Restore a recorded player inventory with InventoryRollbackPlus

InventoryRollbackPlus records player snapshots for events enabled in its configuration and provides a staff interface for inspection or recovery. It cannot recover an inventory from before it was installed unless a suitable snapshot was imported through a supported method. Keep full server backups as well.

Prepare recording before an incident

Choose a release that supports your platform, Minecraft version and Java runtime. Follow plugin installation and preserve the plugin's data when updating. Review which snapshot events are enabled, how many records are retained and where the data is stored.

Use a test player to create a harmless inventory, trigger one enabled snapshot event and confirm a record appears. A plugin that enabled successfully but never recorded your required event is not a verified recovery system. Monitor its storage use and include its data in off-server backups.

Identify the correct player and recovery point

1. Record the affected player's identity, incident time and what needs recovery. Confirm the correct UUID where names or authentication arrangements have changed.
2. Ask the player to pause trading, dropping items or using storage during the recovery test. Coordinate a quiet maintenance window if other plugins might modify the same inventory.

3. Keep a current full backup and preserve the player's present state before replacing anything.
4. From an authorised in-game staff account, use `/irp restore PlayerName` to open the recorded backups for that player. The GUI is not a console-only workflow.
5. Inspect the timestamp and contents before choosing the restore action. Match the snapshot to the incident rather than assuming the newest entry is the desired one.

The documented manual recording command is `/irp forcebackup <all / player> <name>`. Check the installed help for the exact arguments and confirm a successful new record before relying on it. A command request alone does not establish that storage completed correctly.

Restore only what you intend

Read each interface action carefully. Inventory, ender-chest contents, experience and other recorded properties can have separate effects depending on the release. Do not click through a whole-player restore when you only intend to recover a few lost items.

Restoring older items can create duplicates if replacements were already issued, traded or stored elsewhere. Agree what happens to replacement items and document the decision. An inventory rollback does not automatically reverse an economy payment or repair an external plugin database.

Restrict access and verify the outcome

The plugin distinguishes viewing backups from restoration. Give junior staff only the inspection permission where that meets their role; reserve data-changing restore capabilities for trusted administrators. Review teleport-related permissions separately rather than granting every node together.

Have the player check the resulting inventory and relevant properties, then reconnect to confirm the state persists. Retain the before-state backup until the result is accepted. If the plugin has no suitable record, use the separate full-backup recovery plan rather than deleting current player data and hoping it returns.

See recovering player data from a full backup. Further reading: official project and commands and permission reference. Redact private player information when sending evidence to support.

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

Revision #2
Created 2026-11-09 08:57:17 UTC by CloudExa Hosting Admin
Updated 2026-11-09 08:57:18 UTC by CloudExa Hosting Admin