EQ Shop

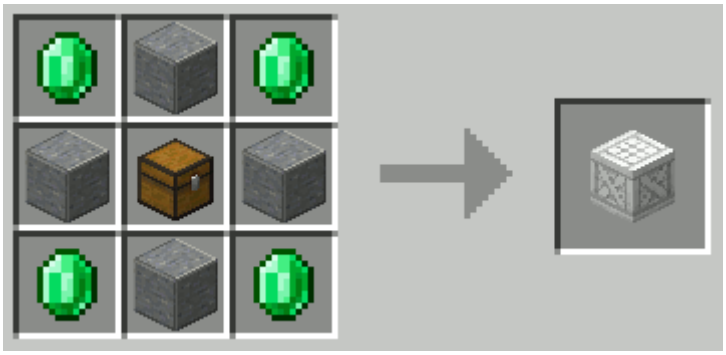
Description: A shop block to exchange coins for custom tack items.

Details:

Rarity color:	Common
Renewable:	Yes
Stackable:	Yes (64)
Durability:	None

Obtaining

Crafting
EQ Shops come in a single (whitewash) color.
An EQ Shop is crafted with 4 Stone (any), 4 Emeralds and 1 Chest.



Usage

> EQ Shop does not support purchasing default (core mod) tack at this time, only custom tack added via community packs.

Right click an EQ Shop to open the GUI Menu. Place a valid coins type into the slot to display items that can be purchased.

- Items will display the inventory icon and price (# coins) for any purchases that can be made
- Hover over items to see information including the item name, credits and inspiration
- Select the item to move it to the output slot (pre-purchase)
- Remove the item from the output slot to finalize the purchase
- Purchases will deduct the displayed price from coins in the input slot
- Purchases are **final and cannot be refunded**



If no items are displayed, one of the following has occurred:

- There is insufficient coins to purchase any item (ie input 2 coins but cheapest item is 3 coins)
- There are no items that can be purchased for that coin type
- There are no custom tack items installed via community pack
- Custom tack items set to use that coin type have invalid or missing files (not registered)

Client Side Edits

`Changes to coin amount`
Clients (players) can change the purchase cost for their singleplayer use, but this will still **visually** display on server EQ shops.
The price will always be determined by the server files. **See Example below.**

`Changes to coin type`
Clients (players) can change the coin type for their singleplayer use, **but this will significantly impact their use on MP servers.**
The coin type will always be determined by the server files. Shops may display item, but cannot purchase it unless the correct coin type is placed in the menu slot. **See Example below.**

Example: Price Changes

Client JSON: `Saddle Name` costs 2 Iron Coins
Server JSON: `Saddle Name` costs 5 Iron Coins

On their singleplayer, the client will see that saddle in the shop for 2 Iron Coins. They will pay 2 Iron Coins.
On a multiplayer server, the client will see that saddle in the shop for 2 Iron Coins. **They will pay 5 Iron Coins.**

Example: Coin Changes

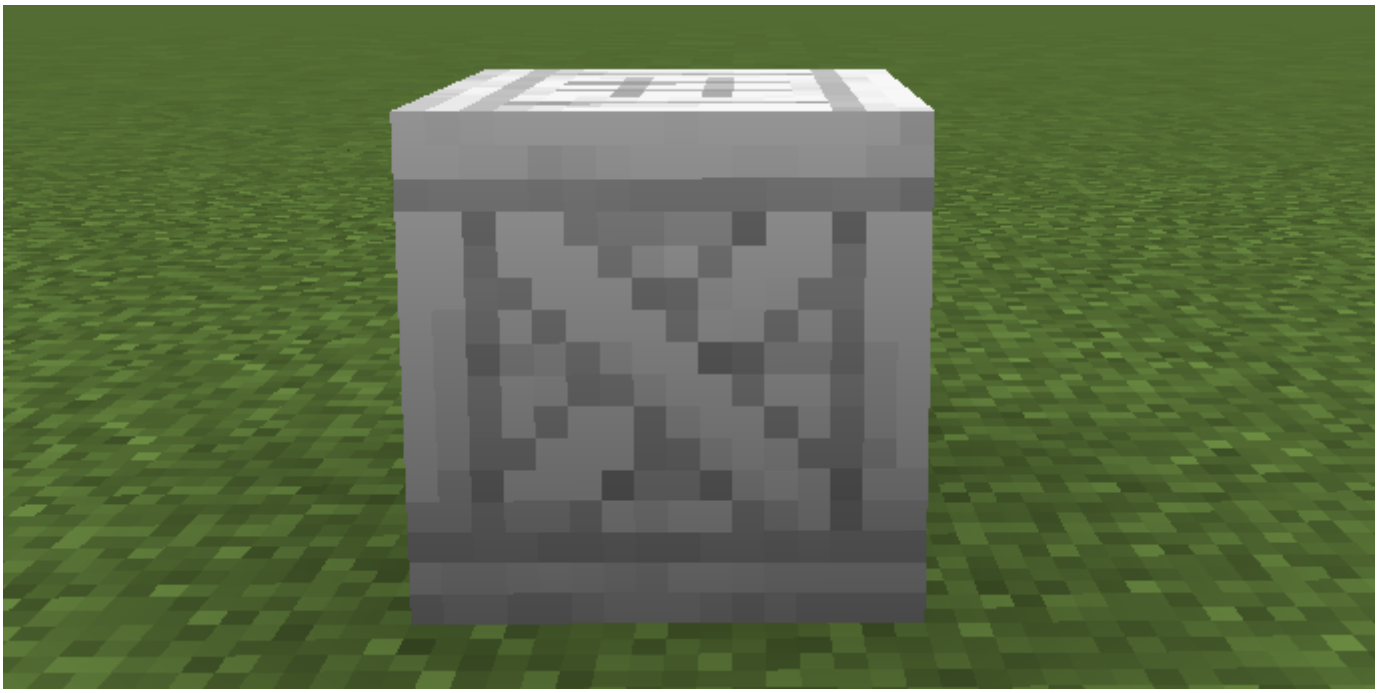
Client JSON: `Saddle Name` costs 2 Iron Coins
Server JSON: `Saddle Name` costs 20 Copper Coins

On their singleplayer, the client will see that saddle in the shop for 2 Iron Coins. They will pay 2 Iron Coins.
On a multiplayer server, the client will see that saddle in the shop for 2 Iron Coins. **They cannot buy the item.**



Attempting to take the saddle from the right hand slot will be unsuccessful (will reset to how it looked before selecting the item). No money will be taken and no tack is purchased.

Gallery



Shown: An EQ Shop Block

Known Issues

If you find an issue, please report it to our bugs channel on **Discord**. We ask that you look to see if your issue was reported first!

Changelog

View Changes

> This is not a complete list of version changes / fixes. It is a changelog of relevant wiki-related version information.

MC Version	Release	Notes
1.20.1	1.20.1-1.5.0	Public Release: Added custom tack support, EQ shop and coins.

Data values

swem:shop

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