong.
4. Use `statistic_player_kills`, without percent signs, where a command or display expects the board name. Keep percent signs around the complete PlaceholderAPI placeholder instead.

Test the display separately

Check one position's complete display placeholder against the official list. For the example all-time board, a name placeholder is `%ajlb_lb_statistic_player_kills_1_alltime_name%`. Keep the board, position, time type and output field consistent when comparing name and value.

If the placeholder resolves in a parsing test but appears literally on a hologram, inspect the hologram plugin's PlaceholderAPI support and update interval. Do not replace the source statistic or clear the leaderboard data to fix a presentation problem. Start with one temporary line so you can compare the old and new display without changing every board.

Understand offline and timed values

Some source plugins cannot calculate an offline player's value through their placeholder. Test an online player first and read the source plugin's offline support. Avoid launching a full offline-player refresh on a busy server before understanding its workload and storage access.

Use timed boards for cumulative statistics that increase over time. The official setup guide distinguishes those from non-cumulative values such as a high score, where an all-time display is appropriate. A monthly label does not make every metric a meaningful monthly competition.

Recover the display without erasing history

Restore the previous placeholder line or configuration if the trial fails. Keep source stats unchanged. Send support the source result, board name, complete output placeholder, player online state and redacted errors. A board cache reset is a deliberate history change, so reserve it for a reviewed reset plan rather than routine troubleshooting.

Related CloudExa guides

collect the relevant Minecraft logs · back up the server files · check PlaceholderAPI expansion setup

Official references

- ajLeaderboards setup and placeholder rules
- ajLeaderboards missing-board and update troubleshooting

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