Tune a DeluxeMenus refresh interval for changing display values

A menu can show stale values because its refresh interval is too slow for the information you display. A faster interval can also repeat unnecessary provider work across many viewers.

Prepare the test

Work on a copy of one menu while the existing player route remains available. Use ordinary test accounts to check requirements; an administrator can bypass checks that affect your players.

Make the change

1. Record the copied menu’s update interval and all values that change while it stays open. Separate a live countdown from a rank label that rarely changes during a session.
2. Check the current GUI documentation for the update control and its unit before editing it. Keep a screenshot and saved configuration of the existing behaviour for comparison.
3. Change the interval for the one copied screen, then alter a harmless test value while an ordinary account keeps the menu open. Measure the visible delay instead of judging an unchanged display.
4. Compare server performance under a similar number of viewers. If one costly expression dominates, simplify that line or its provider query rather than shortening every menu’s interval.

Check the result

Keep an interval that updates the important value within an acceptable delay without introducing repeated errors or measurable excess work. Test reopening the menu as well as leaving it open during the change.

If the test fails

Restore the old interval if performance worsens or the menu stops updating reliably. Preserve the provider and viewer-count notes for further diagnosis; repeated general reloads make the comparison harder to interpret.

The fastest visible refresh is not automatically the right choice. Tie the interval to the information players need while that particular screen remains open.

References and related help

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

- Build a safe starter menu with DeluxeMenus
- Find Minecraft logs and send useful troubleshooting details

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Revision #1
Created 2026-11-09 16:36:24 UTC by CloudExa Hosting Admin
Updated 2026-11-09 16:36:24 UTC by CloudExa Hosting Admin