Create and protect a ChestShop sign shop

ChestShop links a sign to a physical stock chest. The meaning of buy and sell prices is from the customer's perspective: a visitor buys items from the shop and sells items to it. Decide which direction you want before writing the sign.

Prepare the server economy

Obtain a release from the official ChestShop project that supports your server version. Read its update warnings if an older market already exists. Install its documented economy integration and a compatible economy provider. Vault is an integration layer rather than a balance database; use the Vault guide if players have no working currency.

Before changing an established shop system, stop the server and back up world files, ChestShop data and the economy database together. Signs, containers and account balances all matter. Save configuration separately before changing price limits or protection integrations.

Create a small player shop

Use a test player who owns the stock rather than building the shop as an administrator on someone else's behalf. In a safe market area, place a chest and put a few inexpensive items inside. Place its sign close enough for the plugin to associate it with that chest, following the release's supported placement rules.

For a simple shop selling one stone for two currency units, write these four sign lines:

```
1
B 2
?
```

The first line is intentionally blank: ChestShop fills the owner's name when it creates the shop. The second line is the transaction quantity. The third line allows a customer purchase at the displayed

price. The final question mark lets the plugin resolve the item from the chest or the documented item-selection interaction.

Check the completed sign and success message rather than assuming every sign is a valid shop. For a two-way shop, the documented price line uses a buy/sell combination such as `B 2:1 S`. That example makes the customer's resale price lower than their purchase price; review your own currency scale before using it.

Test as a different player

1. Record the seller's money and stock, then join with a non-operator customer.
2. With default controls, interact/right-click the sign to buy. Compare both balances and the received quantity.
3. If selling is enabled, use the default attack/left-click action to sell and check the reverse transfer. Controls may have been customised in configuration.
4. Try a purchase with insufficient funds and with no stock. Confirm the transaction refuses cleanly.
5. Check that another player cannot open the chest or remove its sign through your actual claims/protection setup.

Do not grant `ChestShop.admin` to fix ordinary buying. It permits sensitive actions involving shops, and administrator/access permissions can also affect how test interactions behave. Use the plugin's normal shop permissions and test without operator bypasses.

Resolve problems without resetting the market

Use `/shopinfo` while looking at the shop and `/iteminfo` for the held item when identification is unclear. Check world protection, configured minimum/maximum prices and the expected click direction. Rapid repeated clicks may behave differently from one deliberate interaction.

Keep copies of signs and exact messages for support. Avoid replacing all shop data just because one sign fails. See permission groups. Further reading: official usage and permissions and release notes.

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

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