Stop duplicate DiscordSRV bridge posts without losing chat history

Duplicate bridge posts can come from multiple senders rather than a retry fault. Identify which instance publishes each copy before deleting channels, replacing the bot or changing unrelated chat formatting.

Prepare the test

Use a private test channel and two test identities before changing the public bridge. Keep bot tokens, linking codes and staff console output out of screenshots and public support messages.

Make the change

1. Send one unique harmless message and compare both Discord posts. Record their timestamps, bot identities and destinations; two different bot senders point to a different investigation from two posts by one integration.
2. Inventory the Minecraft instances that have DiscordSRV or another chat bridge installed. On a network, establish whether the public message is processed on a backend, proxy integration or another automation as it crosses servers.
3. Preserve the current mappings, then disable one overlapping test route using that integration’s documented configuration method. Keep one known working publisher available and avoid removing player chat or Discord history during diagnosis.
4. Retest from two backend locations and from Discord. Check normal chat, reconnect announcements and any relay feature separately because eliminating a duplicate chat route may leave duplicate join notifications from another source.

Check the result

A single test message should produce one intended Discord post and one intended Minecraft delivery. Move the test player across the network and confirm that the chosen ownership rule still holds on the destination.

If the test fails

Restore the disabled route if messages disappear entirely, then trace where the remaining publisher receives its input. Do not create another bot or add a new channel as a shortcut while the duplicate sender remains unidentified.

Keep a short record of the chosen bridge owner for each route. That note helps prevent a later plugin installation from reconnecting a second publisher to the same public chat stream.

References and related help

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

- Connect Minecraft chat to Discord with DiscordSRV
- Find Minecraft logs and send useful troubleshooting details

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