Back up EssentialsX money before a player-data migration

An economy migration needs a consistent record of the accounts that EssentialsX owns. Copying a few displayed balances cannot preserve player identities or the other data connected to those accounts.

Before you start

EssentialsX economy settings affect player money and the plugins that use its economy service. Keep player UUIDs, the active provider and the exact EssentialsX build in your change record. Use a normal test account rather than an operator.

Work through the check

1. Confirm that Vault consumers are using EssentialsX economy, then list any separate databases or reward queues that can change balances.
2. Schedule a quiet maintenance window, stop new transactions and create a completed game backup before copying the relevant EssentialsX data.
3. Preserve the matching configuration, user identity records and plugin build; record a sample of balances for later reconciliation.
4. Restore the checkpoint to a disconnected test server and compare the same UUIDs, then exercise a low-value debit and credit.

What to compare

Preserve player UUID mapping alongside the money data when changing authentication or proxy arrangements. A technically valid restore under different identities can make existing balances appear missing without actually deleting their records.

Confirm the result

The restored copy should show the recorded accounts and amounts before any live players or automated rewards connect to it.

If the result differs

If the copy produces new accounts, check authentication and UUID handling before continuing. Avoid connecting the test copy to live reward webhooks or a shared writable provider database.

Recover safely

Keep the original consistent checkpoint until the migration passes its account checks. If the new copy fails, reopen the original service with its matching data rather than importing partial balances.

> 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 EssentialsX Economy maintainer documentation and EssentialsX Economy maintainer reference against your installed release before applying changes.

Related CloudExa help: Connect Vault to an EssentialsX economy and Back up game files before making changes.

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