Check a custom ItemsAdder sound before adding it to rewards

A silent custom sound can result from a missing pack asset, a mismatched identifier or client audio settings. Test the sound on its own before connecting it to a quest or reward.

Check the installed content

ItemsAdder content uses namespaced identifiers for items and other assets. A definition, its generated resource pack and the copy downloaded by a player are different checkpoints. Keep content IDs stable and consult the documentation matching your ItemsAdder and Minecraft releases.

Work through the change

1. Record the sound identifier, source audio file and the content pack that owns it. Check the supported audio format and sound definition requirements in the installed-release documentation.
2. On a staging copy, add or correct one sound entry without changing item IDs. Build the pack and inspect that its sound definition and audio asset appear in the generated archive.
3. Join using that exact pack and confirm the relevant client sound categories are audible. Trigger the sound through the documented test or usage method for your release.
4. Repeat with a second client, then connect the verified sound to one low-value test action. Compare direct playback with playback through that action.

Verify the result

Both test clients should hear the intended sound through the direct test and the dependent action. A failure only in the action points to its reference or trigger rather than the resource-pack download.

If the result differs

If no client hears it, inspect the client log and generated archive before increasing volume. If one client fails, compare pack acceptance and client audio settings; avoid changing the server definition to compensate for a muted category.

Keep a recovery path

Restore the previous sound definition and keep the action on its original feedback until playback works. Retain source audio and generated files together so a later pack rebuild does not discard the working asset.

References and related help

Check the maintainer reference: ItemsAdder documentation, ItemsAdder documentation.

Before changing live data, read how to keep a completed recovery copy. For startup errors, use the log collection guide.

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