UShop

A powerful shop system plug-in

Operation Document

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UShop – main form

Enter the command **/us** to call out the main form of UShop

- 1.1 Official shop
- 1.2 Player shop
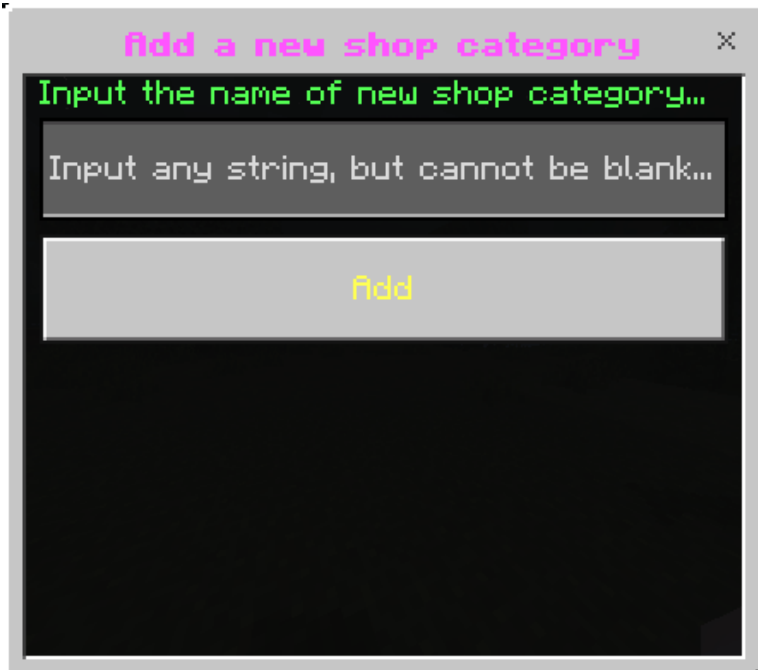- 1.3 Reload configuration (Operators)

>1.1 Official shop

- 1.1.1 Add a new shop category
- 1.1.2 Add a new good
- 1.1.3 Add lore for item(s)
- 1.1.4 Good collections
- 1..1.5 Search good

>>1.1.1 Official shop – add a new shop category

Before adding a new good to official shop, there should exist at least one shop category. So, let's start with adding a new shop category.
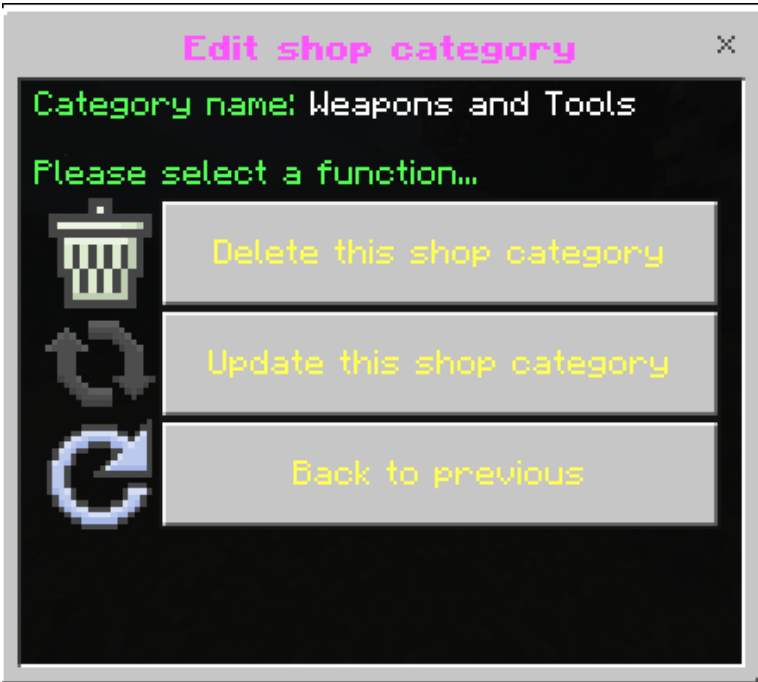
After adding a new shop category, your official shop form will be like this.

Shop categories without any good will show no icon, but after you adding goods to a shop category, this shop category will choose its first good's textures icon as icon.

You can also edit shop categories later as your wish

Until now, I believe you have successfully added a shop category. Now, let's add a new good!
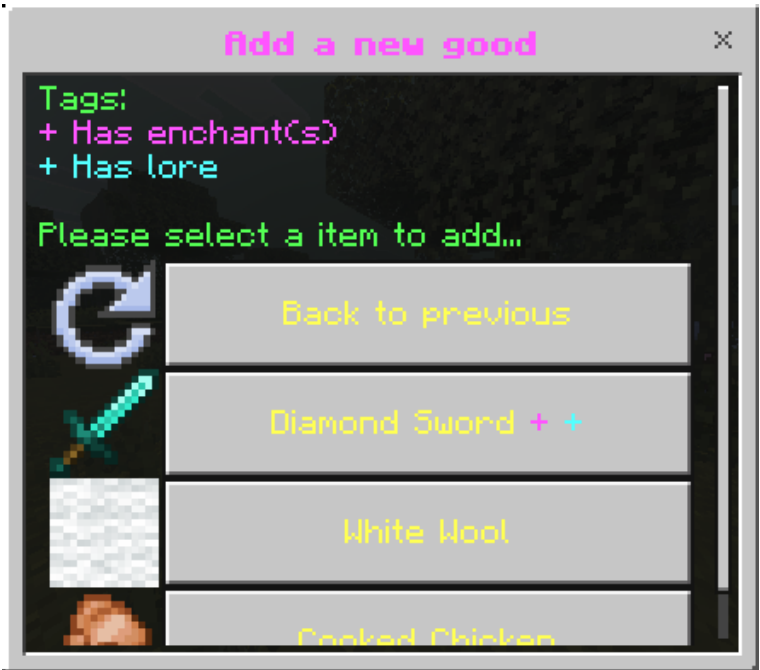
After you clicking the 'Add a new good' button, UShop will auto get all item stacks of your inventory, just choose one you'd like to add (here we choose Diamond Sword for an example)


Absolutely, UShop will get all the attributes of this good to add.

- Good name (this will be auto translated according to players' clients)
- Good type
- Good enchants (this will be auto translated according to players' clients)
- Good lore (UShop provide a way to add lore for item stacks)

You just need to further complete the following steps

- Select a shop category
- Select a good mode
  - ➢ purchase and reclaim
  - ➢ only purchase
  - ➢ only reclaim
- Input the purchase price
- Input the reclaim price

Congratulations, you have successfully added a brand new good, let's learn more about this good
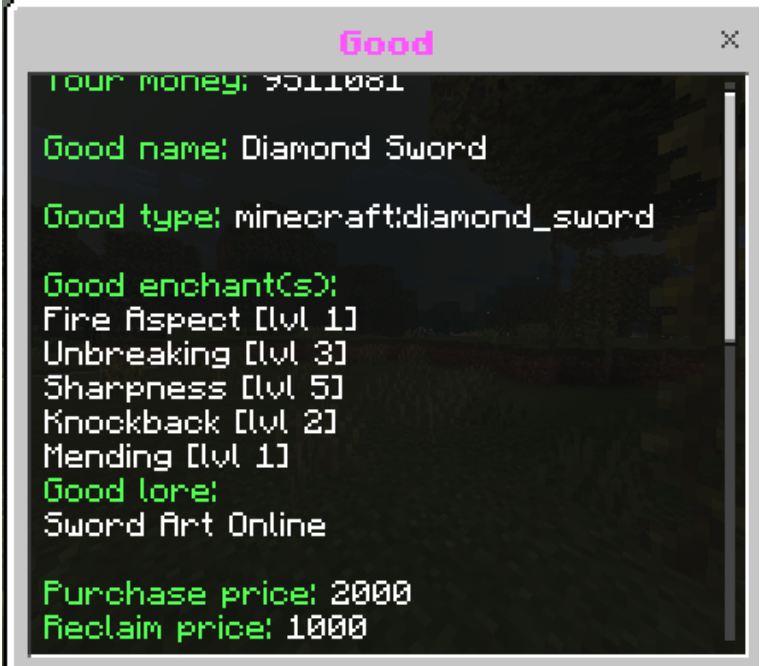
- 1.1.2.1 Edit this good (Operators)
- 1.1.2.2 Purchase/Reclaim (these buttons will show according to the good mode)
- 1.1.2.3 Collect/De-collect

>>>1.1.2.1 Official shop – single good: edit this good

The same as edit shop category, you can delete or update single good

Update good ✕

Good name: Diamond Sword

Select a shop category...

Weapons and Tools ▼

Select a good mode...

purchase and reclaim ▼

Input new purchase price of this good...

2000

>>>1.1.2.2 Official shop – single good: purchase/reclaim

Whether players are purchasing or reclaiming goods, UShop will accurately detect the status of players' inventory, even changes in players' inventory during the purchase or reclaiming process, and there will never be any situation of item disappearing.

Purchase good ✕

Good name: Diamond Sword

Input the amount of goods to purchase...

Input a positive integer <= 32...

Purchase

Reclaim good ✕

Good name: Diamond Sword

Input the amount of goods to reclaim...

Input a positive integer <= 1...

Reclaim

>>>1.1.2.3 Official shop – single good: collect/de-collect

If your official shop has a large number of goods, this will be a very helpful function. It allows players to collect goods they frequently visit, so that they can quickly find them next time. Of course, they can also de-collect goods at any time.

It's a popular function in java edition, but now you can achieve this through UShop. You just need to hold an item in your main hand and then click the 'Add lore for item(s)' button. Here we use diamond sword for an example.

Click 'Add a new lore text' button, and input any string as you like

Sure, you can delete or update any lore text at any time.

>>1.1.4 Official shop – good collections

All goods collected by a player will be displayed here.

>>1.1.5 Official shop – search good

It's also a helpful function, player can quickly find goods by inputting a keyword.

Search good

Input the keyword...

Diamond

Search

Result

1 results matched...

Back to previous

Diamond Sword + →

>1.2 Player shop

Under development…

>1.3 Reload configurations

Very easy to use…

Reload configurations

> Official shop

The current durability threshold of an item stack (if this item stack has durability) when reclaiming goods: 0.5

0.5

Reload