

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.

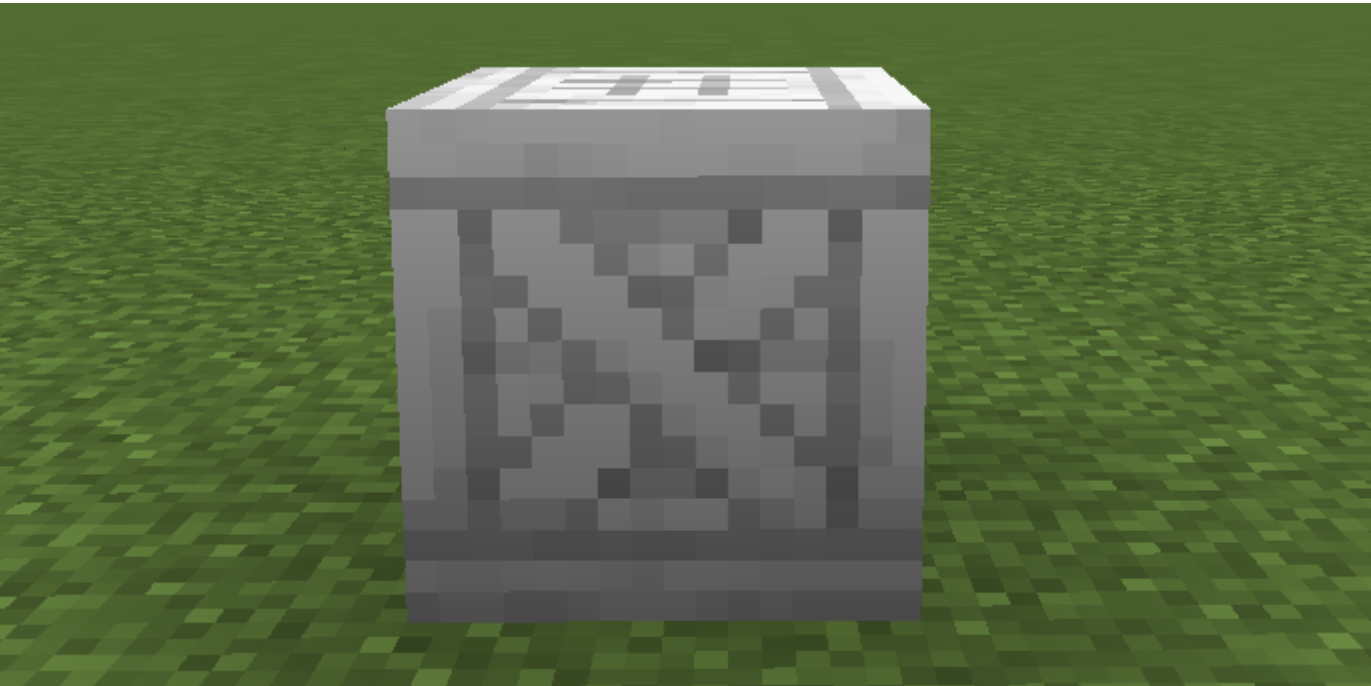
- Items will display the inventory icon and price (# [coins](#)) for any purchases that can be made
- Hover over items to see information including the item name, credits and inspiration
- Select the item to move it to the output slot (pre-purchase)
- Remove the item from the output slot to finalize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

