Move a QuickShop-Hikari checkpoint to an isolated test server

A test market needs matching shop records, world containers and player-money state. Connecting a copied server to production storage can turn a harmless experiment into live transactions.

Before you start

QuickShop-Hikari maintains shop records alongside container contents and economy transactions. Use the command help bundled with your release because aliases and optional modules differ. Begin with one player-owned test shop rather than a whole-market bulk action.

Work through the check

1. Pause trading and create a completed checkpoint that includes the world, QuickShop data and the active economy provider’s supported backup.
2. Prepare the test instance with a separate database or isolated file storage and disable live reward, web and network integrations.
3. Restore the matching checkpoint and verify a sample shop’s owner, item, bundle price and container stock before permitting a test login.
4. Perform one controlled trade with a test identity, checking that no production balance or shop history changes.

What to compare

Block public access to the test copy and confirm its database target before starting it. Two shop servers writing the same records can change live ownership or transaction history during what appears to be an isolated trial.

Confirm the result

The copied market should behave against its own data and preserve the recorded shop state. The production service should remain unaffected by every test operation.

If the result differs

If the test points to the same database, stop it before trading and correct storage settings. Copying only the jar cannot reproduce a transaction or preserve shop ownership.

Recover safely

Keep the original checkpoint immutable and restore the whole test dataset when repeating the trial. Never push a stale test shop database back over new live trades.

> CloudExa game-panel controls for creating a backup.
> The game-panel backup controls. Confirm separately whether the chosen backup includes an external plugin database; this screenshot does not show a plugin-specific backup tool.

Documentation and related help

Check the QuickShop-Hikari maintainer documentation and QuickShop-Hikari maintainer reference against your installed release before applying changes.

Related CloudExa help: Create player chest shops with QuickShop-Hikari and Back up game files before making changes.

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