Review EssentialsX worth prices before enabling item selling

An item-selling price can turn a renewable resource into a money generator. Evaluate a small set of sellable materials and their supply paths before exposing selling to every player.

Before you start

EssentialsX economy settings affect player money and the plugins that use its economy service. Keep player UUIDs, the active provider and the exact EssentialsX build in your change record. Use a normal test account rather than an operator.

Work through the check

1. Back up worth.yml and list the materials you intend players to sell, noting farms, crafting recipes and existing server-shop buy prices.
2. Compare each material name and worth entry with the format generated by your installed EssentialsX release.
3. Trial the price with a non-operator account holding a counted stack and no valuable custom items.
4. Run only the documented sell action for that test stack, then compare inventory quantity and balance against the expected unit value.

What to compare

Test exactly which inventory items the supported selling command selects before enabling it for players. Keep valuable enchanted tools outside the test inventory so a broad sale cannot consume them during diagnosis.

Confirm the result

The test should remove the intended quantity and credit the expected amount. Buying the same item elsewhere should not create a profitable repeatable loop.

If the result differs

If a custom or renamed item sells unexpectedly, review metadata handling and the affected command permission before offering bulk selling. Do not test sell-all with a real player’s mixed inventory.

Recover safely

Restore the previous worth entry and restrict the selling command if pricing is exploitable. Keep an audit of verified test credits instead of resetting the entire server economy.

Documentation and related help

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

Related CloudExa help: Connect Vault to an EssentialsX economy and Find Minecraft logs and send useful troubleshooting details.

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