Trace a MiniMOTD virtual-host message to the address players use

Two hostnames can point at the same proxy while intentionally showing different server-list messages. Test the hostname sent by the client before assuming a message came from an outdated backend configuration.

Prepare the test

Test the address players use in their multiplayer list. A proxy can answer its own status request, so changing the backend file may leave the public listing unchanged.

Make the change

1. Record the exact hostname and port saved in the affected player’s multiplayer entry. Compare it with your published joining instructions and establish whether a proxy or a standalone backend answers that status request.
2. Preserve the proxy’s MiniMOTD files and inspect the installed plugin settings for virtual-host mappings. Compare the documented hostname-and-port key format and the named configuration in extra-configs with the actual generated files.
3. For a short controlled test, give the intended configuration a distinctive harmless label. Use the documented virtual-host test mode if needed, capture the relevant ping information and turn that diagnostic mode off afterwards.
4. Refresh separate multiplayer entries for the intended hostname and the default route. Confirm the special message appears only for its mapped address and the fallback remains suitable for other legitimate joining paths.

Check the result

The intended hostname should select its reviewed message reliably, while unmapped addresses receive the expected default. Record the matching key and owning proxy so future message edits happen on the correct instance.

If the test fails

Restore the previous mapping if the trial affects the wrong listing. Check the hostname and port actually reported during the ping before changing DNS, moving the backend or making every virtual host use one generic configuration.

Keep the live configuration’s filename spelling as your guide. Documentation and older examples can differ in surrounding filenames, so locate the installed virtual-host block rather than creating a second similarly named file.

References and related help

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

- Customise the Minecraft server list with MiniMOTD
- Update Paper, Purpur and plugins safely

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