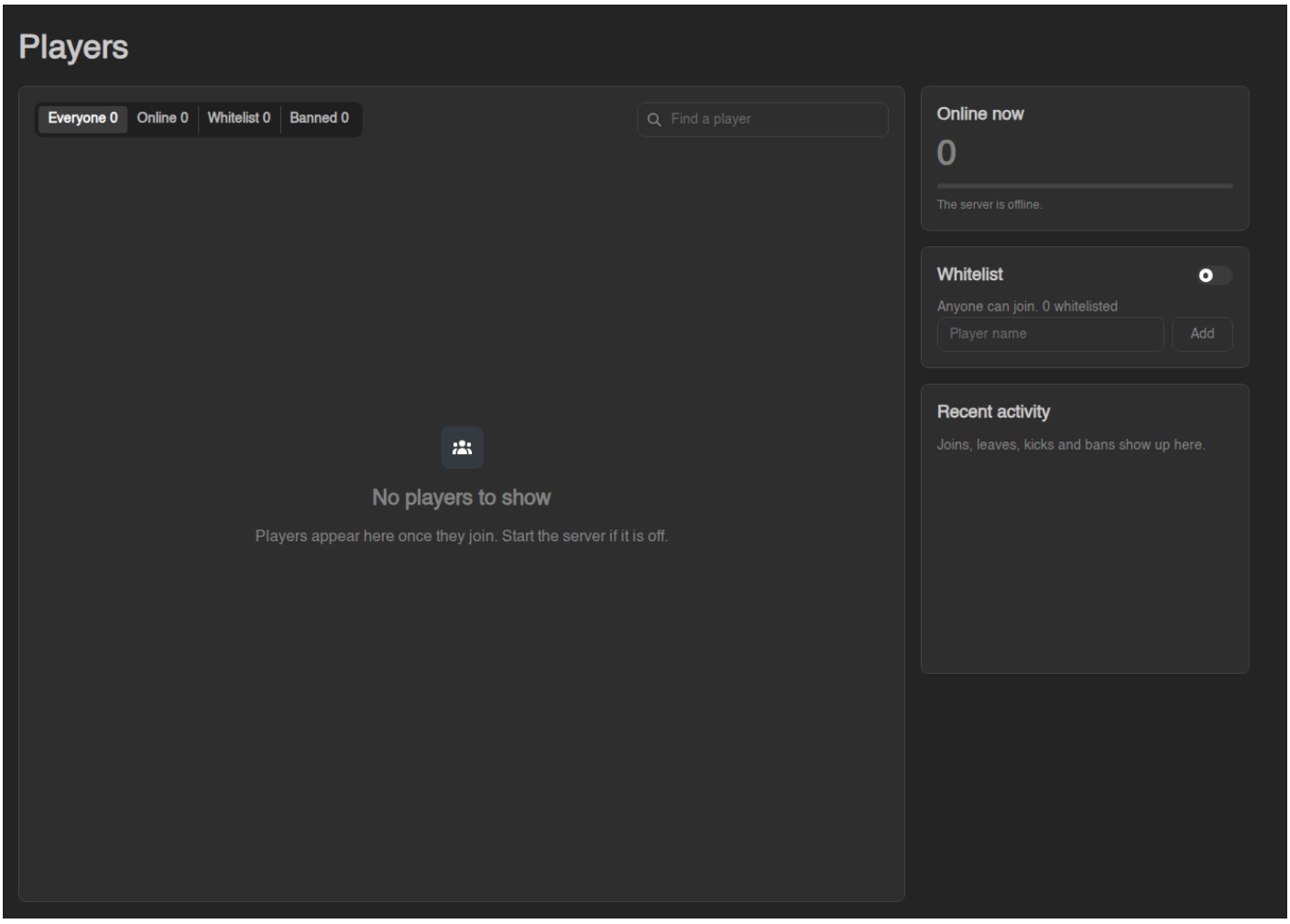
Managing players, whitelist, ops and bans (Players)

What this is about

The **Players** page is where you look after the people on your Minecraft server: who is online, who has played before, and who is allowed in. From here you can whitelist, op, ban and kick players, and open any player to see their inventory, stats and advancements, all without typing console commands.

You find it in the sidebar of your server, under **Players**.



Most of the page works while the server is **off**, because the panel reads and edits your server's own files (`whitelist.json`, `ops.json`, `banned-players.json` and the saved player data). A few things, like kicking or messaging, only work when the player is actually online.

The player list

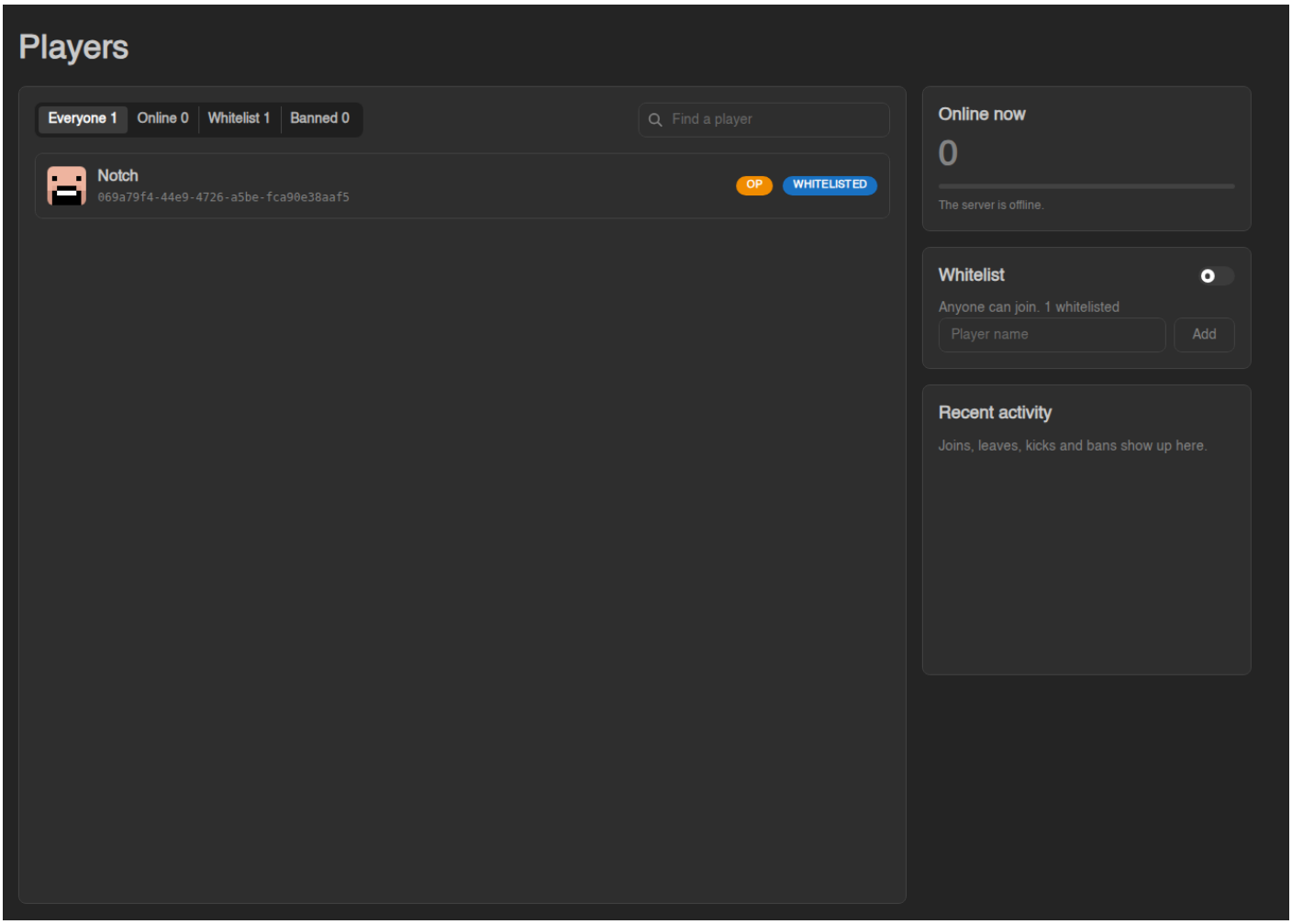
The big card on the left lists everyone the panel knows about. A player shows up here when:

- they have joined your server at least once (the server saved data for them), or
- they are on the whitelist, are an operator, or are banned, or
- they are online right now.

Every row shows the player's head, name, UUID and badges:

Badge	Meaning
Online	Playing on your server right now
OP	Operator: can use admin commands in game
Whitelisted	On the whitelist
Banned	Banned from the server

Offline players also show when they were **last seen** (the time their player data was last saved).



Use the tabs **Everyone**, **Online**, **Whitelist** and **Banned** to filter the list; the number next to each tab is a count. **Find a player** searches by name or UUID. Operators and online players are sorted to the top, and the list shows 10 players per page. It refreshes on its own every 15 seconds.

Click a row to open that player's page (see below).

> On a brand new server the list is empty and shows **No players to show**. That is normal: players appear once they have joined, or once you add them to the whitelist.

Online now

The **Online now** card shows how many players are on the server and how many slots it has (**of N slots** comes from `max-players` in `server.properties`). While the server is off it says **The server is offline.**

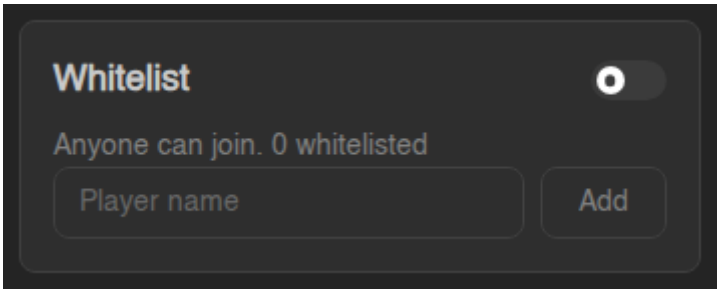
When the server is running, the panel asks the server itself for the player list. The small line under the bar tells you how it got the answer:

- **Read with the server list ping.** The same information the in-game server list shows. Only some servers name every online player this way.
- **Read with the query protocol.** The full list of names. This needs `enable-query=true` in `server.properties`.

If the panel can count the players but not name all of them, a yellow notice appears at the top of the list with a **Turn on query** button. Clicking it sets `enable-query=true` and the matching `query.port` in `server.properties` for you. **Restart the server** afterwards to apply it.

Whitelist

A whitelist means **only the players you list can join**. The **Whitelist** card has two parts:



1. The **switch** in the corner turns the whitelist on or off for the whole server. The text below tells you the current state: **Only whitelisted players can join** or **Anyone can join**, plus how many names are on it. While the server runs this sends `whitelist on` / `whitelist off`; while it is off, the panel changes `white-list` in `server.properties` instead.
2. To add someone, type their **Player name** and click **Add**. You get a green **… added to the whitelist** message and the player appears in the list with a **Whitelisted** badge.

> Names are checked against Mojang when the server is off (on a normal `online-mode=true` server). If you see **no Minecraft account has that name**, check the spelling: the name has to be the player's exact Minecraft account name. Names can only contain letters, numbers, underscores and dots.

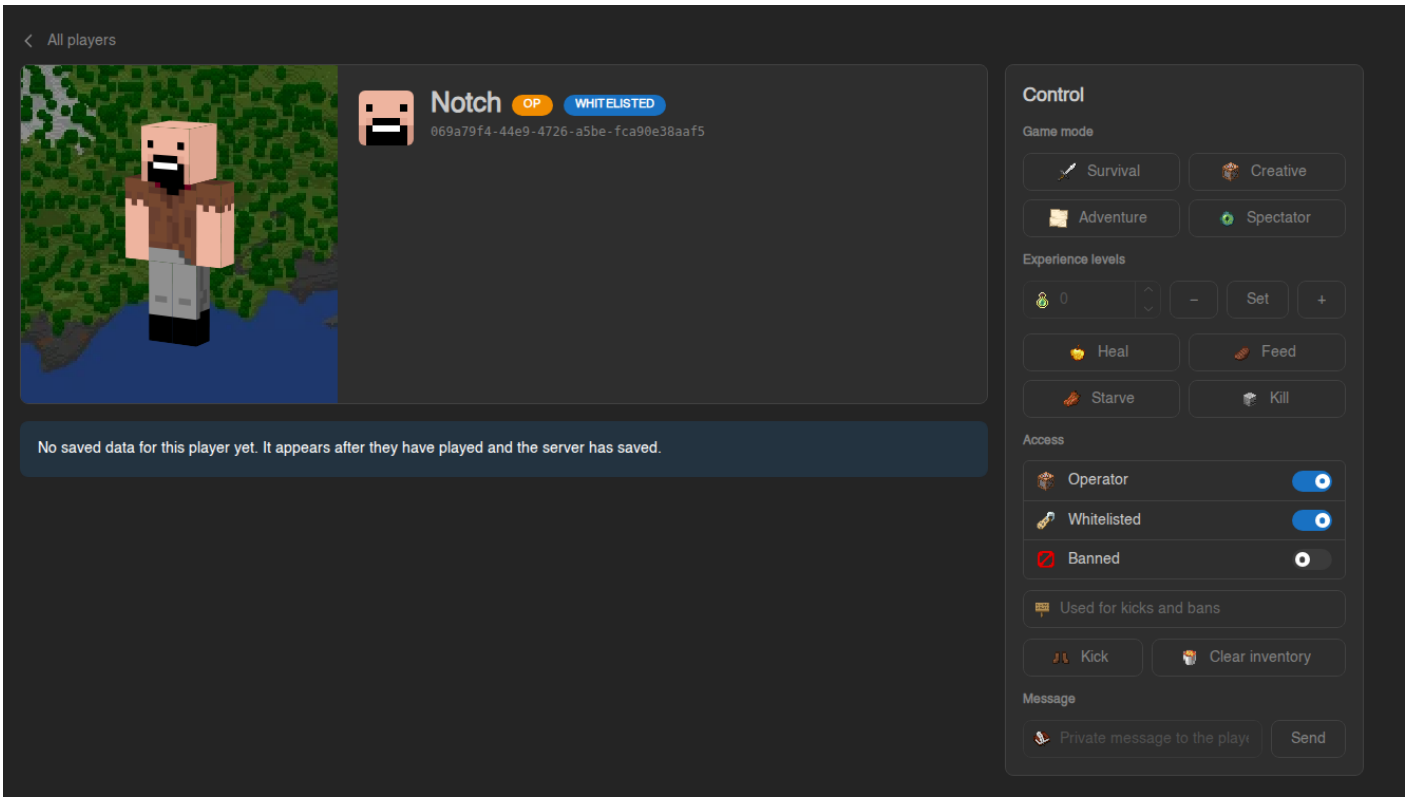
To remove a player from the whitelist, open their page and switch **Whitelisted** off in the **Control** card.

Recent activity

The **Recent activity** card lists the last joins, leaves, kicks and bans from your server log (up to 25). It fills in once players have been on the server.

A player's page

Click any player to open their page. It shows:



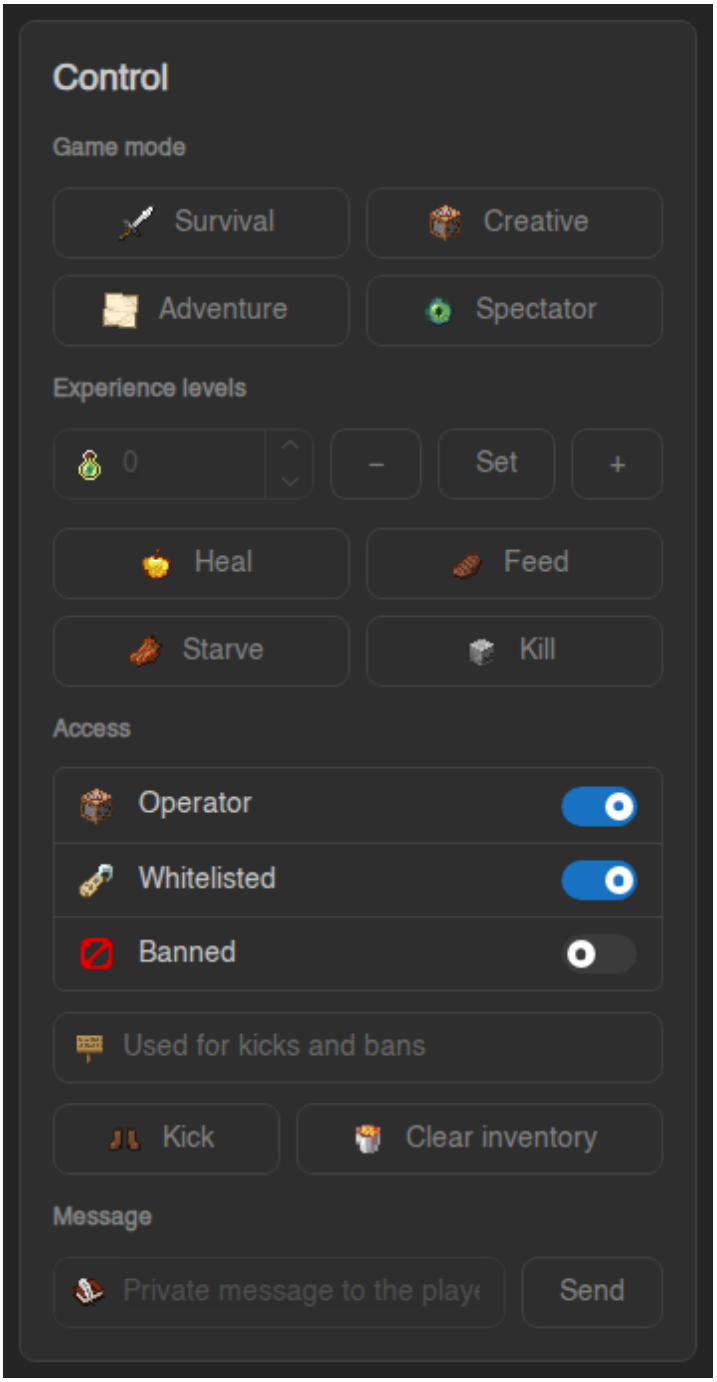
- Their **skin** on the left, with name, badges and UUID (click the UUID to copy it). If a player is banned, the ban reason shows here too.
- Facts about them: **Mode** (game mode), **Dimension**, **Position**, **Total XP**, **Play time**, **Sessions**, **Since last death** and **First joined**. Each one only shows when the server has saved that information.
- Their health, food and armor bars, and tabs for **Inventory**, **Ender chest** and **Map** (a map of the area around where they last were).
- An **Advancements** card with what they have completed and what is in progress.

What you see is the **last save** of that player. Online players are saved every few minutes; click **Save now** (only shown while the server runs) to save the world and refresh the page straight away.

> A player who has been whitelisted, opped or banned but never joined has no saved data yet. Their page says **No saved data for this player yet** and only shows the **Control** card. The stats and inventory appear after they have played and the server has saved.

The Control card

On the right of a player's page is the **Control** card. This is where you manage the player.



Access: Operator, Whitelisted, Banned

The three switches under **Access** give or take away access:

Switch	What it does
Operator	Makes the player an operator (full admin rights in game, OP level 4). Only give this to people you trust.
Whitelisted	Adds or removes them from the whitelist.

Switch	What it does
Banned	Bans them from the server, or lifts the ban. Type a reason in the **Used for kicks and bans** field first if you want one; otherwise the reason is "Banned by an operator." A ban from here never expires.

These three work **whether the server is on or off**. When it runs, the panel sends the normal `op`, `whitelist`, `ban` and `pardon` commands. When it is off, the panel edits `ops.json`, `whitelist.json` and `banned-players.json` directly, so the change is there the next time you start.

Kick

Kick removes the player from the server right now, with the text in the **Used for kicks and bans** field as the reason. They can join again immediately. This only works while the player is **online**.

Game mode, experience, heal, feed, starve, kill, clear inventory

- **Survival** / **Creative** / **Adventure** / **Spectator** sets the player's game mode.
- **Experience levels**: type a number and click **Set** to set their level, or use **−** and **+** to take away or add that many levels.
- **Heal** fills their health, **Feed** fills their food bar.
- **Starve** empties their food bar and **Kill** kills them.
- **Clear inventory** removes everything they carry. You are asked to confirm, because this cannot be undone.

When the player is online, these run as game commands and happen immediately. Game mode, experience, heal, feed and clear inventory also work while the player is **offline**: the panel then writes the change into their saved player data, and they see it when they next join. **Starve** and **Kill** need the player online, so they are greyed out otherwise.

Message

Type a **Private message to the player** and click **Send**. It uses the in-game `tell` command, so the player has to be online.

What needs the server running?

Action	Server off	Server on, player offline	Player online
Whitelist on/off, add or remove a player	Yes	Yes	Yes
Operator on/off	Yes	Yes	Yes
Ban / unban	Yes	Yes	Yes
Game mode, experience, heal, feed, clear inventory	Yes (needs saved data)	Yes (needs saved data)	Yes
Kick, kill, starve, message	No	No	Yes
Save now	No	Yes	Yes

"Needs saved data" means the player has to have joined at least once. For a player who never joined, you get **this player has no saved data yet**.

Common questions

A row says "Unknown player". The panel found saved data for a UUID but no name for it (the server keeps names in `usercache.json`). The player's name fills in the next time they join. Until then no command can target them.

I whitelisted someone, but they still can't join. Check that the **Whitelist** switch is on and that the name is spelled exactly like their Minecraft account. Players on a server with `online-mode=false` (cracked or behind a proxy) have a different UUID than on an online-mode server, so the whitelist entry only matches the mode the server is actually in.

Can my friends use this page? Yes, if you give them the **Player Manager** permissions when you share your server (subusers). **View** also needs the files "read content" permission; **Manage** also needs console access while the server runs, or file editing while it is off. Everything done here is recorded in the Activity log.

Bedrock servers. The page works for Bedrock too, with a few differences: the whitelist is Bedrock's **allowlist**, there is no **Banned** tab or switch (Bedrock has no ban list), and making someone an operator needs their Xbox ID, which the server only learns once they have joined.

Proxies (Velocity, BungeeCord). A proxy has no whitelist or player files of its own, so only the online players can be listed. Manage players on the servers behind the proxy instead.

You can still do all of this the old way in the Console with commands like `whitelist add Name`, `op Name` or `ban Name`. The Players page picks those changes up too.

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