Let players opt out of GSit click interactions

Clicking a stair and clicking another player are different GSit interactions. Give players clear control over the behaviour your server permits, and verify which toggle affects the specific complaint before changing global sitting settings.

Prepare the test

Choose a safe flat test area with two ordinary players. Separate sitting, clicking a seat and clicking another player because they can follow different permissions and protection checks.

Make the change

1. Choose two consenting ordinary players and a safe flat test area. Record what happens when one clicks a supported seat and when one clicks the other player, avoiding combat, edges or an active public event.
2. Check the installed help for `/sit toggle` and `/sit playertoggle`. Compare the relevant `GSit.SitToggle` and `GSit.PlayerSitToggle` permissions with the affected account’s effective permissions, including inherited denies and world contexts.
3. Use one toggle and repeat only its corresponding interaction, then test the other separately. Explain the observed scope to the player rather than promising that any one toggle disables every GSit command or interaction.
4. Reconnect and repeat the agreed checks to establish how the installed release preserves the preference. Leave voluntary command-based sitting available if your policy permits it, and verify the second player’s own preference independently.

Check the result

Each player should understand which click interaction is enabled and how to change it through an allowed command. The other player’s settings and ordinary gameplay should remain unaffected by the test account’s preference change.

If the test fails

If the toggle is unavailable, repair the specific intended toggle permission instead of granting `GSit.*` or operator status. If behaviour still differs, inspect global configuration and protection rules before removing other movement or seat plugins.

Use your community rules alongside the plugin controls. A technical toggle is helpful, but it does not replace consent rules for player stacking or staff handling of repeated unwanted interactions.

References and related help

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

- Set up GSit poses and restrict player interactions
- Create Minecraft ranks and inheritance with LuckPerms

Revision #1
Created 2026-11-09 16:36:25 UTC by CloudExa Hosting Admin
Updated 2026-11-09 16:36:25 UTC by CloudExa Hosting Admin