



Quick start

Click  **New** if you want to create a completely new inventory.

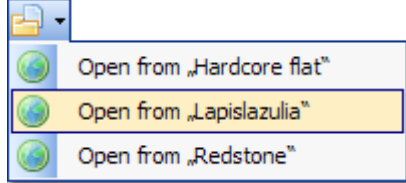
Click  **Open** to open an .inv or .dat file.

Now edit your inventory by dragging and dropping items from the item list at the right, moving them around or modifying their count or damage.

At last,  **Save** it as and .inv file or save over an existing .dat file to modify the inventory inside.

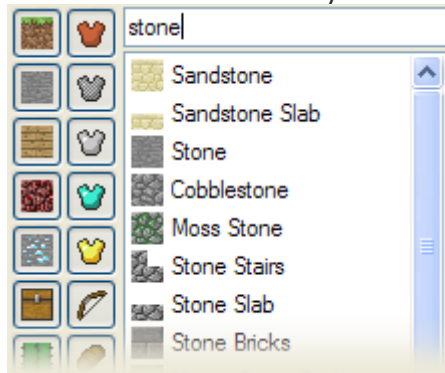
Make sure you **exit the world before editing it**, the changes won't affect a running game.

Click the small arrows next to open or save to use the **quick-load/save feature**:



Items are grouped together, you can switch between these groups by clicking on them.

You can also filter for any item with the search bar:



Out of bounds



- 1) A simple iron pickaxe, which is damaged a little bit.
- 2) A gold shovel with negative damage. Negative damage means more uses. Minimum is -32657.
- 3) 64 cobblestone blocks, with positive damage. Tools with damage above their maximum will have their damage displayed like this as well.
- 4) 255 dirt blocks. Note the red border of the text. Same with stacked tools, since you can't do that ingame.
- 5) A nonexistent item with ID 80.

- Tools and armor with negative damage are useful, because it means they have more durability than they normally have.

- Setting the damage of blocks to anything but 0 or tools above their maximum doesn't do anything (except destroying the tool with the next use). There are a few special blocks and items, where damage is used to distinguish different versions of the same item, for example wool.
- You can carry multiple tools in one slot. It won't destroy the whole stack if one tool is destroyed.
- When setting block counts to a high number (e.g. 255), they count as infinite as long as you don't restart the game.
- Java's bytes are signed (-128 to 127) whereas C#'s are unsigned (0 to 255). You can notice this ingame, when stacks of blocks or items larger than 127 disappear, do nothing or don't work as expected.

Other controls

Delete: Deletes the selected item.

When dragging:

Normal: Move/swap items.

Ctrl: Copy items. Overwrites existing items.

Alt: Split items. Like right-clicking ingame.

When item slot is selected and scrolling the mouse wheel:

Normal: Change count.

Shift: Change damage.

Ctrl: Modify x4.

Editing items.txt

Even tho it should be self-explanatory, I'll tell you how it works.

Here is a valid items.txt example file:

```
:version 0
# This is a comment, just for decoration
1 Stone terrain.png 1,0
4 Cobblestone terrain.png 0,1
48 Moss_Stone terrain.png 4,2
5 Wooden_Planks terrain.png 4,0
17 Wood terrain.png 4,1 0
17 Dark_Wood terrain.png 4,7 1
17 Birch_Wood terrain.png 5,7 2
266 Gold_Ingot items.png 7,2
278 Diamond_Pickaxe items.png 3,6 +1024
332 Snowball items.png 14,0 x16
345 Compass items.png 6,3 (x1)
~ Stone 4 1,4,48
~ Wood 17 5,17
```

```
~ Items 266 266,278,297,332
+ 35 Fortune 3 278
```

(Sorry for the messy example, this markup is screwing with my whitespace.)

The version value is used for checking for updates.

If you want to update, but also want to keep your items.txt, simply back it up.

INVedit loads the file line by line and tries to parse it.

These lines are divided into columns, which are separated by spaces.

<ID> <name> <image file> <image coords> (<damage/stack>)

The first value is the item's ID, you can find the IDs of items for example [here](#).

The second one is obviously the name. Any spaces have to be replaced with an underscore.

Next up is the image file where the item icon can be found.

The next two values are the image coords where the icon is located. 15,15 would be the bottom right one.

The last column is optional and contains one of these:

The damage value of an item. This is used by Minecraft to identify items which have the same ID, e.g. wood.

The maximum damage of a tool. Begins with a "+".

The maximum stack count of a block or item. Begins with an "x".

If the stack count is in brackets, that means INVedit will create them with that count. For example workbenches and compasses can be stacked, but there is no reason to do that.

Lines which define a group start with "~".

~<name> <icon> <items>

The name will not be displayed in INVedit.

icon is an item ID. Its image will be used as icon for the group.

Lines starting with "+" define enchantments.

+<ID> <name> <max level> <enchantable items>

Again, the name needs to have its spaces replaced with an underscore.