Explain an expired InteractiveChat inventory link without resetting inventories

Interactive inventory views are temporary representations rather than permanent inventory backups. An expired view message does not establish that the player’s actual items were deleted or that their world data needs restoring.

Prepare the test

Use disposable example items and ordinary player accounts for chat tests. Keep private inventory contents, staff commands and personal data away from demonstrations that other players can click or hover.

Make the change

1. Record the exact message shown when the old link is clicked and its approximate age. Ask the owner to inspect their real inventory in game, keeping private contents out of public screenshots and support messages.
2. Compare the installed message configuration and release documentation. The upstream template describes expiry for generated shared views; treat that behaviour separately from a failed fresh click or a missing permission to use sharing.
3. With consent, create a fresh share containing only a disposable example item. Have the second player open it promptly and compare the result with the old expired link, without changing the owner’s stored inventory files.
4. Test a second fresh link after reconnecting if the first fails. Note whether failure follows age, sender, viewer or server transfer; that distinction helps identify a temporary-view lifecycle issue rather than a general chat fault.

Check the result

A fresh permitted view should open while the old expired example remains unavailable as designed. The player’s real items should remain unchanged; keep that distinction explicit when explaining the result to your community.

If the test fails

If a fresh view fails immediately, gather its timestamp, versions and the relevant console error for support. Do not restore a world, clear player data or disable inventory protections to repair a temporary chat-view error.

Tell players not to use chat previews as an item backup or permanent proof of a later inventory state. For persistent troubleshooting, capture an agreed redacted screenshot and record the time it represents.

References and related help

Check the official InteractiveChat documentation against your installed release before using a command or setting from another version.

- Test InteractiveChat item previews without exposing staff inventory
- Find Minecraft logs and send useful troubleshooting details

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