Set up a FancyHolograms text display on Paper

FancyHolograms creates text, item and block displays. This guide starts with one text display on a supported Paper-based server. Do not assume that another plugin with “holograms” in its name uses the same data files, commands or supported server platforms.

Check platform support first

The project's getting-started documentation supports Paper and Folia, with compatible forks also described there; it does not present Spigot, Bukkit, Sponge or Fabric as supported platforms. Check the current release's Minecraft and Java requirements before downloading. Support for Folia in this plugin does not establish compatibility for every other plugin on the server.

Use the official project download links and follow plugin installation. Stop normally and preserve existing hologram data and configuration before updating. If moving from another display plugin, keep that plugin's data intact and test any migration route on a copy rather than assuming the formats are interchangeable.

Create and edit a small text display

1. Start the server and inspect the full startup log. In chat, use `/fancyholograms version` to confirm the plugin responds.
2. Stand at a safe test position with your trusted administrator account. Run `/hologram create text welcome_test`.
3. Add a line with `/hologram edit welcome_test addLine <green>Welcome to our server</green>`.
4. Replace its first line, if needed, with `/hologram edit welcome_test setLine 1 Server information`.
5. To move that named display to your current location, use `/hologram edit welcome_test movehere` and inspect the result.

These are in-game commands that use a player's position where required. Command help for the installed release remains the reference if syntax changes. Use a distinct display name and verify it before editing an existing hologram.

Use formatting and refresh intervals deliberately

FancyHolograms text supports MiniMessage formatting. Start with a small, easily read line; a malformed formatting tag can produce unexpected text. An item or block hologram needs its own supported editing options rather than text-line commands.

When adding a placeholder, first verify that its source is installed and produces the right value. Use a reasonable refresh interval for information that changes infrequently. Refreshing a large collection of displays every few milliseconds can create unnecessary work without improving readability. Test performance before expanding a lobby full of animated information panels.

Test ordinary-player visibility

Join with a non-operator account and walk toward and away from the display. Check relevant viewing conditions, render distance and client compatibility. Editing permissions are different from viewing requirements; do not give visitors administrative access to fix a display they cannot see.

If text vanishes after an update, record the exact server and plugin versions, world, coordinates and log error. Check a static display before investigating optional integrations. Keep the prior data and JAR until a normal stop/start test confirms persistence, and use specific permission grants for staff access.

Further reading: getting started and the hologram command reference.

Looking for another plugin? Browse the Minecraft plugin guide directory.

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