Explain why a Shopkeepers trade ignores a Vault money balance

Shopkeepers player shops normally exchange physical items. A customer’s economy balance does not supply the item cost shown in a villager-style trade, even when Vault is installed on the same server.

Before you start

Shopkeepers player trades exchange physical items held in a linked container. A Vault balance is not the stock for these trades. Work with the shop owner and keep the container, shop record and item metadata together when investigating a failure.

Work through the check

1. Open the customer trade screen and identify the actual cost item, its quantity and any second cost slot.
2. Check the owner’s configured shop type and its stock container so the recipe is understood as an item exchange rather than a cash withdrawal.
3. Give a normal test account only the exact low-value cost item and enough free inventory space, then record its separate Vault balance.
4. Complete one trade and compare the item inventory, container contents and unchanged economy balance before documenting payment instructions for customers.

Confirm the result

The trade should consume matching currency items and deliver the result without changing the Vault balance. A customer with money but no required items should not complete that same recipe.

If the result differs

A separate integration or custom shop type may add different behavior, so list installed extensions before assuming standard rules. Do not install another economy bridge merely to make a physical-item recipe accept money.

Recover safely

Keep the existing recipe while clarifying its payment wording. If you require cash sales, test a documented compatible integration separately and retain the current shop and container until a migration is planned.

Documentation and related help

Check the Shopkeepers maintainer documentation and Shopkeepers maintainer reference against your installed release before applying changes.

Related CloudExa help: Create Shopkeepers player shops and test trades safely and Find Minecraft logs and send useful troubleshooting details.

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