? MineSeed Storage

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- Automatic Storage Systems
- Mega Chests
- Chunk Hoppers

? MineSeed Storage

/storage | /kit storage

Tired of sorting all your items by hand? MineSeed Storage can do the sorting for you!

There are two main features:

- Automatic Storage Systems take items from one input chest and sort them into other linked chests.
- Mega Chests have 10 pages and 450 storage slots.

> Want an in-game reminder? Use /kit storage to get a storage guidebook.

The Basics

1. Put sample items into the chests you want to use as filter chests.
2. Leave a chest or barrel empty if you want it to be an overflow chest.
3. Place the chest that will be your input chest.
4. Use /storage add name. For example: /storage add WoodRoom.
5. Right-click the input chest, then right-click every chest you want to link.
6. Use /storage done.

That's it! Now:

- Items that match a filter will go to the correct filter chest.
- Items with no filter, or whose filter chest is full, can go to an overflow chest.
- If no linked chest can take an item, it will stay safely in the input chest.

> The system remembers every item inside a filter chest when you link it. To change a filter, unlink the chest first. Remove anything you do not want included, set out the new samples, and link it again.

Player Commands

In the commands below, replace name with the name of your storage system. Anything inside [brackets] is optional.

Command	What it does
/storage	Opens your MineSeed Storage menu.
/storage add name	Starts a new Automatic Storage System.
/storage edit [name]	Lets you add or remove linked chests.
/storage link [name]	Does the same thing as /storage edit.
/storage done	Closes edit mode.
/storage cancel	Stops what you are doing. It does not undo links you already changed.
/storage info	Shows how the chest you are looking at is being used.
/storage list	Lists your storage systems and their input locations.
/storage tp name	Teleports you near that system's input chest.
/storage delete [name]	Starts deleting a system. Finish with /storage delete confirm. Your items will not be deleted.

Automatic Storage Systems

/storage add name | /storage edit | /storage done

An Automatic Storage System sorts your items for you! Put unsorted items into one input chest, and the system will move them into your linked chests.

Every system has:

- One input chest: This is where you put all your unsorted items.
- Up to 100 linked chests: This is where the sorted items will go.

Items only move from the input chest to the linked chests. They do not move back to the input or between linked chests.

You can use normal chests, trapped chests, double chests, barrels, and Mega Chests. A double chest counts as one linked chest.

In this guide, the word “chest” can mean any of these.

All the chests must be in the same world and within 500 blocks of the input. One chest cannot belong to two storage systems at the same time.

Chest Filters

The system only sends the items you choose to a filter chest.

Before you link it, put one sample of every item you want it to accept inside.

For example, a chest with one oak log inside will collect oak logs. You can put several different sample items in the same chest.

The samples will not be removed when you link the chest. One of each item is enough.

> Items must match the filter exactly. A named, enchanted, or damaged item counts as a different item from the normal version.

Overflow Chests

Don't want a filter? Leave a chest or barrel completely empty before you link it. It will become an overflow chest.

Overflow chests collect items that do not match a filter. They can also collect items when the correct filter chests are full.

> A filter or overflow setting does not change by itself. To change it, unlink the chest and remove anything you do not want included. Then arrange the new sample items and link it again.

Create Your Storage System

1. Set up your storage room. Put sample items in your filter chests and leave your overflow chests empty.
2. Place the chest that will be your input chest.
3. Use /storage add name. For example: /storage add WoodRoom.
4. Right-click the input chest.
5. Right-click every chest you want to link. Right-click a chest again if you linked it by mistake.
6. Use /storage done.

Storage system names can use 1–32 letters, numbers, underscores, or hyphens. They cannot have spaces.

While you are editing, nearby linked chests will light up for you. The input chest has a different marker.

> A chest may quickly open and close when you select it. This is normal!

What Happens to Your Items?

When you put items into the input chest, the system will:

1. Try the filter chests that match the item.
2. Try the overflow chests if there is no match or the matching chests are full.
3. Leave the item safely in the input chest if nowhere else has room.

If the correct filter chest cannot be used right now, the item will wait safely in the input chest.

Example

Chest A is your input. Chest B had one spruce log inside when you linked it. Barrel C was empty when you linked it.

- Spruce logs go from Chest A to Chest B.
- Other items go from Chest A to Barrel C.
- If both are full, the items stay in Chest A.

Link Order Matters

Matching filter chests fill in the order you linked them. Overflow chests are tried afterward, also in link order.

For example, if two filter chests accept cobblestone, the one you linked first will fill first.

The Storage Menu

Use /storage to open your MineSeed Storage menu. Your player head shows how many systems you have and how many your rank allows.

Click Your Storage Systems to see your systems. In this menu:

- Left-click a system to teleport to its input chest.
- Right-click a system to edit it.
- Press your drop key (Q by default) to open the delete screen.

How Many Systems Can I Make?

Your premium rank decides how many storage systems you can own:

Rank	Storage systems
Default (no premium rank)	1
Mage	5
Rogue	10
Druid	15
Sorcerer	20
Warlock	25
Dragon	30

Add, Remove, or Change Linked Chests

To add or remove a linked chest:

1. Stand within 6 blocks and look at the input or a linked chest.
2. Use /storage edit.
   - You can also use /storage edit name from anywhere.
3. Right-click a new chest to add it, or right-click a linked chest to remove it.
4. Use /storage done.

To change a filter:

1. Start editing with /storage edit.
2. Right-click the filter chest to unlink it.
3. Remove any items you do not want added to the filter.
4. Put one sample of every item you want it to accept inside.
5. Right-click it again to link it.
6. Use /storage done.

> Every link or unlink is saved right away. /storage cancel will not undo those changes. Edit mode will close if you do nothing for 5 minutes.

Delete a System (Your Items Stay Safe)

Deleting a system only removes its links. It does not delete the items inside your chests.

You can press your drop key in the /storage menu and confirm the deletion. You can also use commands:

1. Look at the input chest and use /storage delete.
2. Use /storage delete confirm within 30 seconds.

If the input chest is missing, use /storage list to find the system's name. Then use /storage delete name and /storage delete confirm.

Move a Linked Chest

Linked chests are protected from being broken.

- Linked chest: Use /storage edit and right-click it to unlink it before moving it.
- Input chest: Delete the storage system before moving it.
- Double chest: Both sides are protected while it is linked.

You can still open linked chests and use the items inside them. If you want a different input chest, delete the system and make it again with the new input.

If Items Are Not Moving

Check these common problems:

- The item is not exactly the same as the filter sample.
- There is no matching filter chest or overflow chest.
- The chests are full.
- The correct linked chest cannot be used right now.
- You do not have permission to use the chest or the claim it is in.

If a Chest Will Not Link

- The chest may already belong to another storage system.
- It may be in another world or more than 500 blocks away.
- Your edit mode may have ended.
- You may not have permission to use the chest or the claim it is in.

Still stuck? Look at the chest and use /storage info, or ask a staff member for help!

Chest Shops

A linked Chest Shop can receive items that match its current stock or the products shown on its signs.

You must be allowed to use every shop connected to that chest.

A Chest Shop cannot be an overflow chest, even when it is empty. A Mega Chest can be linked to a storage system, but it cannot be used as a Chest Shop.

Mega Chests

10 pages | 450 slots | /msm

A Mega Chest gives you 450 storage slots in one chest! It has 10 pages, with 45 slots on each page.

Mega Chests are great for overflow storage, large collections, or even the input chest for an Automatic Storage System.

How to Get a Mega Chest

You can buy one Mega Chest from the Mineseed Money Shop with /msm.

Larger packs are available in the online store.

How to Use a Mega Chest

1. Place the Mega Chest somewhere you are allowed to build.
2. Right-click it to open page 1.
3. Click the Previous Page or Next Page arrow to change pages.

The bottom row holds the page buttons, so you cannot store items there.

- Shift-click an item from your inventory to store it. The Mega Chest will look for space on all 10 pages.
- Chest sorting only sorts the page you are looking at.
- Normal hoppers can put items in or take items out.

Make It Look Like a Double Chest

You can make a Mega Chest look like a double chest. This only changes how it looks—it does not give you more storage space.

1. Place the Mega Chest.
2. While not sneaking, place a normal chest that has not been renamed directly beside it.

Both sides will open the same Mega Chest. Hoppers can also use either side.

- Sneak while placing the normal chest if you want it to stay separate.
- Two Mega Chests placed next to each other will always stay separate.

Use It in an Automatic Storage System

A Mega Chest can be the input chest or one of the linked chests. The system will use all 10 pages as one big chest.

> A Mega Chest can be linked to an Automatic Storage System. However, it cannot be used as a Chest Shop.

Pick Up or Move a Mega Chest

1. Remove every item from all 10 pages.
2. Remove any storage system or Chunk Hopper link:
   - If it is a linked chest, use /storage edit and right-click it.
   - If it is the input chest, delete the storage system first.
   - If a Chunk Hopper is linked, start unlink mode and right-click the Mega Chest.
3. Make room in your inventory for the Mega Chest. If it looks like a double chest, you also need room for one normal chest.
4. Break the Mega Chest side.

> Do not break the normal chest side of a double-looking Mega Chest. Always empty every page and break the Mega Chest side.

Link a Chunk Hopper

Mega Chests work a little differently from normal Chunk Hopper links. Start the hopper's link mode, then right-click the Mega Chest.

To remove the link, start unlink mode and right-click the Mega Chest again.

A Chunk Hopper linked to a Mega Chest cannot also link to other chests. Only one Chunk Hopper can link to each Mega Chest, and both must be in the same world.

If the Mega Chest is full, the items will stay safely in the hopper.

Chunk Hoppers

How to Set Up A Chunk Hopper

A chunk hopper (sometimes referred to as a crop hopper) is a block that helps to automate gathering items in specific chunks (do F3 G to see the chunk lines) so that the player does not have to manually gather the drops. Chunks are 16 blocks square. Chunk hoppers should work from bedrock to max build height. However, we have caps on total entities in 1 chunk, so the chunk hopper may not work properly if there are too many things going on in the chunk.

The Mineseed server has 2 different kinds of chunk hoppers. You can purchase a 4-link hopper in /msm or a fully upgraded 10-link hopper in /store (the store also has chunk hoppers that are not upgraded, and those will upgrade to a 4-link hopper like in msm). They both work the same; the difference is that the 10-link hopper lets you connect the hopper to up to 10 different containers, and the 4-link only lets you connect up to 4. Both link types can suction up to a 4 chunk radius.

These are the statistics of a /store 10-link chunk hopper.



These are the statistics of an /msm 4-link chunk hopper at base level



For the /msm hoppers, you can upgrade them to its maximum statistics with in game money:

- Transfer amount: up to 64 items per tick
- Suction radius: up to 4 chunks
- Links: up to 4 links
- Max distance: up to 200 blocks

What this means:

Transfer amount: it will pick up 64 items at a time from the ground (for reference, a normal hopper passes 8 items at a time)

Suction radius: 4 chunks (do F3 G to see the links of chunks), so if the chunk you have the hopper in is 1 chunk, then the one right next to it is the 2nd chunk, the 3rd one, and 4th one. in any direction, the chunk that the hopper is in is the 1st chunk of 4. if you are not sure, do F3 G once you have the chunk hopper set up, and drop things in each chunk until it doesn't get picked up.

Links: 1 link is basically 1 connection to the hopper. So, 10 links means you can have up to 10 containers connected to the chunk hopper. A container can be a chest, a barrel, a shulker, a hopper, a furnace, anything that can hold blocks is a container.

Max distance: 10 to 500 blocks is the furthest your link can be from the hopper and still put materials in it. In other words, you can have a chest that is the max distance number of blocks away from your chunk hopper, and your chunk hopper can still put stuff in it--the link does NOT have to be next to or even touch the chunk hopper!

To use a chunk hopper, crouch and place the hopper in the chunk you want to be the center



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For a maxed out chunk hopper, you will only need the bottom row items. The top row is only necessary if you have an /msm chunk hopper and want to upgrade your hopper.

- Purple Glazed Terracotta: This is what you use to set where your chunk hopper will deposit your items.
- Chest: This is how you tell the chunk hopper what items to put into each of your links.
- White Block: Change the radius of your chunk hopper
- Red Block: When turning this on or off, any items that the chunk hopper picks up that are NOT selected in the Chest menu will be trashed/deleted (/trash or /disposal – automatically).
- Nametag: This is how you can customize the name of your chunk hopper

Then:

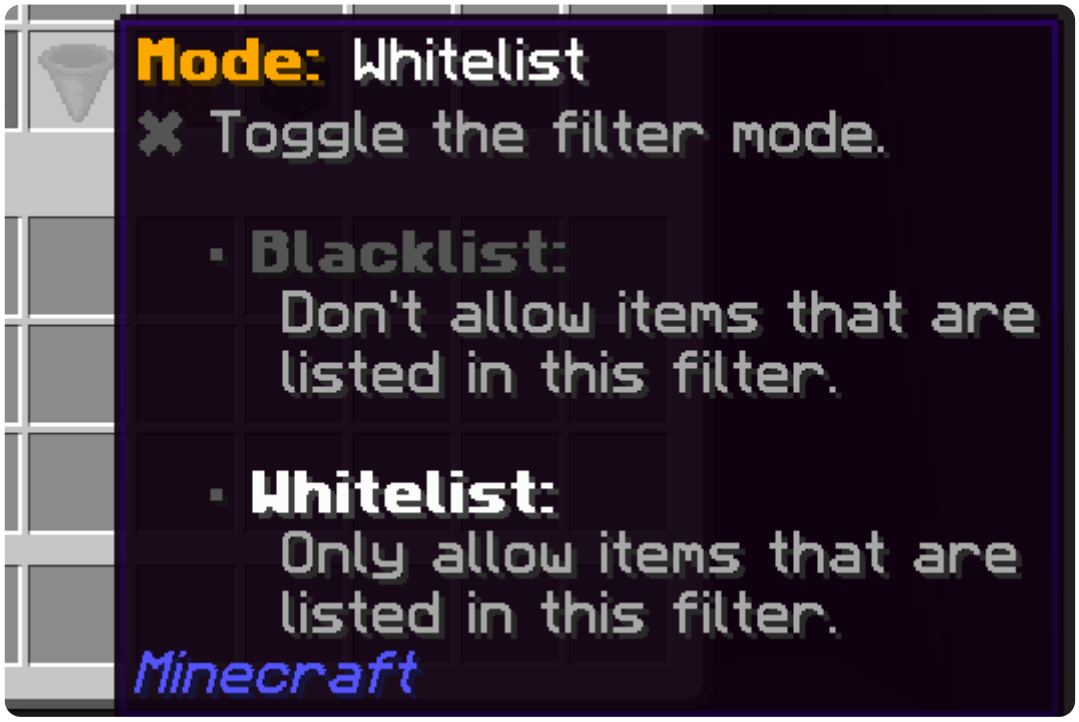
1. Collect the items that you want to collect and put them in your inventory.
2. Place the chunk hopper and open the menu
3. Left click on the Purple Glazed Terracotta. It will give you red particles around the hopper. Immediately (manually) go to the link (chest/barrel, whatever) that you want to connect it to and left click on that link. You will receive a notice that the items are connected if this is done properly.
4. Go back to the chunk hopper menu (this should automatically open) and click on the chest. If you did it correctly, the link will show up in the menu (like a chest or a barrel or a hopper, etc.)
5. Click on the link (like the chest or whatever shows up in the menu that you connected your chunk hopper to).



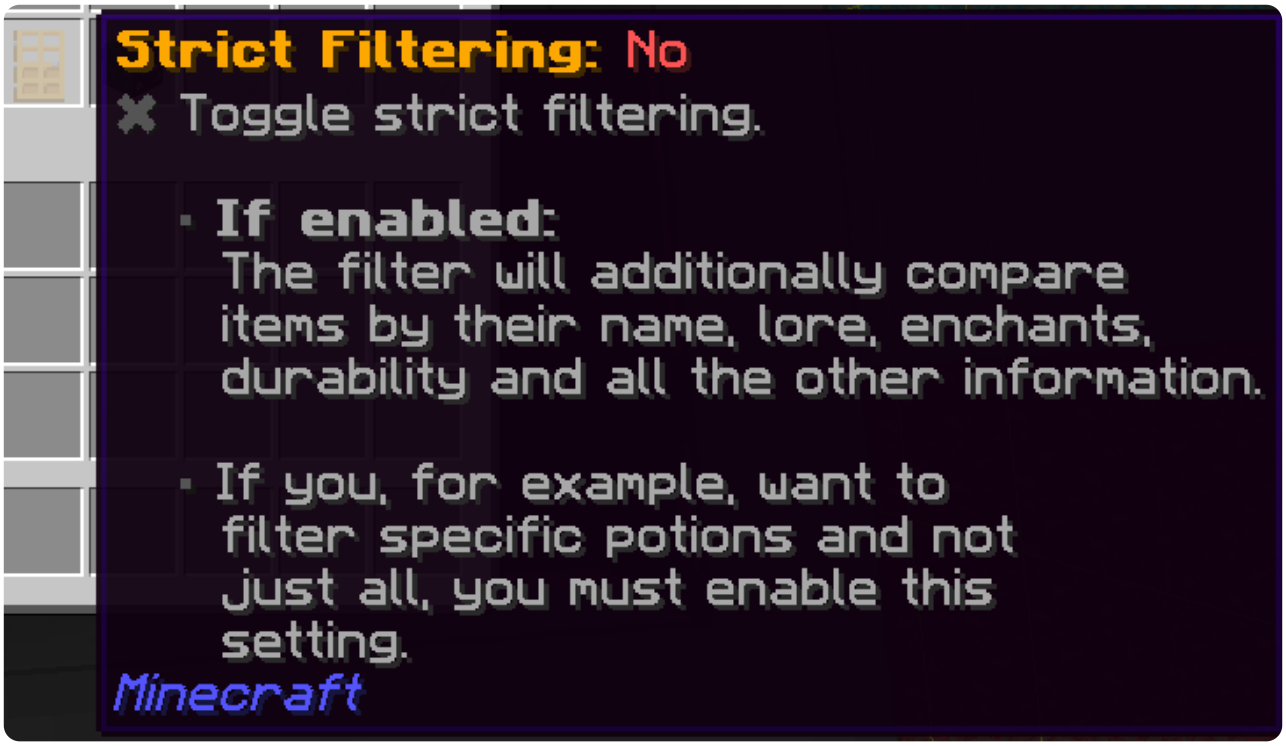
6. Clicking on the chest (or link) will open a Link Filter menu. Click on the items in your inventory so that they show up in the Link Filter menu:



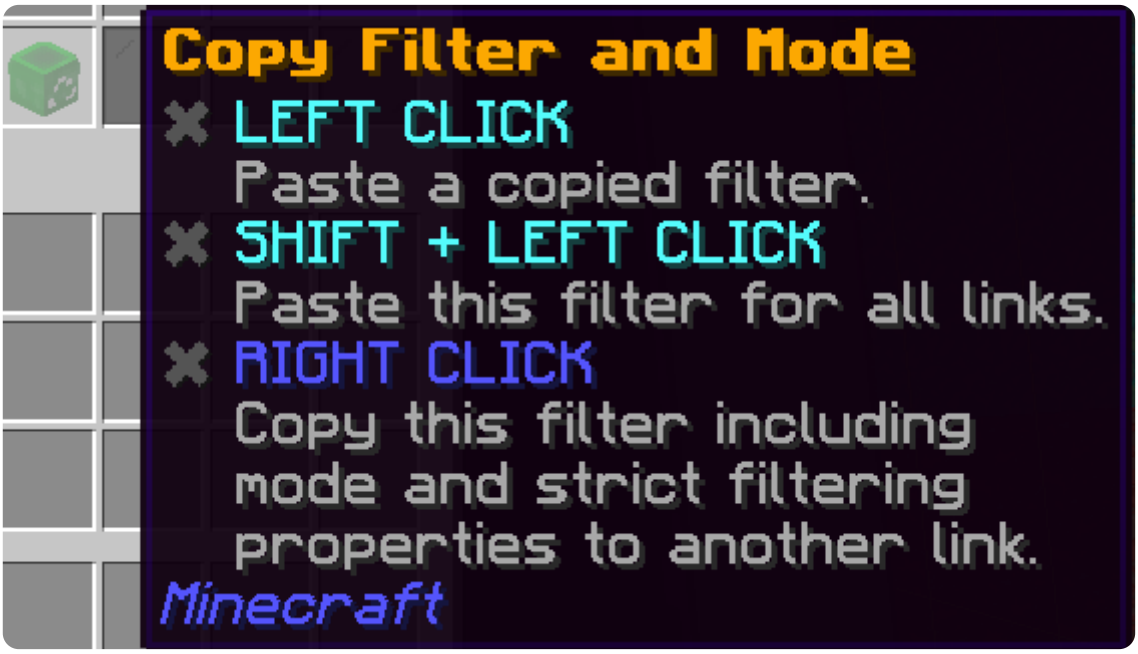
7. Left click on the hopper at the bottom (next to the oak door) to decide if you want the hopper to NOT pick up the items you selected, or to ONLY pick up the items you selected.



8. The Oak Door manages strict filtering:



9. The Green Recycle Bin allows you to copy your filter settings to apply them to another link in your chunk hopper. This is convenient if you are making a crop farm and want to have multiple links that are doing the exact same thing.



10. Once you have completed your customizations, click the bottom left corner on the red stained glass pane to exit the menu.
11. Repeat this as much as you need/want to based on how many links your chunk hopper can have.
12. Test.
13. Enjoy!

More Chunk Hopper Settings

/upgradeablehoppers list - This will bring up a gui with all the chunk hoppers you have active in the world, from here you will be able to do the following:

- Teleport to them (this will cost you $200 per teleport)
- Open the gui for the chunk hopper to change filter and connection settings
- Pick them up - Warning - clicking this will NOT pick them up to your inventory so only make sure to use this when you are at the hopper otherwise it'll just drop on the floor at the location it was placed.
- Extra Info - Make sure you use the naming system in your chunk hoppers main gui to make it easier to keep track of which hopper is which!