Check a Bedrock resource pack without replacing the Java pack

A Java resource pack is not automatically a Bedrock resource pack. If Java players see the correct items while Bedrock players see missing textures, separate the two pack formats and test Geyser's Bedrock delivery path before changing item identifiers.

Record the starting point

Keep the currently working Java pack and item definitions untouched. Record the Bedrock pack filename, its origin and the Geyser build. Use a small licensed test pack rather than a new archive containing your entire custom-item collection.

Work through the change

1. Follow the installed Geyser release's pack documentation for the supported Bedrock archive format and pack folder. Check that the archive contains the expected manifest and resources rather than an extra enclosing download folder.
2. Add only the test Bedrock pack to the documented location while the service is stopped. Preserve the previous packs and their names in a separate recovery copy.
3. Start Geyser, inspect pack-loading errors, and join with a Bedrock tester who accepts the pack prompt. Ask them to report download failure separately from an incorrect texture after joining.
4. Test an existing known item and the new test asset. Then reconnect with the same client to see whether the result depends on an old cached pack.

Check the result

The client should accept and load the intended Bedrock pack while Java players retain their working pack. Record which pack version the tester received. Check a second Bedrock device before treating one client's cache as a server-wide failure.

If the result differs

A malformed archive or manifest needs correction before item mappings can work. If downloading succeeds but the asset remains wrong, inspect the Bedrock mapping and supported custom-item workflow for the installed versions. Do not regenerate every item ID to fix a delivery problem.

Remove the trial pack and return to the saved pack set if clients cannot join. Keep the original Java definitions and player items intact; changing a pack file should not trigger a world reset or an inventory rewrite.

> CloudExa game panel file manager
> Use the file manager for the specific configuration file described in this guide; the screenshot shows the panel, not a plugin interface.

References and related help

- Geyser maintainer reference 1
- Set up Geyser and Floodgate for Java and Bedrock crossplay
- Add a Java server resource pack and fix download errors

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