Remove a GrimAC exemption and verify when checks resume

Grim has different exemption mechanisms, and some require a player to rejoin after removal. Identify the actual node before concluding that an exemption change has failed.

Follow the procedure

1. Inspect the player’s effective permissions and identify the precise exemption. The current documentation distinguishes `grim.disabled`, which stops checks, from `grim.exempt`, which unregisters the player.
2. Record why the exemption exists and confirm permission to end it. Check direct grants, parent groups and server contexts so an inherited node cannot immediately restore access.
3. Remove only the intended exemption in your permission manager. Do not clear the entire user profile or remove unrelated staff permissions.
4. For `grim.exempt`, follow the documented rejoin requirement after removal. For other nodes, check their own refresh behaviour rather than assuming every exemption is identical.
5. Use the documented profile or debug controls to verify that Grim tracks the account again. Perform ordinary movement and observe the expected diagnostic state without introducing prohibited client modifications.
6. Check related per-check, no-setback and packet-modification exemptions separately. Record which specific protections are active instead of treating any one node as a complete on/off switch.

Check the result

The account should return to the intended tracking and checking state after the documented refresh step. Removing `grim.exempt` without a rejoin can produce a misleading result. Verify the effective permissions and profile information together before reporting that checks have resumed.

If the result is wrong

If the account remains exempt, inspect inherited groups and the release’s supported platform integrations. Reapply only the prior approved exemption if troubleshooting requires preserving a known state. Do not repeatedly reload Grim as a diagnostic shortcut, since its reload command resets online violations.

References and related help

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

Revision #1
Created 2026-11-09 16:36:17 UTC by CloudExa Hosting Admin
Updated 2026-11-09 16:36:17 UTC by CloudExa Hosting Admin