Change the EssentialsX currency symbol without changing stored money

Players may confuse a new currency label with a conversion. A symbol change should leave the numeric account values alone and should not imply a real-world exchange rate.

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. Record one whole-number and one fractional balance as displayed by the provider and an affected shop.
2. Find currency-symbol and its related formatting comments in the generated EssentialsX configuration for your release.
3. Change only the display symbol, keeping YAML quoting valid, then apply the change in a planned restart.
4. Check the balance command, payment confirmation and one Vault consumer; inspect that consumer’s own formatter if its label remains unchanged.

What to compare

Compare a direct balance command and a shop message after changing the display. If only one changes, identify which plugin formats the remaining label instead of repeatedly editing the EssentialsX symbol.

Confirm the result

The numeric balances and transaction deltas should remain identical while the intended EssentialsX messages use the new symbol.

If the result differs

If only a menu still shows another symbol, its text may be static or separately configurable. A currency label does not select a different Vault provider or create a second currency.

Recover safely

Restore the previous display setting if clients render the symbol poorly. Do not run conversion or balance-reset commands to fix a formatting inconsistency.

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 Find Minecraft logs and send useful troubleshooting details.

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