Verify the server scope of a LiteBans network punishment

A local punishment and a network-wide punishment can produce different results when players change backends. Confirm the scope explicitly so staff do not overreach or leave an unintended bypass.

Follow the procedure

1. List the backend names shown by `/litebans servers` and identify the public connection path. Use the names LiteBans recognizes rather than a hosting-panel label that may differ.
2. Choose a test account and inspect existing bans or mutes before starting. Record which backends should enforce this trial and which should remain usable.
3. Read the Server Scopes documentation linked from the commands reference. Confirm the installed configuration’s default scope and the permission required to choose a different scope.
4. Issue an approved short trial with an explicit `server:NAME` argument using a recognized backend name. Record the resulting punishment ID and reported scope.
5. Test through the proxy on the selected backend and a second backend. Repeat the relevant action, such as joining or sending chat, rather than relying only on a server-switch message.
6. Reverse the specific trial and verify normal access returns on both backends. Document when staff should choose local scope and when a separately authorized global action is appropriate.

Check the result

Only the intended backend scope should enforce the local trial, and the punishment record should display the expected scope. A global trial requires its own approval and check. Shared database connectivity by itself does not prove all punishments are network-wide.

If the result is wrong

If scope results differ from policy, inspect server names, plugin placement and shared database configuration. Avoid broad global bans as a diagnostic shortcut. End the trial by its exact record and keep the observed backend results before adjusting default scopes.

References and related help

- LiteBans maintainer reference
- LiteBans maintainer reference
- Configure LiteBans moderation and preserve punishment history
- Connect a Minecraft plugin to a MySQL database

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