Getting Started

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About SWEconM

Why the Mod Started

SWE/M has a host of mods, aiming to open a public server for our players. We wanted to have economy on the server and knew we would likely have to make our own mod for maintenance reasons, matching currency, and preferred features.

What does SWEcoM Include?

- A physical money system - money the player can hold, trade, store and accumulate.
- 7 currency values - small to large value currency coins from 1-500.
- Wallets and wristlets to store and withdraw physical money
- Deposit bags to store up to one million Thyms for safe deposit in a player vault.
- Protected player-specific storage vaults that cannot be destroyed by others.
- Player markets (shops) for a player ran and upkept economy.
- Admin-centric commands to for balancing, control, and preventing/fixing/catching player misconduct.

Common Config

The SWEconM common config adds configurable settings for economy features - it can be safely configured on existing or new worlds.

MultiMC: Instance > Config Folder (Right Sidebar) > swecom-common.toml
CurseForge: Profile > ... (next to play) > Open Folder > config > swecom-common.toml
Forge (Windows): `[user]/AppData/Roaming/.minecraft/config/swecom-common.toml`
Forge (Mac): `[user]/AppData/Roaming/.minecraft/config/swecom-common.toml`

If the config file is not visible in the config file, try restarting Minecraft to generate it. If that does not work, copy and paste the full default config (drop down menu below) into a .txt file, edit the values as needed and name it `swecom-common.toml`. Place it in the config folder to be read upon next start-up.

Configs Explained

General
Config: Short for configuration, which means to change something to your preference.
Default: Means the one that is preset. If at any time you need to reset, the default config is always okay to return to.
Lines: Configs are read by the computer in lines, like programming code. The lines staying the way they are is very important.
#: Means everything in that line of the config will not be read by the computer. Changes made here will effect nothing.

Remember the primary rule for configs: Do not change ANY text that is not clearly written as a change like true/false, numbers, and lists. These changeable things will be clearly defined and look like test questions.

Income

```
# || Starting balance for players.
# Default: 250
# Range: 0 ~ 10000
starting_balance = 250
```

This says: How many Thyms new players receiving on their first join. Must be a **solid** number from 0-10,000. Default is 250.
Setting the value to 0 means new players will receive no funds on joining. Changing this value will not deduct funds already given.

>

> *Servers with an economy should set this config to a value in-line with their economy needs.If your server deals in larger denominations (example: T10,000+ for a horse) or 'real life' prices this may need to be increased.*

```
# || Amount of Thyms players will receive daily.
# Default: 10
# Range: 0 ~ 10000
daily_income = 10
```

This says: How many Thyms players receive every 24hrs **if** they login. Must be a **solid** number from 0-10,000. Default is 250.
Setting the value to 0 means new players will receive no funds from the server on a daily basis. This not not recommended unless the server offers an alternate source of income via stores (example: players sell resources to the server) and not just between players.

> *Servers with an economy should set this config to a value in-line with their economy needs. If your server deals in larger denominations (example: T10,000+ for a horse) or 'real life' prices this may need to be increased.*

Player Versus Player (PVP)

```
# || Highest possible percentage able to be stolen upon killing a player.
# || The percentage stolen is random up to the amount configured per kill
# || The money is taken from the target's account.
# || Set to 0 to disable.
# Default: 15
# Range: 0 ~ 100
steal_percentage = 15
```

This says: How much of a player's fund can be stolen on a player's death. Must be a **solid** number from 0-100. Default is 15 (15%).
*Setting the value to 0 means there is no chance of funds being stolen on a player's death (if killed in PVP). At default settings, up to 15% of the player's **total funds** in their **wallet** can be taken on death and given to the player that killed them. Any funds stored outside the wallet (in deposit bags or vaults) will be safe, excluding player inventory unless keepInventory is set to true.*

> *Servers with an economy that deals in larger denominations might want to reduce the percentage that can be stolen unless they want to encourage players to only carry essential funds and store the remaining in their vault.*

> *The actual amount stolen will be a **random amount** up to the maximum percentage of their total value. Example: If a player has T1,000, they could have anywhere from T10 (1%) to T150 (15%) on default settings.*

```
# || The minimum amount of Thyms the target requires to have for steal to take effect.
# Default: 100
# Range: 1 ~ 100000
minimum_thyms_to_steal = 100
```

This says: How much money a player must have to be stolen from. Must be a **solid** number from 0-100,000. Default is 100.
*The value set determines how wealthy a player needs to be to be stolen from and considers only the value **currently** in their wallet. The amount actually stolen will depend on the percentage set (above).*

Giftbags

```
# || List of item ids that are allowed to be converted into gift bags
giftbag_whitelist = []
```

This says: Which items can be used as a giftbag. Must be listed in a very specific way to work in game
The giftbag command can only be used on whitelisted items.

	Format	Example
Single	["mod:item_name"]	["swem:ribbon_two_white"]
Multiple	["mod:item_name", "mod:item_name"]	["swem:ribbon_two_white", "swem:ribbon_two_red"]

Markets

```
# || Cap the amount of active blocks a player can have at once.
# || Prevent players from making tons of stores.
# Default: 25
# Range: 1 ~ 1000
market_cap = 25
```

This says: The amount of Markets (Shops) that any one player can have at one time. They can add, delete, and give away as many shops as they like - as long as their numbers of owned Markets (Shops) is less than or equal to the specified number 1-1000.

```
# || Cap the amount of active trustees a market can have at once.
# Default: 5
# Range: 1 ~ 100
trustee_cap = 5
```

This says: The amount of players a Market (Shop) can be trusted to at any given time. Trusted players are able to open, edit, and withdraw from Markets (Shops) without having to own it. This feature is to support team-play and in-game 'employees' whether functional or RRP.

Full (Default) Config(s)

Full Default Config 1.18.2

```
#Starting balance for players.
#Range: 0 ~ 10000
starting_balance = 250
#Amount of Thyms players will receive daily.
#Range: 0 ~ 10000
daily_income = 10
#Highest possible percentage able to be stolen upon killing a player.
#The percentage stolen is random up to the amount configured per kill
#The money is taken from the target's account.
#Set to 0 to disable.
#Range: 0 ~ 100
steal_percentage = 15
#The minimum amount of Thyms the target requires to have for steal to take effect.
#Range: 1 ~ 100000
minimum_thyms_to_steal = 100
#List of item ids that are allowed to be converted into gift bags
giftbag_whitelist = []
```

Full Default Config 1.20.1

```
Meep
```

Full Default Config 1.21.1

```
# || Starting balance for players.
# Default: 250
# Range: 0 ~ 10000
starting_balance = 250
# || Amount of Thyms players will receive daily.
# Default: 10
# Range: 0 ~ 10000
daily_income = 10
# || Highest possible percentage able to be stolen upon killing a player.
# || The percentage stolen is random up to the amount configured per kill
# || The money is taken from the target's account.
# || Set to 0 to disable.
# Default: 15
```

```
# Range: 0 ~ 100
steal_percentage = 15
# || The minimum amount of Thyms the target requires to have for steal to take effect.
# Default: 100
# Range: 1 ~ 100000
minimum_thyms_to_steal = 100
# || List of item ids that are allowed to be converted into gift bags
# || Example: giftbag_whitelist = ["swem:rosette_black", "swem:rosette_blue"]
giftbag_whitelist = ["swem:rosette_black", "swem:rosette_blue", "swem:rosette_brown",
"swem:rosette_cyan", "swem:rosette_gray", "swem:rosette_green", "swem:rosette_light_blue",
"swem:rosette_light_gray", "swem:rosette_lime", "swem:rosette_magenta",
"swem:rosette_orange", "swem:rosette_pink", "swem:rosette_purple", "swem:rosette_red",
"swem:rosette_white", "swem:rosette_yellow", "swem:ribbon_two_black",
"swem:ribbon_two_blue", "swem:ribbon_two_brown", "swem:ribbon_two_cyan",
"swem:ribbon_two_gray", "swem:ribbon_two_green", "swem:ribbon_two_light_blue",
"swem:ribbon_two_light_gray", "swem:ribbon_two_lime", "swem:ribbon_two_magenta",
"swem:ribbon_two_orange", "swem:ribbon_two_pink", "swem:ribbon_two_purple",
"swem:ribbon_two_red", "swem:ribbon_two_white", "swem:ribbon_two_yellow",
"swem:ribbon_three_black", "swem:ribbon_three_blue", "swem:ribbon_three_brown",
"swem:ribbon_three_cyan", "swem:ribbon_three_gray", "swem:ribbon_three_green",
"swem:ribbon_three_light_blue", "swem:ribbon_three_light_gray", "swem:ribbon_three_lime",
"swem:ribbon_three_magenta", "swem:ribbon_three_orange", "swem:ribbon_three_pink",
"swem:ribbon_three_purple", "swem:ribbon_three_red", "swem:ribbon_three_white",
"swem:ribbon_three_yellow", "swem:ribbon_champion", "swem:ribbon_rchampion",
"swem:plaques_bronze", "swem:plaques_silver", "swem:plaques_gold", "swem:trophy_bronze",
"swem:trophy_silver", "swem:trophy_gold"]

# || ========== [Market Configs] ========== ||
[markets]
# || Cap the amount of active blocks a player can have at once.
# || Prevent players from making tons of stores.
# Default: 25
# Range: 1 ~ 1000
market_cap = 25
# || Cap the amount of active trustees a market can have at once.
# Default: 5
# Range: 1 ~ 100
trustee_cap = 5
```

If you notice changes you don't like but don't know how to undo the changes you made to the Config, shut down the server and replace the config with this default one and the config will be reset.

[Player] Commands

Player Commands

Some commands must be run by the Market (Shop) owner or a Trustee to said Market (Shop).

Balance

/sweconm balance

Action: This command will display your current balance of Thyms in your wallet/wristlet.

Note: This only accounts for wallet/wristlet balances. All Thyms stored in different locations like chests, ender chests, deposit bags, and vaults are not counted in this total.

/sweconm balance list

Action: Lists a leaderboard of the players with the most Thyms.

Note: This leaderboard only accounts for wallet/wristlet balances. All Thyms stored in different locations like chests, ender chests, deposit bags, and vaults are not counted in this total.

/sweconm balance transfer <player> <amount> [memo]

Action: Transfer an amount of Thyms from yourself to another player. The memo, or message, is optional and appears as a chat message to the receiving player.

Example: Transferring 200 Thyms from me to Quarris for the service of them building a town hall.

```
/sweconm transfer Quarris 200 Donation to build a town hall!
```

Note: N/A

Giftbag

/sweconm giftbag <name>

Action: Creates a giftbag out of the currently held item and renames the item to the given name.

Note: Please see Giftbags for a complete explanation.

Market

/sweconm market trust list <market_id>

Action: Lists all trustees of the given Market.

Example: Lists all the Trustees of the Market with the ID #10.

```
/sweconm market trust list 10
```

Note: This is only available to the owner of the Market (Shop) or a Trustee of the Market (Shop).

/sweconm market trust add/remove <player> all/<market_id>

Action: Adds/Removes a player from the trust list of the given Market (Shop).

Example: Adds the player Quarris to be a Trustee to the Market (Shop) with ID #10.

```
/sweconm market trust add Quarris 10
```

Example: Removes the player Quarris from being a Trustee to the Market (Shop) with IDs #10, #12, #15.

```
/sweconm market trust remove Quarris 10,12,15
```

Example: Adds the player Quarris to be a Trustee to all the Markets (Shops) that one owns.

```
/sweconm market trust add Quarris all
```

Note: This is only available to the owner of the Market (Shop) or a Trustee of the Market (Shop).

/sweconm market transfer <player> all/<market_id>

Action: Transfers a given Market (Shop) into the ownership of another player.

Example: Transfers the Market (Shop) with ID #10 to the player Quarris.

```
/sweconm market transfer Quarris 10
```

Example: Transfers the Markets (Shops) with ID #10, #12, and #15 to the player Quarris.

```
/sweconm market transfer Quarris 10,12,15
```

Example: Transfers all the Markets (Shops) the player owns to the player Quarris.

```
/sweconm market transfer Quarris all
```

Note: This is only available to the owner of the Market (Shop).

/sweconm market locate <market_id>

Action: Sends a message in the (client side) chat with the coordinates of the Market (Shop).

Example: Locates the Market (Shop) with the ID #10.

```
/sweconm market locate 10
```

Note: For this command to work, you must both own the Market (Shop) and the Market (Shop) must be placed in the world. These requirements are designed to prevent location exploits.

/sweconm market reassign <market_id>

Action: If you are holding a shop in your hand, it reassigns the Market (Shop) in hand to the ID # specified.

Example: Assigned the shop in hand the Market (Shop) # 10.

```
/sweconm market reassign 10
```

Note: A Market (Shop) that is placed can not have its ID # reassigned. If your Market (Shop) is lost but not despawned, use the Locate command instead.
Note: One must already own the Market (Shop) ID # to be able to reassign it.
Note: This command is to replace any Market (Shop) that had been reduced to an item and

despawned because Markets (Shops) have given IDs and configs limit the number of Markets (Shops) a player can own.

/sweconm

Action: N/A

Example: N/A

```
/sweconm
```

Note: N/A

[Admin] Commands

Admin OP

Admin level players have access to all commands including **remotely affecting** other player's balances, vaults, markets, ownerships, and abilities to interact with the SWEconM mod.

/sweconm admin op add/remove <player> || MUST BE RAN IN SERVER CONSOLE ||

Action: The only way to receive Admin permission levels are to first go to console and run the above command.

Example: Adds the player Quarris to the list of Admins.

```
/sweconm admin op add Quarris
```

Note: This is restricted to console access for the absolute level of security considering a medium/large multiplayer economy.

> This command can only be ran in the server console!

/sweconm admin op list

Action: Lists all the players that have Admin permissions of the SWEconM mod.

Note: N/A

> Admins have every ability to access player balances/Markets and **remotely affect** said balances/Markets. This access is designed to allow for moderation, error corrections, giving, and collections. This level of access should be highly limited.

Admin Balance

/sweconm admin balance wallet <player_name>

Action: Views the UI and allows editing of the Wallet/Wristlet balance of the given player.

Example: Opens the UI for Quarris's Wallet/Wristlet balance (the same as if Quarris had opened it via their own Wallet/Wristlet).

```
/sweconm admin balance wallet Quarris
```

Note: Once open, the UI can be edited as if the owner, including adding/removing funds and Market (Shop) income.

/sweconm admin balance transfer <from> <to> <amount> [memo]

Action: Transfer an amount of Thyms from one player to another player. The memo, or message, is optional and appears as a chat message to the receiving player.

Example: Transferring 200 Thyms from AlaharranHonor to Quarris because they accidentally sent Thyms to the wrong person.

```
/sweconm admin transfer AlaharranHonor Quarris 200 Whoops
```

Note: As an Admin, the ability to transfer from @all, @online, @void, and @state is made available.
- @all are all accounts. This includes offline players who will receive their amount upon log in.
- @online includes only online players.
- @void means to transfer to/from nowhere, AKA bottomless pit to give to or pull from.
- @state is to transfer to the State balance, AKA the server's retained funds.

Admin Vault

/sweconm admin vault id

Action: Lists the IDs of the Vaults of the given player.

Note: N/A

/sweconm admin vault <player> <vault_id> view

Action: Views the UI and allows editing of a Vault of the given player.

Example: Opens the UI for Quarris's Vault with the ID # of 88a88a88a88 (the same as if Quarris had opened it themselves).

```
/sweconm admin vault Quarris 88a88a88a88 view
```

Note: Once open, the UI can be edited as if the owner, including adding/removing Thyms and items.

/sweconm admin vault <player> <vault_id> remove [true]

Action: N/A

Example: This removes the vault data of Vault ID# 88a88a88a88 owned by Quarris.

```
/sweconm admin vault Quarris 88a88a88a88 remove true
```

Note: If the TRUE is not added to the command, the chat box will ask if you're sure of your decision to erase the Vault's data.

Admin Market

/sweconm admin market view <market_id>

Action: Views the UI and allows editing of the Market (Shop) balance of the given ID #.

Example: Opens the UI for the Market (Shop) ID #10 (the same as if the owner had opened it themselves).

```
/sweconm admin market view 10
```

Note: Once open, the UI can be edited as if the owner, including adding/removing funds and Market (Shop) withdrawals.

/sweconm admin market assign <market_id>

Action: Assigns the given Market (Shop) a specific ID #.

Note: It can be recommended to pre-assign Market (Shop) ID #s like 69, 420, and 58008. Or leave them and watch those Markets (Shops) sell for millions of in-game currency.

/sweconm admin market remove <market_id>

Action: Removes the given Market (Shop) ID # from circulation to be automatically assigned next time a Market (Shop) is placed.

Note: It's not possible to remove a Market (Shop) ID # if the Market (Shop) is currently placed in the world.

/sweconm admin market transfer <from_player> <to_player> all/<market_id>

Action: Transfers the ownership of a Market (Shop) of a specific ID # from one player to another.

Example: Transfers the ownership of Market (Shop) with ID #10 from the player AlaharranHonor to the player Quarris.

```
/sweconm admin market transfer AlaharranHonor Quarris 10
```

Example: Transfers the ownership of all Markets (Shops) that AlaharranHonor owns to the player Quarris.

```
/sweconm admin market transfer AlaharranHonor Quarris all
```

Note: As an Admin, the ability to transfer from or to the @state is made available.

/sweconm admin market check <market_id>/<player_name>

Action: Checks the NBT data associated with a particular Market (Shop) or player's Markets (Shops).

Example: Sends a client side chat message with the data specifically for Market (Shop) #10, showing what its selling, stock, price, and owner.

```
/sweconm admin market check 10
```

Example: Sends a client side chat message with the data for all Markets (Shops) owned by Quarris, including all Market ID #s and their coordinates.

```
/sweconm admin market check Quarris
```

Note: N/A

/sweconm admin market ban from_trust / from_transfer / from_all add/remove <player_name>

Action: Bans a player from certain or all actions considering Markets (Shops).

Example: Adds Quarris to the list of players banned from being trusted to any other player's Markets (Shops). This command auto-removes any current trusts.

```
/sweconm admin market ban from_trust add Quarris
```

Example: Adds Quarris to the list of players banned from having any Market's (Shops) transferred to or from themselves.

```
/sweconm admin market ban from_transfer add Quarris
```

Example: Adds Quarris to the list of players banned from both being trusted to any other player's Markets (Shops) and having any Market's (Shops) transferred to or from themselves.

```
/sweconm admin market ban from_all add Quarris
```

Note: These commands are for limiting troublesome players, especially players who attempt to take advantage of new players who don't yet understand the weight of trusting/transferring of their Markets (Shops).
Note: These functions being a command potentially makes it easier for auto-limiting new players to Market (Shop) functions whether for their own security, quest locking, and/or moderation-based time outs.

/sweconm admin market ban from_trust / from_transfer / from_all add/remove list

Action: Lists all players that are currently banned from using Markets (Shops).

Example: In a client side chat message, lists all players that are currently banned from being trusted to Markets (Shops).

```
/sweconm admin market ban from_trust list
```

Example: In a client side chat message, lists all players that are currently banned from being transferring Markets (Shops) or having Markets (Shops) being transferred to them.

```
/sweconm admin market ban from_transfer list
```

Example: In a client side chat message, lists all players that are currently banned from any actions considering Markets (Shops) except for owning, buying, and selling.

```
/sweconm admin market ban from_all list
```

Note: N/A

> Banning a player from any trust or transfer (or both) automatically removes their access from any trusted Market (Shops).

> When an Admin runs the command to transfer, the command does not check if the player is banned. Therefore, an Admin could transfer Markets (Shops) to/from a banned player as needed.

> An Admin who is banned from SWEconM can still run Admin commands as long as they have the Admin Key. If one bans an Admin from SWEconM, they must also remove their Keys.

Admin State Deputy

/sweconm admin state_deputy

Action: Toggles the State Deputy mode to TRUE for the one who ran the command. Please see State Deputy Mode for more detail.

Note: This mode resets to FALSE once logging out.

/sweconm

Action: N/A

Example: N/A

```
/sweconm
```

Note: N/A

Credits

Credits for development on SWEconM are listed below!

Version - 1.18.2-1.21.1

Owner and Production Lead - AlaharranHonor

Programming
Primary: Quarris

Texture Art
Primary: Cytris

Wiki
XDelphii