Organise ItemsAdder content without changing existing namespaces

Moving a content pack between folders can break references if you also change its namespace. Treat file organisation and item identity as separate changes.

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. Download the relevant contents subfolder and list the namespaces declared in its YAML files. Record several existing namespaced item IDs that players already own.
2. Choose one of the folder layouts supported by the installed-release documentation. Keep the namespace declaration and the model or texture paths compatible with that one layout.
3. Move a small self-contained content group on a staging copy. Avoid mixing layout methods inside the same sub-pack or renaming its IDs during the move.
4. Generate the staging pack through the documented procedure, then inspect the original test items and obtain fresh copies of the same IDs for comparison.

Verify the result

Existing and newly obtained test items should retain their identity and appearance. The pack build should resolve each referenced asset from its new organised location without missing-file warnings.

If the result differs

If only existing items fail, inspect updater or item-version behaviour separately from the folder layout. If both copies fail, compare the namespace and asset path against the downloaded known-working files.

Keep a recovery path

Restore the entire moved content group and its matching pack output if the layout trial fails. Do not delete generated identity mappings or replace player items to make a directory reorganisation appear successful.

> CloudExa game panel file browser
> Use the CloudExa file browser to inspect the relevant plugin folder. This is the panel interface, not a third-party plugin editor.

References and related help

Check the maintainer reference: 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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