Audit EconomyShopGUI buy and sell prices for an accidental profit loop

A buy price below the matching sell return lets players repeatedly generate money. Check exact item identity, quantity and applicable discounts before publishing a price change.

Before you start

EconomyShopGUI distinguishes shop items, sections and permissions. Free and Premium releases expose different options, so check the documentation for your installed edition. Test ordinary players and a single section before sharing a change across the shop.

Work through the check

1. Export the affected shop entries and record the edition and any premium price modifiers currently enabled.
2. For the target item, list the actual purchase cost and sale return for the same number of units, including group discounts and configured taxes where applicable.
3. Test the smallest quantity as an ordinary player, recording the balance before purchase, after purchase and after selling the identical item back.
4. Repeat the comparison for any second section that accepts the same item, and for a group eligible for discounts, before reopening the listing publicly.

Confirm the result

A complete buy-and-sell cycle should follow your intended economy policy. Where arbitrage is not intended, the return must not exceed the total cost paid for identical stock.

If the result differs

An apparent difference may come from a stack amount, dynamic pricing or item metadata. Do not compare the label of one listing with a different material or premium pricing state.

Recover safely

Restore the previous listing prices or make the affected trade unavailable through supported shop controls while calculating corrected values. Preserve transaction evidence before issuing any customer refunds.

Documentation and related help

Check the EconomyShopGUI maintainer documentation and EconomyShopGUI maintainer reference against your installed release before applying changes.

Related CloudExa help: Configure and test an EconomyShopGUI server shop and Find Minecraft logs and send useful troubleshooting details.

Revision #1
Created 2026-11-09 16:36:21 UTC by CloudExa Hosting Admin
Updated 2026-11-09 16:36:21 UTC by CloudExa Hosting Admin