Configure and test an EconomyShopGUI server shop

EconomyShopGUI provides a menu for trading items with the server. Unlike player chest shops, a server shop can introduce new items and currency into your economy. Start with one inexpensive test product and decide your pricing rules before exposing a large catalogue.

Install the matching edition

Check the project's supported Minecraft releases and dependencies, then download the correct free or Premium edition from its official distribution links. Premium-only features and configuration examples may not work in the free edition. Keep one edition active rather than loading both JAR files.

Set up a supported economy provider first. For a Vault-based configuration, verify Vault and the actual balance provider both enable successfully. Use the economy connection guide to establish a working balance test before diagnosing menu prices.

Back up the current shop configuration, player/economy data and any external databases before replacing an existing shop. Stop the server while taking a consistent recovery point. Keep your old plugin build with those files so a rollback does not pair an old JAR with a newer database schema.

Understand the generated files

Start once to generate the plugin's files, inspect Console, then stop before editing them. The configuration controls general behaviour and the economy choice; section definitions describe the menu categories, while shop definitions describe their products. Modern releases use separate section and shop files rather than every example's older single-file arrangement.

1. Copy one generated example section rather than starting from a configuration for a different edition.

2. Keep its internal name consistent with the corresponding shop file. A friendly display title is not necessarily that internal identifier.
3. Add one normal material and explicitly choose both purchase and resale prices. Use the installed edition's format and preserve YAML indentation.
4. Check whether the product can be bought, sold, both or neither. A missing value must not be assumed to mean the same thing in every release.
5. Save and start normally. Use `/shop` in game and confirm your section appears.

Check the full transaction

Use an ordinary player with a small known balance and an inventory containing no valuable items. Buy one product, compare the balance and item quantity, then sell that product back if selling is enabled. Include any rank discounts, sell multipliers, taxes or stock limits in your expected result.

A resale price above the effective purchase price can create repeatable profit, especially when group discounts and bonuses combine. Also compare products made from each other through crafting or smelting. Keep the trial shop restricted until you have checked those conversions.

Avoid `/sellall` as your first test: it can sell every eligible item in the inventory. Test with a deliberately disposable inventory and a specific product instead. The documented reload command is `/sreload`, but some general settings still require a full server restart.

Investigate an absent item or rejected sale

Check the internal section name, item material, edition-specific support and permissions before changing prices at random. Record whether the failure occurs when opening, purchasing or selling. Send support redacted startup errors and the affected section definition; do not share database passwords or blindly install another server's entire shop layout.

See backup and restore precautions. Further reading: file layout and dependencies, commands and shop configuration.

Looking for another plugin? Browse the Minecraft plugin guide directory.

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