

EQ Shop

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

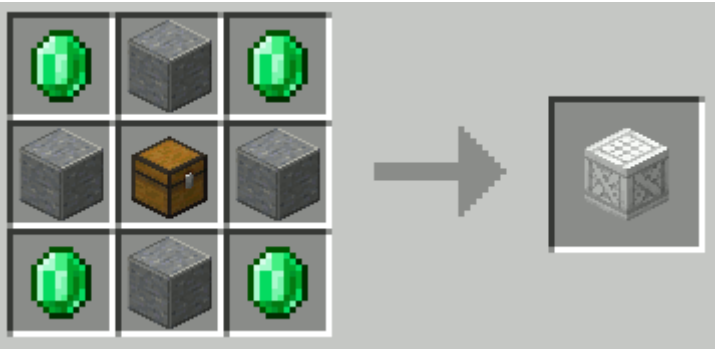
Details:

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.

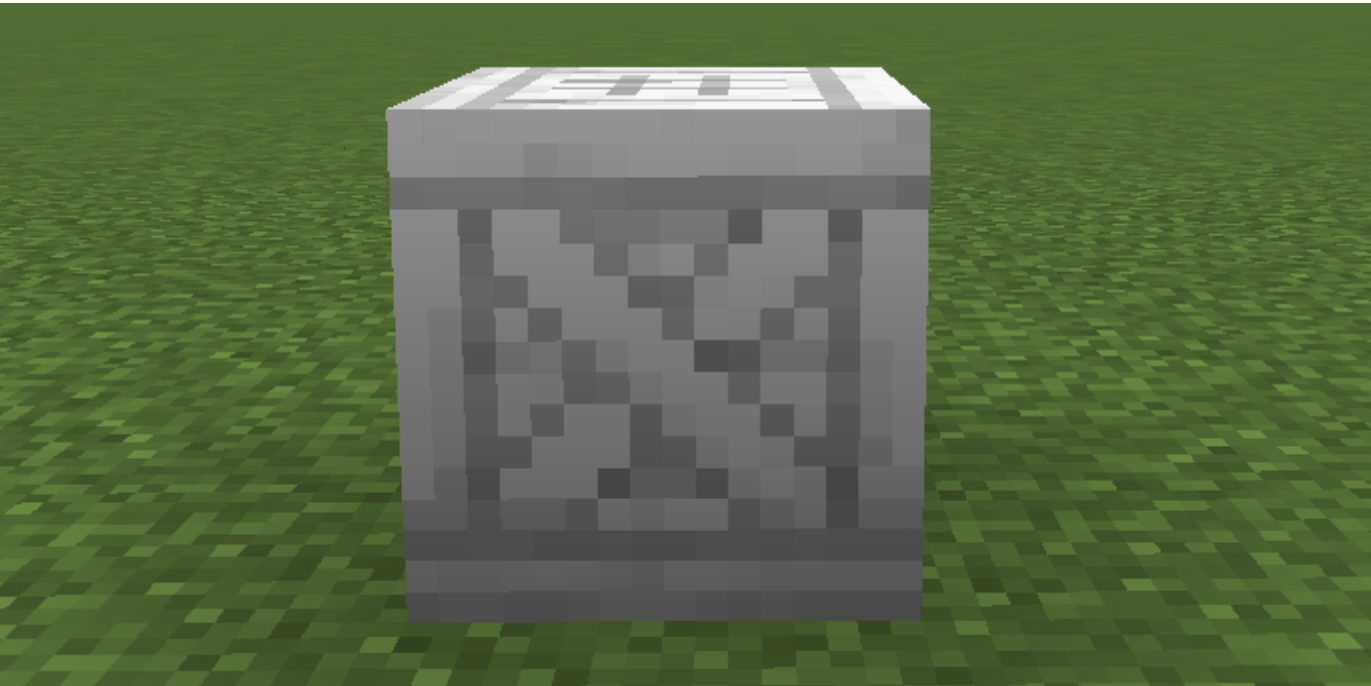
- Items will display the inventory icon and price (# coins) for any purchases that can be made
- Hover over items to see information including the item name, credits and inspiration
- Select the item to move it to the output slot (pre-purchase)
- Remove the item from the output slot to finalize the purchase
- 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)

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

