Tune a FancyHolograms viewing distance on one display

A display can appear too late on a walkway or remain visible across an entire spawn. Choose its distance from the places players need the information rather than copying one value to every object.

Prepare the test

Use a uniquely named test display away from busy player paths. Keep an administrator available, but make visibility and readability decisions from a separate ordinary player account.

Make the change

1. Record the object name, coordinates and existing visibility distance. Identify the approach path and any elevated route that players use to reach the information.
2. On a copied object, use the documented `visibilitydistance` edit operation for the installed release. Begin with a distance that covers the route and preserve the original setting for comparison.
3. Walk across the boundary with an ordinary player in both directions. Check whether the display appears before its text becomes useful, and observe the result after reconnecting nearby.
4. Compare other nearby displays and the client view from the same position. Keep the test limited to this object so a large spawn redesign does not obscure the effect of one distance change.

Check the result

The display should become visible before visitors need its directions and disappear outside its intended area. Record the accepted approach points and selected distance in the object’s maintenance note.

If the test fails

Restore the original distance if the label vanishes along an important route. Check the object’s separate visibility mode and world before increasing distance to compensate for a permission or location problem.

A missing display can result from several independent conditions. Distance changes should follow a visible boundary test, not a guess made from the editor account.

References and related help

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

- Set up a FancyHolograms text display on Paper
- Find Minecraft logs and send useful troubleshooting details

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