Compare EconomyShopGUI stack prices with a single-item purchase

A menu’s displayed stack size and the number delivered need to be interpreted together. Use a controlled quantity test before telling a customer they were charged for missing stock.

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. Choose a low-value item with room in the test inventory and record the configured listing amount, buy price and any active modifier.
2. Read the shop’s quantity controls in the running edition, then select the smallest supported purchase rather than assuming every click buys one item.
3. Record inventory count and balance, complete that purchase, and calculate the actual number delivered against the debit.
4. Repeat with a larger supported quantity and compare the unit rate, accounting for documented dynamic pricing if your edition uses it.

Confirm the result

The delivered count and charged amount should agree with the listing’s configured units and the quantity selected by the customer. A larger order should not silently use a different currency.

If the result differs

Full inventory handling, premium dynamic prices or another plugin replacing items can change the observation. Repeat with a clean test inventory before editing the shop amount or multiplying its price.

Recover safely

Restore the original amount and price if the edit changes units unexpectedly. Reconcile a disputed transaction from the tested quantity and relevant logs rather than refunding an assumed stack size.

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.

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