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.

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