Repair one DeluxeMenus YAML edit while preserving the working menu

A quoting or indentation mistake can prevent a menu from loading after a small edit. Preserve the failing file as evidence and use the last working copy to identify the actual difference.

Prepare the test

Work on a copy of one menu while the existing player route remains available. Use ordinary test accounts to check requirements; an administrator can bypass checks that affect your players.

Make the change

1. Find the first relevant DeluxeMenus parsing error in the console or log. Record the filename and indicated location, but inspect the preceding lines too because an unclosed quote can move the reported error.
2. Open the copied file in a text editor that shows indentation. Compare the changed section with the working version, including list markers, quotation marks and any colon inside a text value.
3. Fix one structural difference in the copied menu and use the plugin’s documented refresh route. Check whether the error disappears before changing item materials, permissions or unrelated placeholders.
4. Open the repaired menu as an ordinary player and test the changed item. Keep the prior public copy available until opening, visibility and the defined click action all pass.

Check the result

The menu should load without the original parsing error and preserve the unaffected items. Review the log after the first real opening so a runtime placeholder or action error does not hide behind

successful YAML parsing.

If the test fails

If the error remains, restore the last working menu and attach a redacted minimal section to support. Do not replace the entire DeluxeMenus folder with newly generated defaults or discard unrelated menu files.

Keep secrets out of online syntax checkers. A local editor can show indentation and quoting without publishing private command arguments or integration details.

> CloudExa game panel Files page for opening and reviewing server configuration files
> Use Files to locate your installed plugin’s own configuration. This panel example does not show the plugin-specific settings.

References and related help

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

- Build a safe starter menu with DeluxeMenus
- Find Minecraft logs and send useful troubleshooting details

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