

# MysticalShop

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# Commands & Permissions

MysticalShop has very few commands and permissions. The plugin is mostly configured through the files.

**Note:** <> are mandatory arguments, and [] are optional arguments.

- /mysticalshop: Root command. Will ask for arguments.
- refresh <shop>: Refresh a specific shop.
- open <shop>: Open a specific shop.

Please note that every shop can have its own open command.

## Permissions

- mysticalshop.refresh - Access to /mysticalshop refresh.
- mysticalshop.open - Access to /mysticalshop open.
- mysticalshop.shop.<shop> - Ability to open a specific shop.

# Create a Shop

Creating a shop is relatively simple once you understand the configuration.

This is a full example shop configuration file:

```
settings:
  key: Example
  command: coinshop
  economy: VAULT
  refreshTime: 180
  persistent: false
  unique: true

inventory:
  title: 'Coin Shop'
  rows: 3
  shopSlots:
    - 13

items:
  '0':
    available-item:
      material: DIAMOND
      name: '<green>Diamond'
      lore:
        - '<gray>Costs $10'
    bought-permission: bought.diamond
    bought-item:
      material: DIAMOND
      name: '<green>Diamond'
      lore:
        - '<gray>Already bought!'
    required-permission: buy.diamond
    no-permission-item:
      material: DIAMOND
      name: '<green>Diamond'
```

lore:

- '<gray>No permission'

commands:

- 'give %player% diamond 1'

price: 10

weight: 1.0

'1':

available-item:

material: IRON\_INGOT

name: '<green>Iron Ingot'

lore:

- '<gray>Costs \$5'

commands:

- 'give %player% iron\_ingot 1'

price: 5

weight: 2.5

filler-items:

'0':

slots:

- 4

material: CLOCK

name: <green>%timeRemaining%

commands:

- 'say Hello!'

- **settings:**

- **key:** This is the key used to refer to this shop. Must be unique.
- **command:** What command should the shop use?
- **economy:** The economy to use. Available types:
  - **VAULT**
  - **ULTRAECONOMY\_<currency>:** Replace <currency> with the name of your currency.
  - **REDISECONOMY\_<currency>:** Replace <currency> with the name of your currency.
  - **PLAYERPOINTS**
- **refreshTime:** How often should the shop refresh, in seconds? If set to 0, the shop won't refresh automatically.
- **persistent:** Should the timer and items persist after restarts?
- **unique:** Should the items be unique or not?
- **inventory:**
  - **title:** Inventory title for this shop.

- **rows:** How many rows should the shop have? From 1 to 6.
- **shopSlots:** Where should we place the items?

- **items:**

- **available-item, bought-item, no-permission-item:** These are the items used when the item is available, bought, or the player has no permission, respectively.
- All three support custom model data and skull textures. Example:

```
available-item:
  material: PLAYER_HEAD
  headTexture: 'example'
  name: '<green><bold>Example Item'
  lore:
    - '<gray>Cost: 100 Money'
```

- Model data example:

```
item:
  material: PAPER
  modelData: 10000
  name: '<green><bold>Example Item'
  lore:
    - '<gray>Cost: 100 Money'
```

- **bought-permission:** Permission used to check if the player has bought the item or not.
- **required-permission:** Permission required to buy this item.
- **commands:** Commands to execute. %player% is the placeholder used. If you want to use "bought-permission", add the permission that you're using there here.
- **price:** Price of this item.
- **weight:** Weight of this item. Higher weight = higher chance of being in the rotation.
- **fillerItems:**
  - You can define custom items here. You need to define material, name, lore, slot(s), and commands to execute. The only placeholder available is %timeRemaining%.

If you need more help creating your shops, feel free to reach out on Discord!