Contain a translated-client inventory desynchronisation report

An older client's inventory screen can disagree temporarily with server state after an unsupported click sequence. ViaBackwards lists inventory compatibility limits. Treat a report as a consistency problem to investigate, rather than immediately compensating every item shown in a screenshot.

Record the starting point

Ask for the client version, container type and exact action before the mismatch. Prepare low-value test items with counted stacks. Keep an inventory checkpoint for the test account and avoid experimenting in a shared chest containing player valuables.

Work through the change

1. Repeat the action with the native server client. Record the starting and ending stack counts and whether a container-management plugin changes the menu.
2. Use the affected older client with the same items and permissions. Try the reported action once, then close and reopen the inventory instead of repeatedly moving a suspicious stack.
3. Reconnect and compare the server-confirmed inventory. If staff inspect stored data, use established inventory tools rather than editing raw player files while the account is online.
4. Trial the compatible ViaVersion and ViaBackwards release set, or restrict the failing interaction or client version. Check both the reported action and ordinary chest transfers before reopening normal use.

Check the result

A passing result means counts remain consistent after reconnecting and the player can use the supported interaction reliably. If a visual mismatch remains a known limitation, explain the safe supported client choice. Preserve a short reproduction for the plugin maintainers.

If the result differs

If item counts actually change server-side, stop the affected test route and investigate all menu or inventory plugins involved. A screenshot alone cannot establish duplication or loss. Avoid adding compensating items until staff have checked the original and final records.

Restore the test account's checkpoint only if the controlled test altered its real inventory. Revert the isolated compatibility change if it creates a broader failure. Keep unrelated player records and worlds untouched throughout the investigation.

References and related help

- ViaBackwards maintainer reference 1
- Allow compatible Minecraft Java clients with ViaVersion
- Recover a Minecraft player inventory from a backup

Revision #1
Created 2026-11-09 16:36:26 UTC by CloudExa Hosting Admin
Updated 2026-11-09 16:36:26 UTC by CloudExa Hosting Admin