Reduce repeated vote reminders without disabling voting

Vote reminders can be triggered at login and at intervals. A short per-rule cooldown does not necessarily describe the whole reminder policy, because global cooldowns, priorities and eligibility conditions also affect which rule runs.

Before you change settings

Check the installed version and its generated configuration before using this procedure. The maintainer documents a redesigned reminder system and a legacy migration; an older release may use different settings. Save the current configuration, especially before allowing an automatic migration.

Follow the request through the plugin

1. List enabled reminder rules and their trigger types. Compare login and interval rules so two nearly identical prompts are not unintentionally scheduled for the same player.
2. For builds using the redesigned system, inspect `VoteReminderOptions`, global cooldown and `StopAfterMatch`. A higher-priority matching rule can prevent a later rule from being evaluated.
3. Check each rule’s cooldown, delay and eligibility conditions against the player’s actual vote availability. For interval rules, the documented effective cooldown is the larger of interval and cooldown.
4. Test with an ordinary player who can vote, then one who has already voted. Verify the required reminder permission and observe a full configured interval instead of repeatedly reconnecting and changing several timers together.

Confirm the intended result

The eligible player should receive a useful prompt at the intended event, while an ineligible player should not be spammed. Check that ordinary voting and rewards still work; changing reminder timing should not require disabling the receiver or vote sites.

If the test fails

If no reminder appears, inspect conditions and permission access before shortening every timer. If too many appear, compare all matching rules and other reminder plugins. A queued login delay can also make an old session look like a new interval message.

Restore the saved rule configuration if prompts become confusing. Keep migrated and original copies privately, since migration may not create a backup itself. Do not clear persistent player cooldowns merely to make a test message appear immediately.

Sources and related help

- VotingPlugin maintainer reference 1
- Create and test Minecraft vote rewards with VotingPlugin

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