Preserve GrimAC incident evidence before reloading configuration

A Grim reload resets violations for online players according to its command documentation. Capture the evidence first so a configuration correction does not erase the context needed to review an incident.

Follow the procedure

1. Record the incident time, player identity, check names and relevant alert sequence privately. Separate a current enforcement problem from a routine configuration edit.
2. Use supported profile and diagnostic commands to capture the current state. Save only the necessary console excerpt rather than distributing a complete private server log.
3. Back up the current Grim configuration and identify the exact file and setting being changed. Check the installed release’s reload behaviour before scheduling the operation.
4. Notify moderators that online violation counts will reset when using `/grim reload`. Avoid treating post-reload low counts as proof that the earlier incident was false.
5. Apply the reviewed change and use the supported reload command during a suitable window. Read the output for parsing failures and confirm the intended configuration is active.
6. Check normal movement and alert delivery afterward. Retain the before-and-after timestamps so staff can explain the reset when reviewing later enforcement decisions.

Check the result

The configuration should load cleanly while the saved incident material remains available outside the reset live counters. Verify normal operation after reload and document the reset boundary. A fresh zero count is expected behaviour here, not independent evidence that the underlying issue is fixed.

If the result is wrong

If parsing fails, restore the saved configuration and use the documented control to return to the previous policy. Preserve both error output and prior evidence. Do not repeatedly reload during an active investigation or fabricate a continuous violation history across the reset.

References and related help

- GrimAC maintainer reference
- GrimAC maintainer reference
- Introduce GrimAC alerts before automated punishments
- Diagnose Minecraft lag with TPS, MSPT and spark

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