Restrict one InteractiveChat custom placeholder to an intended group

A custom interactive keyword may be useful only for a builder or staff group. Inspect how your installed release assigns per-placeholder permissions before allowing a private action through the same rules as public item sharing.

Prepare the test

Use disposable example items and ordinary player accounts for chat tests. Keep private inventory contents, staff commands and personal data away from demonstrations that other players can click or hover.

Make the change

1. Identify the selected custom placeholder in the current configuration and record its position and intended audience. Inspect its hover and click behaviour for private data or command actions before making it available to more accounts.
2. Preserve the file and review `UseCustomPlaceholderPermissions` in the generated Settings section. The upstream comments describe numbered permission nodes such as `interactivechat.module.custom.1`; match numbering to the installed configuration rather than guessing from a display name.
3. Enable the documented permission behaviour and grant only the selected node to a disposable test group. Inspect effective inherited permissions and explicit denies for one permitted account and one ordinary unpermitted account.
4. Apply the change through the release-supported method, then send the custom keyword from each account. Verify its rendered action as well as its visible label; an attractive label does not prove the audience restriction works.

Check the result

The permitted group should use the intended feature, while the unpermitted group should receive the configured restricted behaviour. Confirm public built-in sharing still works as planned and that no staff-only custom action became available accidentally.

If the test fails

Restore the saved permission mode if the configuration changes access more broadly than intended. Remove only the trial permission assignment and inspect numbering again before changing global rank inheritance or granting a wildcard.

Recheck these numbered mappings after adding, removing or reordering custom entries. Keep a small local record linking the configured entry to its approved audience so a later edit does not silently reassign access.

References and related help

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

- Test InteractiveChat item previews without exposing staff inventory
- Create Minecraft ranks and inheritance with LuckPerms

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