Create a deliberate inventory checkpoint before a player event

A tournament, inventory-clearing minigame or staff experiment benefits from an explicit checkpoint rather than relying on a later join or death event. InventoryRollbackPlus provides a forcebackup command. Verify the saved record before the event begins, and keep its scope distinct from a full server backup.

Record the starting point

Identify the participating online test player and the exact state you need to preserve. Record the plugin version and approved staff role. Ask the player to stop moving items while the checkpoint is taken so its contents correspond to a clear moment.

Work through the change

1. Use the documented command `/ir forcebackup player <player>` with the required authorised permission. Confirm the command targets the intended account rather than a similar display name.
2. Open the player's records and check that a new timestamp appears. Inspect representative inventory slots so a success message is supported by an actual saved checkpoint.
3. Record the checkpoint time in the event notes and explain what it covers. It does not replace backups of worlds, plugin databases or other players' inventories.
4. Proceed with the controlled event, then compare the final state before deciding whether a restoration is needed. Restore only the approved components through the normal recovery interface.

Check the result

Staff should have a recognisable pre-event record and a documented reason for it. Test the workflow with a disposable account before a valuable live event. A checkpoint that cannot be located in the restore interface should not be treated as ready for recovery.

If the result differs

If the command is denied, check the documented forcebackup permission rather than granting operator status. If no record appears, inspect storage errors and the target identity. Do not start an irreversible inventory experiment while checkpoint creation remains uncertain.

Pause the event when the checkpoint cannot be verified. Preserve any existing records and use the normal server backup process if wider data protection is required. Remove temporary staff permission grants after the event instead of leaving elevated recovery access indefinitely.

References and related help

- InventoryRollbackPlus maintainer reference 1
- InventoryRollbackPlus maintainer reference 2
- Restore a recorded player inventory with InventoryRollbackPlus
- Back up game files before making changes

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