Set up GSit poses and restrict player interactions

GSit adds sitting and other poses to a supported Minecraft server. It can also react to player interactions, so setup should cover more than whether an administrator can run a pose command. Test how ordinary visitors use it in the places you intend to allow.

Choose the matching build

Check the official release's supported Minecraft and server platforms. Pose plugins can depend on version-specific behaviour; a copied JAR from an older server may not be suitable after a game update. Do not assume that a platform compatibility flag guarantees every other plugin's interaction.

Read safe plugin installation, stop normally and retain the old JAR and generated GSit configuration if upgrading. Preserve a completed recovery copy before experimenting with a production plugin collection.

Enable one feature at a time

1. Install the correct release and start the server. Inspect Console for enable errors or missing requirements.
2. Join a quiet test area with an administrator and a normal test player.
3. Use the release's documented sit command, commonly `/sit`, to check the basic pose. Confirm how to leave it before inviting players to test.
4. Review the generated configuration for enabled poses, interaction behaviour and world restrictions.
5. Change one option, save it and use the documented reload command or a normal restart. Re-test the exact action rather than enabling every feature together.

Configuration names and available poses can change between releases. Use the file your installed build generates and the matching reference. Do not replace it wholesale with a much older example simply because the YAML loads without an error.

Apply limited permissions

GSit's declared permissions distinguish ordinary pose use from administrative actions and bypasses. Use the official permission list for your release and grant only the intended feature to a player or group. Keep configuration reloads and broader administrative access with trusted staff.

Operators may have access that visitors do not. Test with the normal player's actual permission context after changing a LuckPerms group. A wildcard grant can conceal the real missing node while also allowing unwanted poses or bypasses.

Where the plugin offers interaction toggles, check how they affect clicking blocks, other players and occupied seats. A command that works correctly in an open field might be undesirable in a crowded spawn or a protected shop.

Check protection and movement edge cases

Test at the boundary of a protected build, during teleportation and after reconnecting. Confirm that a player can leave the pose normally and that their visible position updates for another observer. Do not use a pose feature to work around region access restrictions.

If a pose or interaction fails only in one location, inspect the world's plugin settings and relevant protection rules. If it fails everywhere, collect the first error, plugin versions and a repeatable action on a test copy. Avoid removing unrelated player data to clear a visual glitch.

See LuckPerms group permissions when different ranks behave differently. Further reading: official project, configuration and declared commands and permissions.

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

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