Install ProtocolLib and diagnose dependent plugin failures

ProtocolLib gives other Bukkit-based plugins access to Minecraft packets. Installing it alone does not add a minigame or make an incompatible plugin support a new Minecraft release. Use the dependency version required by the plugins that actually need it.

Match the complete software set

Record the Minecraft version, server implementation, Java runtime, ProtocolLib build and names of dependent plugins. Read the release notes for that Minecraft release. Packet internals change, so an old build that starts without an immediate error may still fail when a player opens a menu or joins.

Download from the official release links. A development build is a separate testing decision, not an automatic repair. Confirm its purpose with the dependent plugin's author before using it. Do not turn on an ignore-version-check option to force unsupported internals to load.

Install with a rollback point

1. Stop the server normally. Take a completed file backup and preserve matching external plugin databases. Keep the old JAR and configuration together outside the loaded plugins folder.
2. Place one supported ProtocolLib JAR in `plugins/`. Move duplicate copies out of that directory; renaming a JAR to another JAR name does not disable it.
3. Start and inspect Console from the first plugin-loading message. Confirm ProtocolLib and its dependent plugin both enable.
4. Join with a test player and exercise the specific feature that uses packets. Check both the client and server logs.

Identify which plugin is failing

On builds exposing the documented administrative commands, run `protocol listeners` in Console to list registered packet listeners. In chat, the equivalent command starts with a slash and requires suitable permission. Listener ownership helps identify consumers; it does not prove a listed plugin is faulty.

Save the first exception and its surrounding lines. An error naming a dependent plugin and a missing packet field can indicate a mismatch between that plugin, ProtocolLib and Minecraft. Repeated final errors often obscure the earlier explanation. Do not paste debug dumps publicly before checking them for player details and private configuration.

Test a supported correction

Reproduce the problem on a separate copy using the same versions. Change one relevant component at a time and repeat the original action. If a dependency update fixes startup but breaks another packet consumer, check all consumers' supported versions before returning the change to production.

Avoid hot-unloading packet libraries: registered listeners and active connections can outlive a partial reload. Use a normal stop and start. Keep the original worlds and plugin data if you roll back; do not downgrade a world to solve a library problem.

Send support the exact versions, first error, time, dependent feature and reproduction steps. See plugin installation and useful Minecraft logs. Further reading: official project, release notes and administrative commands.

Looking for another plugin? Browse the Minecraft plugin guide directory.

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