Fix one stale PlaceholderAPI value in a DecentHolograms line

A hologram can keep an old balance or rank label while the underlying provider has already updated. Compare those layers with one test line instead of rebuilding the whole display.

Prepare the test

Record the hologram name, world and location before editing. Match the command family to the installed release because newer display commands and older hologram commands can differ.

Make the change

1. Copy the affected line and record its exact placeholder and the intended viewer. Check that the integration supports the placeholder system and context required by that expression.
2. Parse the expression directly for the same connected test account. If the raw parse is already wrong, investigate the expansion or provider before altering the hologram update interval.
3. Create one private test line with fixed text around the expression. Inspect the documented update range and interval controls for the installed display type, recording their units before a change.
4. Change a harmless provider value and observe the display from near and far. Compare the visible delay with the configured range and interval, then repeat after the player reconnects.

Check the result

The line should update within the chosen interval while an eligible viewer is in range. Confirm that other lines retain their formatting and that repeated update exceptions do not appear in the log.

If the test fails

Restore the prior range or interval when the trial adds load or fails to update. Keep the direct parse evidence for the integration author instead of resetting balances or removing the display’s stored data.

A global hologram may not supply the same audience as a player-specific display. Check that context before interpreting an empty value as a refresh failure.

References and related help

Check the official DecentHolograms documentation against your installed release before using a command or setting from another version.

- Create a DecentHolograms display and check player visibility
- Find Minecraft logs and send useful troubleshooting details

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