Keep InteractiveChat command links as suggestions rather than execution

A clickable command can insert text for review or execute an action immediately. Decide which behaviour players should receive before changing InteractiveChat’s command display, especially when the example includes user-controlled text.

Prepare the test

Use disposable example items and ordinary player accounts for chat tests. Keep private inventory contents, staff commands and personal data away from demonstrations that other players can click or hover.

Make the change

1. Choose a harmless informational command and two ordinary test players. Record the current click behaviour and identify whether another chat plugin also adds command interactions to the same message.
2. Preserve InteractiveChat `config.yml` and inspect its Commands section. The upstream configuration lists `SUGGEST_COMMAND` and `RUN_COMMAND` as different action choices; keep the suggestion action when the player should review text before submitting it.
3. Apply a small formatting change to the test command display without altering its authority or adding console execution elsewhere. Check the hover text so it accurately describes whether a click inserts a suggestion or runs something.
4. Send the example from an ordinary account and click it on the second client. Inspect the chat input before pressing Enter, then test the same display with a harmless longer argument and confirm the suggested text remains understandable.

Check the result

Clicking should insert the intended command for review when suggestion behaviour is selected. The action must still respect normal command permissions after the player chooses to submit it; a chat link should not grant administrative capability.

If the test fails

Restore the original Commands section if the action executes unexpectedly or another plugin replaces it. Disable the trial interactive command display while tracing ownership rather than testing with teleport, permission or destructive administration commands.

Describe the behaviour clearly in help text. A label saying click to use can be ambiguous, so tell players when clicking merely prepares a command that they must review and send themselves.

References and related help

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

- Test InteractiveChat item previews without exposing staff inventory
- Find Minecraft logs and send useful troubleshooting details

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