Check ItemsAdder texture path case after a Linux move

A texture reference that worked on another machine may fail on a case-sensitive filesystem. Compare exact filenames before changing the resource-pack host or replacing item IDs.

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. Choose one affected item and follow its definition to the model and texture files. Record the full relative path at each step rather than searching only by display name.
2. Compare upper-case and lower-case characters in the model references with the real filenames. Also check extensions and nested directory names in the content sub-pack.
3. Correct one mismatch on the staging copy while preserving the namespaced item ID. Rebuild the pack and verify that the generated archive contains the expected asset path.
4. Download the exact staging pack as a client, then inspect a fresh test item and an existing copy. Keep unrelated shader or texture-pack changes out of this test.

Verify the result

The intended texture should appear when the client uses the newly generated pack. The server-side item should keep its original behaviour and identity throughout the path correction.

If the result differs

If the archive contains the asset but the client still shows a missing texture, examine the model reference and client resource-pack log. If the asset is absent, investigate content layout or pack-generation errors first.

Keep a recovery path

Restore the previous file names and references as one set if the test affects other models. Preserve the working archive for comparison; deleting the whole content folder hides the evidence you need.

References and related help

Check the maintainer reference: 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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