Back up Shopkeepers records together with shop containers

Saving only a plugin file does not preserve the world containers holding player stock. Take a consistent checkpoint before a world move, plugin update or ownership repair.

Before you start

Shopkeepers player trades exchange physical items held in a linked container. A Vault balance is not the stock for these trades. Work with the shop owner and keep the container, shop record and item metadata together when investigating a failure.

Work through the check

1. List the worlds containing shop entities and their linked containers, and locate the plugin data directory documented for your server platform.
2. Pause trading during the checkpoint and save the worlds using the server’s supported procedure; use a clean stop if a consistent running backup is not supported.
3. Back up the world data and matching Shopkeepers data together, recording the server and plugin builds beside the archive.
4. Restore into an isolated test server and check owner editing, stock quantities and one inexpensive customer trade before relying on the checkpoint.

Confirm the result

The restored test should contain the shop entity, correct owner, linked container and matching inventory from the same checkpoint. Its trades must not connect to live shared storage accidentally.

If the result differs

A backup that restores entities without stock is incomplete for player shops. If records and worlds were captured at different times, preserve both copies and investigate rather than merging ownership by guesswork.

Recover safely

Keep the original checkpoint immutable. Restore the matching complete dataset on the isolated server when repeating tests, and do not overwrite newer production trades with an older shop file.

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

Related CloudExa help: Create Shopkeepers player shops and test trades safely and Back up game files before making changes.

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