Give safe lobby items with ItemJoin

ItemJoin can give configured items when a player joins, respawns or changes worlds. Those triggers can interact with existing inventories, so start with a harmless lobby item on a test account. Do not begin by copying an example that runs commands as an operator.

Preserve inventories before changing triggers

Check the installed plugin release supports your Minecraft version and item material names. Stop and take a completed backup of the worlds and plugin data before adding or replacing it. Include separate inventory plugins and their external storage where used.

Upload one compatible JAR, start to generate configuration and inspect Console. Stop before editing the generated `items.yml`. Preserve its version marker; changing an internal schema version is not a way to update an item definition.

Build one harmless item

Use the official item-creation guide or the installed release's editor. Create a unique identifier such as `lobby-guide`, choose an ordinary material such as a compass, and give it a clear display name. Start with a simple informational message when used rather than a command that changes permissions, inventories or game mode.

Limit the item to the exact lobby world name and the one trigger you intend, such as joining. Review the generated inventory overwrite setting and keep replacement of occupied slots disabled during the test. Choose a slot deliberately, and check what happens when that slot or the entire inventory is already occupied.

Give only the test item first

1. Join with a test account whose inventory contents you have recorded. Keep valuable items out of this initial test.
2. Use the documented `/itemjoin get lobby-guide` command in chat, replacing the identifier with the one you created. The identifier is not necessarily the displayed item name.
3. Verify the item material, display text and harmless interaction. Check no unexpected console or operator command runs.
4. Reconnect to test the join trigger, then test the relevant world switch or respawn only if you enabled those triggers.
5. Confirm other worlds and ordinary inventory items remain unaffected.

Administrative commands require suitable permissions. Panel Console commands omit the leading slash and need an explicit target where the installed command syntax requires one. Avoid commands that give all items to all online players as a first setup test.

Check duplication and command privileges

Repeated join or world-switch triggers can reveal duplication or unwanted replacement. Test with an occupied slot and a full inventory, then compare the original contents. If another plugin restores inventories during the same event, investigate their event ordering on a copy rather than enabling overwrite globally.

Review every configured interaction before deployment. Console and operator execution are privileged features, and player names or placeholders must not become unrestricted commands. Prefer a narrow existing player command with its own permission checks where possible.

If an item behaves incorrectly, disable that definition or trigger using the installed release's documented controls, retain the data and investigate. Do not purge all player inventories as a repair. See plugin installation and player-data recovery. Further reading: creating items, commands and generated item examples.

Looking for another plugin? Browse the Minecraft plugin guide directory.

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