Move a DecentHolograms display without losing its text

A display in the wrong position needs a location correction, not a fresh recreation. Preserve its identity and content so references, permissions and line settings survive the move.

Prepare the test

Record the hologram name, world and location before editing. Match the command family to the installed release because newer display commands and older hologram commands can differ.

Make the change

1. Record the display name, source world and coordinates through the installed release’s information commands. Save its text and settings or take a completed configuration backup before moving the public version.
2. Create a uniquely named test copy using the supported clone operation. Check that the copy contains the same lines before editing its position; keep the public original in place during this trial.
3. Use the matching command family’s move or move-here operation in the destination world. Check height, direction and nearby blocks with an ordinary viewer instead of deciding from the editor’s position alone.
4. Walk away and return through the normal player route. Confirm that the world and location still match, then apply the verified relocation to the intended public display during a quiet window.

Check the result

The display should appear at the new position with the same text and visibility policy. Test a reconnect and check any menu, NPC or script that refers to its existing name.

If the test fails

If the location is wrong, move the display back using the recorded world and coordinates. Keep the clone as a diagnostic copy until the public display passes; do not delete and recreate the original to correct an offset.

Newer releases include display commands alongside older hologram operations. Choose the documented command for the object you already have rather than mixing syntax from different tutorials.

References and related help

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

- Create a DecentHolograms display and check player visibility
- Find Minecraft logs and send useful troubleshooting details

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