Test DiscordSRV link-to-join before enforcing it for players

Link-required admission changes who can join Minecraft. Validate the linking instructions and failure behaviour in a controlled window before enforcing the rule on a community that may not yet have Discord accounts linked.

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. Read the installed `linking.yml` comments and official reference. Distinguish a linked account, membership of the required Discord server and possession of any required subscriber role; those are different admission conditions.
2. Prepare one linked ordinary test account and one unlinked test account. Keep authorised panel console access available so a mistaken admission rule can be reverted without depending on an in-game administrator reconnecting.
3. Enable only the intended test condition and customise the rejection instructions with the correct bot identity and joining route. Avoid adding subscriber-role requirements unless that is part of the access policy you actually mean to enforce.
4. Test fresh joins for both accounts, then complete the legitimate linking flow and retry the unlinked account. If a role is required, separately test missing-role and correct-role states without changing unrelated whitelist or ban rules.

Check the result

The unlinked account should receive understandable instructions, and an eligible linked account should join normally. Verify behaviour during bot startup as well, since a delayed integration must not look like a mysterious Minecraft connection failure.

If the test fails

Revert the trial requirement from the panel if legitimate players are unexpectedly blocked. Inspect the specific linked, guild-membership or role condition that failed instead of bypassing every restriction or deleting existing account links.

Announce the admission change only after the test passes. Give existing players a clear preparation period and a support route for a mistaken link or a Discord account they no longer control.

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

---

Revision #1
Created 2026-11-09 16:36:25 UTC by CloudExa Hosting Admin
Updated 2026-11-09 16:36:25 UTC by CloudExa Hosting Admin