

Functions

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Giftbags

Description: Creating a giftbag is a function that permits players to 'bundle' things into the inventory of a item. Meaning you can have a simple item that when opened gifts all the other things stored within it.

Obtaining

Giftbags cannot be crafted, but are acquired via commands only.

The `/swecom giftbag [name]` command can only be used on **whitelisted** items via the [common config](#).

Creating a Giftbag

Hold a whitelisted (config) item in hand and use the command `/swecom giftbag namehere`

"Successfully turned [name] into a giftbag."

Once converted into a giftbag, right-click the giftbag in hand to open the giftbag GUI. There are 27 slots (3 rows) which can be used to store gifts to give to another player.

The giftbag GUI can be closed at any time by pressing escape and items will remain stored within. Pressing **Seal** in the top right corner will seal the items within. While in this state, the item/block cannot be used in any way other than opening it and any attempts to do so will yield the items within.



Shown: A giftbag GUI for a [SWEM](#) ribbon stuffed with goodies. Note - the layout will not be seen by the recipient!

"This item cannot be used as a giftbag"

The item you are trying to use is not whitelisted as a giftbag item in configs.

"This item can no longer be used as a giftbag."

The item you are trying to use has already been used as a giftbag 2 times and cannot be used again.

"Cannot convert multiple items at once. Please hold only 1 item in a stack."

You must be holding a **single** item only in-hand to create a giftbag.

"This item is already a giftbag"

The item you are trying to use already contains items (is a giftbag) - open it, or leave it as a bundled giftbag.

Usage

Right-clicking a sealed giftbag will eject all items into the player's inventory. If their inventory is full, the items will be dropped. Once opened, the item can be used without issue, such as placing ribbons or rosettes on a wall, or in an item frame. The item will keep the giftbag name.

The giftbag is designed as a pleantry for player-run events but it can function as a backpack-like exploit. To help prevent this, only whitelisted items can be used as giftbags and any whitelisted item can only be used twice. If no items are whitelisted, then no item can be used as a giftbag.

Known Issues

- **[-]** There is no way to reliably see if an item is a gift-bag without right-clicking it (yielding any items within and reducing it's number of re-uses). While creating a giftbag does give the item a name, this can easily be done via anvil, making it an unreliable means of determining whether an item is a giftbag or not. You can re-run the giftbag command, if it is already one you will be notified, but this will be limited to players who have access to this command.
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Changelog

PVP

Description: If enabled via configs, players can have money stolen from their wallet during PVP.

Stealing Money

This information is based on the **default** values of SWEConM, these values can be configured in [common configs!](#)

Money can be stolen from a player when killed in combat on servers that permit PVP. This money will be given to the victor of the combat. If PVP is disabled, this function will not have any effect.

Amount

The amount stolen depends on the config specified value - by default this is 15%. This means upon a player's death in PVP combat, **up to** 15% of their total funds can be stolen.

Wealth

The amount stolen, or whether any funds can be stolen at all, also depends on the config specified value for wealth. By default a player must have a minimum of 100 Thymy in their wallet or wristlet to be stolen from. If they have less than 100, there is 0% chance they will lose any money following a PVP related death.

Protecting Funds

A player's money is only at risk if:

- The server permits PVP and the config has a greater than 0% chance of funds being stolen
- They have **higher** than the minimum wealth for PVP stealing in their wallet / wristlet
- They are carrying a deposit bag with money (and keepInventory is disabled) which can be dropped upon death

Wallet funds are associated with you as a player - the wallet or wristlet lets you access it but you can be stolen from with or without one. Keep the wallet value below the stealing wealth, or withdraw your funds to keep safely in a vault.

Players can protect their money by:

- Storing it securely in a SWEConM [vault](#) (coins / coins in a deposit bag)
- Storing it securely in an Ender Chest

- Storing is securely on a property with landclaim that does not permit other player's access to their valuables

State Deputy Mode

State Deputy Mode is for Admins to use to function on behalf of the server (AKA the State).

Toggle

This function is toggled on/off with the command of `/sweconm admin state_deputy`. It affects on the player who toggles it and only if that player has [Admin Access](#). This automatically toggles itself off upon log out.

@State

Admins are able to transfer to/from State balance, transfer to/from State Market (Shop) ownerships, refill/withdraw Markets (Shops), and allow an Admin to toggle the Market (Shop) to infinite stock.

Purpose

An Admin functioning on behalf of the State allows for them to place Markets (Shops) without it affecting their own personal Market (Shop) Cap because its placing them under the ownership of the State.

Additional purposes include:

- Making a "Starter Market" for free/cheap items for new players
 - Encouraging server cleanliness by the State buying unwanted items
 - "Donate Thymys to Build" drives AKA player chosen builds
 - Holding funds and Markets (Shops) for temporary safe keeping
 - Giving or collecting from @all, @online, and @void (Also known as "Merry Christmas! Everyone online gets a free T500!")
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