Fix SkBee syntax errors after a Skript or Minecraft update

A script that uses SkBee can stop parsing after an update even when its ordinary Skript lines still work. Diagnose the addon and the failing expression before replacing scripts or modifying stored item data. NBT-related features deserve care because Minecraft item formats change between releases.

Record the complete version combination

SkBee extends Skript; you need compatible releases of both. Its current support policy targets recent Skript releases and Minecraft drops, while individual features have their own requirements. An old feature example mentioning an earlier Minecraft version does not establish support for your whole current installation. Read the selected download's compatibility information and the wiki page for the expression you use.

Write down the Minecraft version, Paper build, Java version, Skript version and SkBee version. Copy the first addon startup error and the first script parse error with their timestamps. Keep a private backup of scripts and data. Do not publish NBT dumps containing private item metadata or configuration secrets.

Separate plugin loading from script parsing

1. Check startup output for Skript enabling, then SkBee enabling. An error about a dependency or unsupported runtime comes before script syntax troubleshooting.
2. Check the loaded plugin list against the files in `plugins/`. Move obsolete duplicate addon JARs outside that directory while the server is stopped.
3. Find the exact failing line in its `.sk` file. Identify the SkBee feature in the official wiki rather than searching for a similar-looking expression from another addon.

4. Compare the syntax and version notes with the installed release. Preserve the original file before any edit.

Build a narrow reproduction

Create a separate test script containing the smallest command or event that reproduces the parse error. Use a unique command name and a staff-only permission. Begin with a message-only command that needs no addon. Once that loads, add the specific SkBee expression. Reload only the test file with Skript's file reload command, and record the result after each change.

Choose read-only inspection where the feature allows it. Test data-changing NBT, recipes or world-creation features on a copy of the server with disposable items. Do not repeatedly run an event that writes to every entity or scans all loaded chunks just to check whether the addon parses a line.

Apply a compatible fix

If the addon failed to load, correct the version combination first and perform a normal restart. If only one expression changed, update that expression against the matching documentation and retest its surrounding logic. Removing a parse error does not prove the script gives the same item, recipe or world result as before.

Restore the original test file and previous compatible plugin set if the proposed fix fails. Keep persistent data together with its compatible release when considering rollback; a changed data format may prevent safe binary downgrades. Send support the small reproduction, version list and redacted first error, rather than a whole production data folder.

Related CloudExa guides

plan a compatible Paper and plugin update · collect the relevant Minecraft logs · back up the server files

Official references

- SkBee features and version-support policy
- SkBee syntax documentation
- Skript release notes

Revision #1
Created 2026-11-09 10:42:41 UTC by CloudExa Hosting Admin
Updated 2026-11-09 10:42:41 UTC by CloudExa Hosting Admin