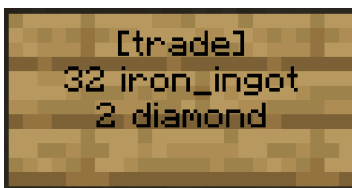


# TradeShops and Adverts

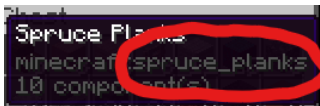
## Create a Tradeshop

To create a tradeshop, place a sign on a chest and type:

- [trade]
- Product
- Cost



Use the format of the item name that shows when you press F3 + H, for example "iron\_ingot" or "diamond". You can use any item for both the product and the cost. If you want to use an item with specific data like a special name or enchantment, use **/ts addCost** or **/ts addProduct** while selecting what you want to use in your hand. If the item name is too big to fit on the sign you will have to use a command.



## Trade Shop Commands

- **/ts addCost [material] [number]**
  - Adds/changes the cost, you can use either the item name or hand to use the item that is currently in your hand.
- **/ts addProduct [material] [number]**
  - Adds/changes the product, you can also use either the item name or hand to use the item that is currently in your hand
- **/ts random**
  - Randomly picks items from the chest
- **/ts cooldown [time]**
  - e.g. 5h 12m or 30s
  - Limits purchases after x amount of time and can be set to 0 to disable
- **/ts close**
  - Closes the tradeshop so no one can buy from the tradeshop
- **/ts open**

- Opens the tradeshop so that people can buy from it (this is on by default)
- **/ts removeCost**
  - Makes the cost free
- **/ts removeProduct**
  - Removes the product item from the trade shop

## Managers

- **/ts addManager**
    - add a manager to a trade shop
    - this allows them to edit the trade shop
  - **/ts removeManager**
    - remove a manager
  - **/ts listManagers**
    - view all managers of the trade shop
- 

# Adverts

You can create an advert to advertise your shop in the adverts gui.

- **/advert open**
    - Allows you to view all adverts
  - **/advert create**
    - Shows a gui that lets you create an advert
  - **/advert edit**
    - Shows a gui that lets you edit your advert
  - **/advert delete**
    - Deletes your advert
- 

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