Investigate packet-rate kicks without disabling every guard

A packet-rate kick can follow a client action, a plugin loop or an unusual network condition. Raising every limit hides the evidence and can remove useful protection. Establish the exact kick message and the action that precedes it before editing any rate-control setting.

Record the starting point

Record the affected client version, ViaVersion release and installed packet-related plugins. Keep the current generated configuration. Choose a consenting tester and a quiet area; reproducing a packet flood with the whole player base online is not necessary to identify a repeated action.

Work through the change

1. Capture one disconnect timestamp and the complete relevant message from the console. Distinguish a ViaVersion message from a proxy, anti-cheat or server-native packet restriction.
2. Repeat the suspected action once with the native server client and once with the affected translated client. Note whether joining, inventory use, movement or another action triggers the problem.
3. Compare the installed release's documented packet settings and compatibility notes. If a dependent plugin is implicated, reproduce on a private copy with that integration changed rather than disabling protections publicly.
4. Apply only a justified, bounded setting adjustment or compatible plugin update. Retest the same action and an ordinary session, then watch whether the error reappears under normal traffic.

Check the result

The tester should complete the action without a repeated disconnect, while the reason for any changed limit remains documented. A lower player count during testing can conceal the original pattern, so retain the exact steps and check them again during a representative session.

If the result differs

If the kick survives with native and translated clients, examine the originating plugin or proxy before editing ViaVersion again. If it occurs only with one client build, include that build and a minimal reproduction in the maintainer report. Do not publish player addresses from raw connection logs.

Restore the original limit when an adjustment does not change the symptom. Keep the captured evidence and revert the isolated trial plugin change. A rate-limit investigation should not involve changing world files, authentication mode or unrelated host firewall rules.

References and related help

- ViaVersion maintainer reference 1
- ViaVersion maintainer reference 2
- Allow compatible Minecraft Java clients with ViaVersion
- Find Minecraft logs and send useful troubleshooting details

---

Revision #1
Created 2026-11-09 16:36:26 UTC by CloudExa Hosting Admin
Updated 2026-11-09 16:36:26 UTC by CloudExa Hosting Admin