Reduce InteractiveChat mention noise without disabling normal chat

Mention sounds and titles can become disruptive even when the chat message itself is reasonable. Review the mention controls independently so a noise complaint does not lead to removing ordinary player conversation.

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 two cooperating test players and agree on a short mention test. Record whether the current behaviour produces a sound, title, other visual notification or repeated alerts when the same sender mentions the same player.
2. Preserve `config.yml` and inspect the installed Chat section. Compare `AllowMention`, `MentionCooldown` and the available notification settings with the upstream configuration; use its documented units rather than assuming every duration follows the same format.
3. Adjust the one notification or cooldown responsible for the complaint. If your policy restricts broad mentions, inspect the documented here and everyone controls separately instead of assuming an individual mention cooldown handles every broadcast case.
4. Apply the change using the installed supported method and repeat the same messages. Test an immediate repeat, a later mention after the cooldown and ordinary non-mention text while both players remain connected.

Check the result

The intended alert should occur at a sensible frequency, and normal chat should remain readable. Check the receiving client’s own sound and title settings before declaring a missing notification a server failure.

If the test fails

Restore the prior section if the change suppresses wanted notifications or affects unrelated formatting. If another chat plugin also sends mention alerts, trace its configuration separately so two independent sounds are not mistaken for a failed cooldown.

Use the actual received message and notification timing as evidence. A configuration value alone does not show how a player with different client settings experiences the chosen mention policy.

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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