Preserve EconomyShopGUI custom prices through a plugin update

A plugin update can introduce new configuration examples without making them a safe replacement for your live prices. Compare the release changes on a copy before applying them to a public economy.

Before you start

EconomyShopGUI distinguishes shop items, sections and permissions. Free and Premium releases expose different options, so check the documentation for your installed edition. Test ordinary players and a single section before sharing a change across the shop.

Work through the check

1. Back up the plugin jar and its complete data directory, recording the edition, version and active economy integration.
2. Read the maintainer’s release notes for configuration changes, then create a test server with a matching copy of your shop files and independent storage.
3. Compare generated examples with your custom files, carrying forward only documented required changes while preserving item identifiers, prices and permission rules.
4. Test representative purchases, sales and a restricted listing as normal players, then inspect startup logs for deprecated or rejected settings.

Confirm the result

The updated copy should retain custom prices and access rules while loading without configuration errors. Premium-only features should be tested only when the matching edition is present.

If the result differs

A clean default shop working does not prove that custom item matching or a third-party currency still works. Keep the affected file and first exception when reporting a migration issue.

Recover safely

If compatibility fails, restore the previous matching jar and data snapshot together. Do not copy a freshly generated default shop over production just to silence a configuration warning.

> 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 EconomyShopGUI maintainer documentation and EconomyShopGUI maintainer reference against your installed release before applying changes.

Related CloudExa help: Configure and test an EconomyShopGUI server shop and Back up game files before making changes.

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