Limit an ItemsAdder custom block to the intended test world

Custom blocks can affect world storage and mining behaviour, so test their availability in the intended world before including them in a public build kit or reward.

Check the installed content

ItemsAdder content uses namespaced identifiers for items and other assets. A definition, its generated resource pack and the copy downloaded by a player are different checkpoints. Keep content IDs stable and consult the documentation matching your ItemsAdder and Minecraft releases.

Work through the change

1. Choose a disposable custom-block ID and record the worlds where you want it available. Back up the affected world and content definitions as one checkpoint.
2. Check the installed-release custom-block world controls and placement permissions. Configure the staging rule for one test world rather than changing every world at once.
3. Try placing, breaking and obtaining the block in the allowed world with a normal player. Repeat those actions in a world that should remain excluded.
4. Restart the staging server and inspect the placed test block again. Test adjacent vanilla blocks so a block-state conflict does not go unnoticed.

Verify the result

The allowed world should support the expected placement and break behaviour, while the excluded world should follow the chosen restriction. Existing nearby vanilla blocks should keep their normal appearance and drops.

If the result differs

If the rule affects only item giving, distinguish acquisition from placement checks. If a block changes after restart, inspect storage and mapping errors before editing the model or assigning a different ID.

Keep a recovery path

Restore the matching world and content checkpoint if persistent block data changes incorrectly. Do not remove a live custom-block definition while its blocks remain in player builds; plan and test a migration first.

References and related help

Check the maintainer reference: ItemsAdder documentation, ItemsAdder documentation.

Before changing live data, read how to keep a completed recovery copy. For startup errors, use the log collection guide.

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