Resize a FancyHolograms display without blocking nearby signs

A larger label can cover another sign or intersect a wall even when it looks attractive from the editor’s position. Check the reading area with the full public message before approving a scale change.

Prepare the test

Use a uniquely named test display away from busy player paths. Keep an administrator available, but make visibility and readability decisions from a separate ordinary player account.

Make the change

1. Record the current scale and position, then copy the object into the same type of space away from the public route. Keep the exact text so the longest line remains part of the test.
2. Use the documented scale edit control with a small change. Keep location, orientation and billboard behaviour unchanged so you can judge the scale alone.
3. View the copy from the nearest and farthest intended reading points. Include a narrow screen or different client interface scale where possible, because the editor’s display setup may not match the player’s.
4. Check neighbouring labels, doors and decorative objects for overlap. Test a longer dynamic value if the display includes names or numbers that can grow beyond the current sample.

Check the result

The message should remain readable across the planned area without obscuring essential directions or controls. Record the accepted scale and the longest test value used during review.

If the test fails

Return to the previous scale if the display clips or blocks nearby information. Consider shortening the wording or separating a long message into a different design rather than enlarging every display to solve one crowded label.

A scaling test should use harmless example data when real player information is private. Larger text can make that information readable from unintended viewpoints.

References and related help

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

- Set up a FancyHolograms text display on Paper
- Find Minecraft logs and send useful troubleshooting details

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