Restrict a DecentHolograms information line to the intended viewers

A staff information line can reveal data even when the rest of a hologram is public. Decide whether the restriction applies to the whole object or one line before assigning its permission.

Prepare the test

Record the hologram name, world and location before editing. Match the command family to the installed release because newer display commands and older hologram commands can differ.

Make the change

1. Copy the display into a private test area and replace sensitive data with fixed example text. Record the intended allowed group and a public account that must not see the restricted content.
2. Check the installed release’s documented object and line permission operations. Set the restriction at the intended level, using a specific permission node rather than granting editing or administrative access.
3. Test the allowed and denied viewers at the same location. Include a reconnect and a group change through your normal permissions workflow to see whether the display updates its audience.
4. Check the remaining public lines and any hover or click behaviour. A hidden text line does not automatically establish that every related action or external destination follows the same policy.

Check the result

Only the intended viewer should see the example restricted content while public navigation remains available. Replace the example with real data only after the denied account’s result is clear.

If the test fails

If a public account sees the line, remove the sensitive value from the public object first and restore the prior permission settings. Investigate inheritance and object-level visibility on the test copy before trying another rollout.

Do not use the editor’s view as the access test. Administrators can have bypasses that ordinary accounts lack.

References and related help

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

- Create a DecentHolograms display and check player visibility
- Create Minecraft ranks and inheritance with LuckPerms

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