# Create player chest shops with QuickShop-Hikari

QuickShop-Hikari creates physical shops where players trade items held in chests. It needs a working economy behind the shop interface. Plan a small trial market first: a shop that opens successfully has not yet proved that stock, money and ownership update correctly.

# Choose the correct build and dependencies

Check the official release notes against your Minecraft version, server software and Java runtime. Use the main QuickShop-Hikari release, not an integration add-on with a similar filename. The project has several optional compatibility modules; they do not replace the shop plugin itself.

Install Vault and a supported economy provider, such as the EssentialsX economy, before testing shops. Vault connects plugins to an economy; it does not create player balances on its own. Check the release's protocol-library requirements for item displays and localisation. See Vault and economy setup if the provider is missing.

Stop the server and take a completed backup of its files, shop database and economy data before changing an existing market. Preserve world files too: the database references real shop locations and owners. A file-only backup cannot restore transactions stored in an external database.

# Enable one test seller

1. Upload the compatible plugin and required dependencies using the plugin installation guide, then start and read Console from the beginning.
2. Run `qs` in Console to check that the plugin responds. Do not use a global plugin reload to repair startup errors.
3. Create a temporary permissions group for a named test player. Review the release's player permission bundle and shop limit settings before granting access.

4. The documented `quickshop.player` bundle enables normal player shop features. Give it only to the trial group initially, and keep administration permissions separate.
5. Follow that build's in-game chest interaction prompts with a cheap item, a small quantity and an explicit price. Confirm whether the shop buys from or sells to visitors before completing creation.

Do not paste an administrator wildcard into your default group because a creation prompt fails. Permission checks, claim protection and economy errors have different causes.

# Test money, stock and protection

Record the seller's balance and chest stock. Join with a different, non-operator buyer, record their balance, then make one purchase. Confirm the buyer received the right quantity, the chest lost that quantity and both balances changed by the intended amount, allowing for any configured fees.

Attempt the same purchase with insufficient funds and with the chest empty. It should fail cleanly without creating items or moving money. Check that an unrelated player cannot open or break the seller's chest. Repeat inside your actual claim or region system; an operator account may bypass its rules.

# If displays or transactions fail

Separate a missing floating item from a failed trade. Check protocol-library compatibility for display problems, and the selected economy provider for balance errors. Keep transaction logs, exact versions, timestamps and shop coordinates for support. Stop trading while investigating a suspected duplication issue; do not delete the shop database to reset the symptom.

Further reading: official project and documentation links and release notes and assets.

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

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