

# Adding an item to the item updater

1. **Enter the command area behind the item updater.** Make sure to replace blocks broken and block access again once you are inside.
2. **Create a copy of the command block.** There is a labelled chest containing a command block with all the things you need, but blank for the item id areas.
3. **Place it next in the chain.** Your command block should follow the last one, which should be labelled with a birch sign saying what item it updates.
4. **Hold the non-updated item.** Ensure you are only holding *one* of the items in your hand, as the number of items carries over.
5. **Get the item data.** Make sure your logs are open, then type and run the command `/data get entity @s SelectedItem` and copy everything from the open curly brace to the closed curly brace (these guys -> {}).
6. **Paste the data.** Insert it in the empty square brackets near the top.
7. **Hold the updated item.** Repeat step 5 with the new item, again making sure you are only holding one.
8. **Paste the new item data.** This time you'll paste it after "set value" in the command block.
9. **Label it.** Place a birch sign above the command block that communicates what item it updates.
10. **Test it.** Make sure to throw the item into the hopper outside to make sure it works. Once you've confirmed that, you're finished!

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