QuickShop-Hikari tasks

Task guides and troubleshooting for QuickShop-Hikari. Check the installed release before changing configuration or data.

- Change one QuickShop-Hikari price and verify the bundle cost
- Switch a QuickShop-Hikari stall between buying and selling
- Freeze QuickShop-Hikari trading during a market investigation
- Give a QuickShop-Hikari assistant access to one shop
- Trace a QuickShop-Hikari custom item that will not trade
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- Move a QuickShop-Hikari checkpoint to an isolated test server
- Reduce QuickShop-Hikari display clutter without removing shops

Change one QuickShop-Hikari price and verify the bundle cost

A price adjustment can charge more than expected when the shop also uses a bulk amount. Check the item quantity and transaction direction alongside the new number.

Before you start

QuickShop-Hikari maintains shop records alongside container contents and economy transactions. Use the command help bundled with your release because aliases and optional modules differ. Begin with one player-owned test shop rather than a whole-market bulk action.

Work through the check

1. Look at the intended test shop and record its owner, trading mode, current price and bundle amount.
2. Read the installed help for the price command; use the documented targeted-shop action rather than a whole-market edit.
3. Set a small trial price on an inexpensive stocked shop and have a non-owner make one purchase.
4. Compare the item quantity delivered, customer debit and owner credit, then repeat with the final intended price on the test copy.

What to compare

Use the supported amount display to distinguish a bundle price from a unit price. Record delivered quantity as well as money so the new label cannot conceal an unexpectedly expensive stack.

Confirm the result

The charged amount and delivered bundle should match the advertised combination. Other nearby shops should retain their original prices and modes.

If the result differs

If the result differs, inspect bulk-size settings, taxes and benefits before changing the economy provider. A display sign can remain misleading if it shows a per-unit value for a multi-item transaction.

Recover safely

Restore the recorded price and bundle amount if the trial is wrong. Keep the shop unavailable while reconciling any verified test debit; do not run broad price updates to fix one stall.

Documentation and related help

Check the QuickShop-Hikari maintainer documentation and QuickShop-Hikari maintainer reference against your installed release before applying changes.

Related CloudExa help: Create player chest shops with QuickShop-Hikari and Find Minecraft logs and send useful troubleshooting details.

Switch a QuickShop-Hikari stall between buying and selling

Buying and selling describe the shop’s direction, not a promise that the container or owner can fund either mode. Prepare both stock and money before allowing customers to trade.

Before you start

QuickShop-Hikari maintains shop records alongside container contents and economy transactions. Use the command help bundled with your release because aliases and optional modules differ. Begin with one player-owned test shop rather than a whole-market bulk action.

Work through the check

1. Record the target shop’s current mode, item, owner balance and container contents.
2. Use the release’s documented buy or sell command while targeting only that shop, and inspect the resulting description.
3. For a buying shop, prepare the owner’s funds and container room; for a selling shop, provide matching counted stock.
4. Ask an unrelated player to complete one low-value trade and record the item and money movements on both sides.

What to compare

Before opening the revised stall, check who supplies the traded item in the selected mode. A buying shop needs enough owner funds and storage capacity; a selling shop needs the advertised stock.

Confirm the result

The new direction should produce the intended exchange, while the opposite operation is unavailable unless your specific configuration explicitly supports it.

If the result differs

An owner balance shortage and an out-of-stock condition are different failures. Check the exact message, tax settings and selected currency before restocking or crediting the owner.

Recover safely

Return to the original mode and recorded inventory arrangement if the policy is incorrect. Reverse only the small verified test trade; do not empty the shop container to reset its mode.

Documentation and related help

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Freeze QuickShop-Hikari trading during a market investigation

A trading freeze can preserve evidence while you inspect a pricing exploit. Confirm the scope of the installed freeze control before using it on a busy server.

Before you start

QuickShop-Hikari maintains shop records alongside container contents and economy transactions. Use the command help bundled with your release because aliases and optional modules differ. Begin with one player-owned test shop rather than a whole-market bulk action.

Work through the check

1. Read the freeze command help and permission reference for your exact QuickShop-Hikari release, including whether the action affects the server or a selected scope.
2. Announce the temporary pause and record balances and stock for the shop involved in the complaint.
3. Apply the documented freeze in the smallest supported scope, then try a normal customer transaction and an owner stock-management action.
4. Keep a timestamped note of the denied trade and the shop state before investigating prices, taxes or another integration.

What to compare

Record every shop and player affected by the freeze control’s documented scope. After reopening, make a small test transaction before telling customers that the whole market is available again.

Confirm the result

Customers should receive a clear refusal without losing items or money. You should retain enough state to compare the shop before and after the investigation.

If the result differs

If some trades still succeed, check other shop plugins and backend servers rather than assuming this control covers them. Do not remove the economy provider to simulate a freeze.

Recover safely

Unfreeze using the documented reversal only after the fault is understood and a controlled test passes. Avoid enabling an affected shop while another backend still uses the broken configuration.

Documentation and related help

Check the QuickShop-Hikari maintainer documentation and QuickShop-Hikari maintainer reference against your installed release before applying changes.

Related CloudExa help: Create player chest shops with QuickShop-Hikari and Find Minecraft logs and send useful troubleshooting details.

Give a QuickShop-Hikari assistant access to one shop

A player helping with stock does not need ownership of the whole market. Use the shop’s supported staff controls and check the exact actions the assistant can perform.

Before you start

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Work through the check

1. Record the owner and shop identity, then read the installed staff command help and supported permission roles.
2. Add a test assistant only to the intended shop; avoid staff-all actions while evaluating one container.
3. Test restocking, price changes, ownership transfer and removal separately using that assistant’s normal account.
4. Check a second shop owned by the same player to confirm the new access did not extend beyond the intended stall.

What to compare

Use an unrelated stall as a negative test for the assistant. They should not gain authority over another owner’s shop merely because the intended shop’s staff list now includes them.

Confirm the result

The assistant should perform the agreed management actions at one shop and remain unable to manage unrelated stalls or perform owner-only operations.

If the result differs

If broad access appears, inspect global QuickShop permissions and inherited administrative roles. A successful test with an operator cannot prove the shop-specific staff rule is safe.

Recover safely

Remove the temporary assistant through the same shop-specific control and confirm access disappears after rejoining. Keep ownership unchanged; do not transfer all shops to revoke a helper role.

Documentation and related help

Check the QuickShop-Hikari maintainer documentation and QuickShop-Hikari maintainer reference against your installed release before applying changes.

Related CloudExa help: Create player chest shops with QuickShop-Hikari and Find Minecraft logs and send useful troubleshooting details.

Trace a QuickShop-Hikari custom item that will not trade

Two items with the same display name may have different custom data. Use one known item as the reference and inspect what the shop actually advertises before replacing stock.

Before you start

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Work through the check

1. Record the item creator plugin, visible name and any version change that preceded the issue.
2. Inspect the target shop’s stored item using its supported information or editing controls; compare it with a sample taken from stock.
3. Trial a normal material in a separate shop, then test the intended custom item with a non-owner customer.
4. Check the installed QuickShop integration and custom-item plugin documentation for supported matching behavior and migration requirements.

What to compare

Prepare the sample using the same item-producing plugin and release as the original. A visually similar renamed vanilla item does not prove compatibility with a custom item’s stored identity.

Confirm the result

The shop should accept and transfer only the intended item variant, keeping custom properties intact and charging the advertised amount once.

If the result differs

If ordinary stock works but custom stock fails, investigate item metadata compatibility. A texture looking correct in the client does not prove the underlying server item matches.

Recover safely

Keep the old item sample and shop record while correcting the integration on a test copy. Avoid stripping metadata, regenerating valuable gear or editing live database blobs as a shortcut.

Documentation and related help

Check the QuickShop-Hikari maintainer documentation and QuickShop-Hikari maintainer reference against your installed release before applying changes.

Related CloudExa help: Create player chest shops with QuickShop-Hikari and Find Minecraft logs and send useful troubleshooting details.

Check QuickShop-Hikari trade history before refunding a complaint

A refund should follow a verified transaction rather than a repeated purchase attempt. Compare shop history, the provider’s balance evidence and the stock state around one timestamp.

Before you start

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Work through the check

1. Identify the shop, buyer, owner and approximate transaction time without publishing their private account details.
2. Read the history command help for your installed release and inspect only the affected shop or transaction range.
3. Compare the recorded quantity and price with the shop’s current mode and the economy provider’s available audit data.
4. Use a cheap controlled trade on a test shop to understand how successful and rejected attempts appear in that release’s history.

What to compare

Match a complaint to the player identity, shop, time and traded quantity together. A nearby entry for another customer is not sufficient evidence to refund or reverse the transaction.

Confirm the result

You should be able to distinguish an accepted exchange from a denial and calculate any confirmed discrepancy without assuming the current price was also the historical price.

If the result differs

If history is missing, review logging and retention settings before declaring that no trade occurred. External economy plugins may keep separate records or omit detail in ordinary chat messages.

Recover safely

Preserve the relevant records before changing retention or restarting an investigation. Apply only a documented, verified refund and record it separately so later staff do not refund the same complaint twice.

Documentation and related help

Check the QuickShop-Hikari maintainer documentation and QuickShop-Hikari maintainer reference against your installed release before applying changes.

Related CloudExa help: Create player chest shops with QuickShop-Hikari and Find Minecraft logs and send useful troubleshooting details.

Move a QuickShop-Hikari checkpoint to an isolated test server

A test market needs matching shop records, world containers and player-money state. Connecting a copied server to production storage can turn a harmless experiment into live transactions.

Before you start

QuickShop-Hikari maintains shop records alongside container contents and economy transactions. Use the command help bundled with your release because aliases and optional modules differ. Begin with one player-owned test shop rather than a whole-market bulk action.

Work through the check

1. Pause trading and create a completed checkpoint that includes the world, QuickShop data and the active economy provider’s supported backup.
2. Prepare the test instance with a separate database or isolated file storage and disable live reward, web and network integrations.
3. Restore the matching checkpoint and verify a sample shop’s owner, item, bundle price and container stock before permitting a test login.
4. Perform one controlled trade with a test identity, checking that no production balance or shop history changes.

What to compare

Block public access to the test copy and confirm its database target before starting it. Two shop servers writing the same records can change live ownership or transaction history during what appears to be an isolated trial.

Confirm the result

The copied market should behave against its own data and preserve the recorded shop state. The production service should remain unaffected by every test operation.

If the result differs

If the test points to the same database, stop it before trading and correct storage settings. Copying only the jar cannot reproduce a transaction or preserve shop ownership.

Recover safely

Keep the original checkpoint immutable and restore the whole test dataset when repeating the trial. Never push a stale test shop database back over new live trades.

> CloudExa game-panel controls for creating a backup.
> The game-panel backup controls. Confirm separately whether the chosen backup includes an external plugin database; this screenshot does not show a plugin-specific backup tool.

Documentation and related help

Check the QuickShop-Hikari maintainer documentation and QuickShop-Hikari maintainer reference against your installed release before applying changes.

Related CloudExa help: Create player chest shops with QuickShop-Hikari and Back up game files before making changes.

Reduce QuickShop-Hikari display clutter without removing shops

Floating display items can be distracting or interact with another visual plugin. Change the display behavior separately from shop ownership, stock and trade availability.

Before you start

QuickShop-Hikari maintains shop records alongside container contents and economy transactions. Use the command help bundled with your release because aliases and optional modules differ. Begin with one player-owned test shop rather than a whole-market bulk action.

Work through the check

1. Select one inexpensive test shop and record whether its display is visible before the change.
2. Use the release’s documented display-toggle control for that targeted shop; avoid an all-shops command until the result is understood.
3. Move away and return, then check with another normal account to distinguish client caching from a server-side display change.
4. Make one customer trade and inspect the stock and balances to confirm the visual adjustment did not change the shop’s item or price.

What to compare

Ask a normal customer whether the remaining sign or menu identifies the item and price clearly. Hiding a display should improve visibility without making players guess which neighboring container is the active shop.

Confirm the result

The intended visual should change while the shop record, stock and ability to complete an authorized transaction remain intact.

If the result differs

If another display remains, identify whether a hologram, NPC or separate shop plugin created it. Do not issue broad entity-kill commands around a market to remove a persistent visual.

Recover safely

Restore the recorded display choice through the same supported control if customers cannot identify the stall. Leave shop records and containers untouched while diagnosing duplicate visuals.

Documentation and related help

Check the QuickShop-Hikari maintainer documentation and QuickShop-Hikari maintainer reference against your installed release before applying changes.

Related CloudExa help: Create player chest shops with QuickShop-Hikari and Find Minecraft logs and send useful troubleshooting details.