Verify flight is safe when a SuperVanish moderator reappears

Reappearing in mid-air can expose a staff member to a fall if flight state changes unexpectedly. Check the transition above a safe platform before relying on vanish during moderation.

Follow the procedure

1. Read the installed SuperVanish flight settings and the documented `sv.keepfly` permission. Record other flight providers such as EssentialsX, creative mode or a lobby plugin.
2. Prepare a non-operator test moderator in the game mode used for normal investigations. Choose a low platform over water or another controlled landing area.
3. Enter vanish, enable only the permitted flight route and rise a small safe distance. Reappear while an observer watches the movement state and any fall damage.
4. Repeat with the role’s intended `sv.keepfly` result. A keep-flight permission affects this transition and should not be treated as proof that all flight commands are authorized.
5. Test landing, switching worlds and a fresh vanish cycle. Confirm that an unrelated flight plugin does not immediately overwrite the state after SuperVanish changes it.
6. Publish a staff procedure requiring a safe landing before reappearing where flight cannot be retained. Keep emergency movement access limited to the appropriate staff role.

Check the result

The moderator should experience a predictable flight state on reappearance and have a safe way to return to the ground. Verify with the actual staff game mode and permissions. Creative-mode testing alone can conceal a survival-mode problem.

If the result is wrong

If flight is removed unexpectedly, stop airborne tests and return to the platform before editing permissions. Compare competing flight providers and the installed configuration. Restore the prior flight grant if the change enables unintended player flight; do not blanket-enable flight for all users.

References and related help

- SuperVanish maintainer reference
- SuperVanish maintainer reference
- Set up SuperVanish for a limited staff role
- Invite a teammate to your game server

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