Test an ItemsAdder furniture hitbox before placing it at spawn

A furniture model can look correct while its interaction area blocks a doorway or fails to match the visible object. Check placement geometry in an expendable test area first.

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. Record the furniture ID and copy its definition, model and texture into the staging content set. Preserve the original ID in your backup before adjusting any placement properties.
2. Consult the installed-release furniture and size reference. Start with a model whose intended footprint fits a small marked area, keeping decorative commands or storage actions disabled.
3. Place the test furniture in several orientations beside a wall, doorway and open floor. Try walking past it, interacting from each side and breaking it using an ordinary permitted account.
4. Repeat after leaving and reloading the test area. Check that one placement produces one intended interaction target and that removal clears the complete test object.

Verify the result

Players should be able to interact with the visible furniture in its intended footprint, without an invisible obstruction remaining after removal. The orientation should not create an unexpected larger collision area.

If the result differs

If the model alone looks displaced, compare model origin and display transforms. If the interaction target is wrong, inspect the furniture placement and size settings for this release instead of changing its texture.

Keep a recovery path

Restore the prior furniture definition and remove only the disposable placements. Keep a world backup before editing furniture already used in public builds, especially if it includes storage or multiple underlying entities.

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.

Revision #1
Created 2026-11-09 16:36:22 UTC by CloudExa Hosting Admin
Updated 2026-11-09 16:36:22 UTC by CloudExa Hosting Admin