Review ServerListPlus hover text for unintended player information

Server-list status is visible before someone joins. Review what its hover and personalised messages expose instead of assuming a message is private because its text sits in a plugin configuration file.

Prepare the test

Treat ServerListPlus as an existing integration to maintain, with release-specific compatibility. Preserve its complete configuration before an edit and check which instance answers the public server-list request.

Make the change

1. Inspect the public listing with a consenting player online and hover over its player count. Record whether it shows names, a custom message or version-specific fallback text, and compare clients if the presentation differs.
2. Preserve `ServerListPlus.yml` and inspect the applicable Default, Personalized and host-specific status sections. Follow each active override so you do not repair the default while a personalised or virtual-host message still publishes the old text.
3. Replace unnecessary personal information in the relevant hover content with a short public description. Check documented placeholders before keeping a random-player or returning-player expression, and avoid using the display as a staff activity report.
4. Apply the change through the installed supported method and repeat the hover test before and after a normal player joins. Check an existing-player context separately from a fresh one when personalisation is configured.

Check the result

The public status should contain only information you deliberately intend strangers to see. Confirm ordinary joining and the main description still work, and treat any client-added summary text as presentation behaviour rather than additional configuration lines.

If the test fails

Restore the previous safe text if the edited section fails to load. If unexpected names remain, inspect the active route and other status responders before deleting player tracking data or disabling every server-list feature.

The official guide notes that custom hover content uses the protocol’s player sample area and can render differently in external lists. Verify the actual client experience instead of promising that every listing service displays the same layout.

References and related help

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

- Maintain an existing ServerListPlus configuration safely
- Update Paper, Purpur and plugins safely

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