Set up AdvancedBan with controlled moderation tests

AdvancedBan provides warnings, mutes, bans and punishment history. Before adopting it, check that its maintained release supports your actual server or proxy platform. An older resource listing or Bukkit API declaration is not proof of support for the newest Minecraft release.

Check compatibility before moving records

Review the official release notes and unresolved compatibility issues for your software combination. Test the plugin on a copy first if your Minecraft or Java version is newer than its documented support. If the author has not confirmed the combination, ask before using it as the only moderation system on a public server.

Do not run two punishment systems with overlapping commands without a deliberate migration plan. Their ban commands and data stores may be separate, so a punishment appearing in one history may not be enforced by the other. Record which plugin owns each moderation command.

Preserve configuration and storage

1. Stop the selected instance and take a completed file backup. Export an existing external moderation database while writes are paused.
2. Install one compatible AdvancedBan JAR in the plugin directory appropriate to your platform. Keep older artifacts outside that directory.
3. Start once to generate configuration and inspect Console, then stop before editing it.
4. Follow the generated storage configuration for your installed release. Use a dedicated database account where external storage is required, and keep its password private.
5. Start again and confirm loading and storage connection both succeed before allowing staff to issue punishments.

Begin with read-only checks

The Bukkit plugin declares commands including `history`, `check` and `warns`. Review the installed release's usage before testing them against an account you control. In Minecraft chat, begin commands with a slash; Console commands omit it. Read the output to confirm you reached AdvancedBan rather than a similarly named command from another plugin.

Grant only the documented permission nodes needed by the staff role. Test using a non-operator moderator account so operator exemptions do not conceal a missing restriction. Separate ordinary warnings from permanent punishments, IP bans and deletion of audit records.

Verify one temporary punishment

In a private test window, choose a short temporary action supported by the installed release and target your own test account. Record its exact duration and reason. Confirm enforcement, then reverse only that test action through the documented command. Check the player can return and the history remains understandable.

Do not test permanent IP restrictions against a real customer or a shared household. Do not use history deletion to make a mistaken test disappear. Preserve evidence and use a correction process that your staff can audit.

If storage or enforcement behaves unexpectedly, stop new moderation writes and investigate the first error before switching databases. Restoring files without the matching database can leave records inconsistent. See plugin database diagnosis and limited staff groups. Further reading: official project, project wiki and declared Bukkit commands.

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

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