Find conflicting Multiverse-Inventories groups before changing player profiles

When one world belongs to overlapping groups, its shared data can behave differently on different travel routes. Audit membership before editing player inventories. Keep players out of the test worlds so a new transition cannot overwrite the evidence you need.

Work through the change

1. Back up the Multiverse-Inventories data and group configuration as one checkpoint while the relevant players are offline. Record the source and destination world names for the reported mismatch.
2. Use the installed group list and information controls to map each world to its groups. Check the documented group-conflict diagnostic where your release provides it.
3. Compare each overlapping group’s shares, disabled shares and any optional features. Draw the two-world route and write which inventory, experience or health state should persist across it.
4. Reproduce the route on a staging copy with a marked test inventory. Change one conflicting membership or share rule only after selecting which existing profile should remain authoritative.

Check the result

The test account should retain or change each data type exactly as the intended route specifies. Test the reverse journey too: overlapping groups can affect saving and loading in different ways. Keep the original profile files alongside the before-and-after observations.

Conflicting groups can make arrival results depend on the route taken. Record source and destination worlds for each trial rather than saying only that an inventory vanished. Keep the player offline while checkpointing profile data so the saved files represent a consistent state.

Recover or stop safely

Restore the matching configuration and profile checkpoint if the revised membership loads an unexpected inventory. Restoring only the old YAML after players have travelled can leave their data altered. Do not delete a group or bulk-clear profiles merely to remove a diagnostic warning.

Related guidance and maintainer reference

For the broader setup, read Separate creative and survival inventories with Multiverse-Inventories.

Check the installed plugin version before applying syntax from the official Multiverse-Inventories documentation.

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