Separate creative and survival inventories with Multiverse-Inventories

Multiverse-Inventories controls which player state is shared between worlds. Its configuration can overwrite or replace the state a player sees when travelling, so plan the groups before inviting players into a new creative or survival world.

Record the intended sharing rules

List every world and decide which should share inventory contents, ender chests, experience, health and other state. An overworld and its Nether often belong together, while a creative building world usually needs separation. Write this down before editing anything so accidental cross-world transfers are easier to detect.

Use a maintenance window. Stop and back up every world, player data and the full existing Multiverse-Inventories directory. Export external databases used by related inventory or economy plugins while writes are stopped. Keep the matched backup outside the game server. Read backup guidance before changing an existing populated installation.

Inspect the initial groups

Install compatible Multiverse-Core and Multiverse-Inventories releases. Current major-version documentation uses different command names from some older tutorials; check `/mvinv` help on the installed build.

The plugin creates a default sharing group for default worlds. Inspect it using `/mvinv info default` rather than assuming that every extra world is included. Obtain exact world identifiers from Multiverse-Core, including the format expected by your Minecraft version. See adding worlds safely .

Create a group on a test setup

1. Reproduce the planned world layout on an isolated copy. Keep that copy away from production databases and integrations.
2. For a new, unused group, current documentation uses `/mvinv create-group` followed by the group name, comma-separated worlds and shares.
3. For example, `/mvinv create-group eventgroup event,event_nether all` shares the documented state between those two example worlds. Replace them with verified worlds that are not already carrying player progress you have not backed up.
4. Inspect the resulting group and test it before adding further worlds.
5. If adding a world to an existing sharing group, review the documented add-worlds operation; do not create overlapping groups as a shortcut.

The keyword `all` does not automatically activate every optional feature. Upstream identifies optional shares that need separate enablement. Review the shares list for your release, particularly economy and last-location behaviour, rather than assuming the group name describes everything it does.

Test round trips with disposable items

Use a non-operator account with a small, recorded set of test items. Record armour, off-hand, ender-chest contents, experience and health. Travel from survival to creative, modify the test inventory, then return. Verify both directions, logout/login and a normal server restart.

Check other inventory synchronisation plugins and permissions that bypass separation. If a state appears wrong, stop testing before further travel writes new data. Preserve the original backup and current files for investigation. Do not merge groups repeatedly to make missing items reappear.

Send support the player UUID, travel sequence, group configuration and exact versions without private database credentials. Further reading: groups and shares and share definitions.

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

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