

Plugin Compatibility

Export is Studio building a pack's content for a server that runs that plugin. **Import** is RP Engine (0.1.73) reading that plugin's own content folder as it is, so a server can move over. Every gap on the import side is a load warning naming the item and why, never a silent drop.

Export from Studio

	ItemsAdder	Model Engine	BetterModel	Nexo	Oraxen	CraftEngine
3D models	Yes an item with the model	Yes a .bbmodel blueprint, bones and all	Yes the same .bbmodel, into its models/ folder	Yes furniture, hitbox measured from the model	Yes furniture, hitbox measured from the model	Yes furniture; sneak-click turns it
2D custom items	Yes	n/a	n/a	Yes	Yes	Yes
Custom blocks	Yes note-block custom block, turns like a furnace	n/a	n/a	Yes note-block custom block	Yes block mechanic with breaking rules	Yes a real block: own hardness, sounds, drop
Icons	Mostly · Their limit: ItemsAdder hands out the same characters as Studio, so it picks new ones	n/a	n/a	Yes glyph, character kept, :icon: in chat	Yes glyph, character kept, :icon: in chat	Yes image, character kept, plus a chat emoji
GUI overlays	Yes font_image + title string	n/a	n/a	Yes glyph + title string	Yes glyph + title string	Yes image + title string
Vanilla reskins	Yes blocks, items, armour, GUI screens	n/a	n/a	Yes incl. pause-menu buttons	Yes incl. pause-menu buttons	Yes incl. pause-menu buttons
Sounds	Yes its own sounds.json; vanilla replacements merged	n/a	n/a	Yes merged into the plugin's sounds	Yes merged	Yes merged
Dialogs	Mostly · Their limit: datapack data the plugin can't install; move the folder by hand	n/a	n/a	Mostly · Their limit: datapack data the plugin can't install; move the folder by hand	Mostly · Their limit: datapack data the plugin can't install; move the folder by hand	Mostly · Their limit: datapack data the plugin can't install; move the folder by hand
Animations	n/a	Yes keyframes; plays idle/walk names or via MythicMobs	Yes keyframes; plays idle, walk and its other built-ins	n/a	n/a	n/a
Vehicles	Partly · Their limit: furniture with one seat; ItemsAdder can't drive	Partly · By design: seat bones are the owner's choice, so none are written	Partly · By design: seat bones are the owner's choice, so none are written	Partly · Their limit: seats come across; Nexo can't drive	Partly · Their limit: seats come across; Oraxen can't drive	Partly · Their limit: seats come across; CraftEngine can't drive
Shaders, 3D armour, emotes	n/a only RP Engine can draw these	n/a only RP Engine can draw these	n/a only RP Engine can draw these	n/a only RP Engine can draw these	n/a only RP Engine can draw these	n/a only RP Engine can draw these

Import into RP Engine

	ItemsAdder	Model Engine	BetterModel	Nexo	Oraxen	CraftEngine
Items	Yes name, lore, enchants, attributes, durability, stack, permission	Mostly · Their limit: a blueprint carries no item data, so a plain item is made	Mostly · Their limit: same as Model Engine	Yes name, lore, enchants, attributes, food, glow	Yes same as Nexo	Yes name, lore, enchants, attributes, food, glow
Placeable models	Yes furniture: light, solidity, seat	Yes place, bind to a mob, or spawn	Yes same as Model Engine	Yes hitbox, seat, light, rotation, surface, drop	Yes same as Nexo	Yes hitbox, seat, light, rotation, surface, drop
Custom blocks	Yes model, hardness, light, tool; wire plants, see-through, directional, random looks, on/off	n/a	n/a	Yes string plants, see-through, directional, light, storage, falling, log stripping	Yes same as Nexo, plus stairs, slabs, doors, trapdoors, grates, bulbs	Yes every state; stairs, slabs, doors and trapdoors; plants, leaves, crops
Icons	Yes	n/a	n/a	Mostly · By design: animated glyphs and GIFs play where text is redrawn; chat keeps the first frame, as animating it would replace Studio's text shader	Mostly · By design: same as Nexo	Yes incl. grids and emoji keywords
Mob models and animation	Partly · Their limit: type, name, health, scale and model map; AI is ItemsAdder's own	Yes bones and animations work as written	Yes bones and animations as written; player animations become emotes	n/a	n/a	n/a
Recipes	Yes crafting, cooking, campfire, stonecutter, smithing, anvil repair, brewing	n/a	n/a	Yes incl. smithing, trims, brewing (Paper), anvil; not cauldron or grindstone	Yes same as Nexo	Yes incl. smithing, trims, brewing (Paper), transforms; not dye
Sounds	Yes file, subtitle, volume, pitch, stream	n/a	n/a	Yes file, category, subtitle, volume, pitch	Yes same as Nexo	Yes volume, pitch, stream, subtitle
Armour	Yes worn with its own layer art (1.21.4+)	n/a	n/a	Yes worn with its own layer art (1.21.4+)	Yes same as Nexo	Yes art read from its equipment entries
Plugin behaviour	Partly · By design: events, loot, flags, particles and switching come across; conditions do not, as actions never branch	No · By design: MythicMobs mechanics have their own names here, so both plugins can run side by side	No · By design: same as Model Engine	Mostly · Our gap: everything but beds: the game sleeps a player only in a real bed block	Yes clicks, food, storage, jukeboxes, light switches, turning and growth	Mostly · Our gap: fences, buttons and pressure plates do not come across: it adds them as real blocks, and RP Engine's custom blocks are note blocks underneath
Blocks already in a world	No · Their limit: placed blocks are stored in ItemsAdder's own numbering	n/a	n/a	No · Their limit: stored in Nexo's own numbering and entities	Partly · Their limit: its copper stairs, slabs, doors and the like stay; the rest is its own numbering	Partly · Their limit: stairs, slabs, doors and trapdoors stay; the rest is its own format

Their limit: the other plugin cannot do it. **Our gap:** Studio or RP Engine does not do it, and why. **By design:** left out on purpose. **Mostly** means the feature comes across with one small piece missing; **Partly**, with bigger gaps. **n/a** means the plugin has no such feature. Plants (string, wire and tripwire blocks) need Paper's block-updates.disable-tripwire-updates for more than two kinds, as they do in those plugins.