Items

- Thyms
- Wallets & Wristlets
- Deposit Bag
- Refined Leather
- Clipboard

Thyms

Description: Thyms (pronounced as 'time') are the currency of the Star Worm Economy Mod (SWEconM). The physical currency comes in 7 values from 1 to 500 Thym coins.

Details:

Rarity color:	Common
Stackable:	Yes (64)
Durability:	None

Value

Thym coins increase in value according to the rarity or value of the material.

Coin	Material	Value
	Copper	1
	Iron	5
	Emerald	10
	Gold	20
	Diamond	50
	Netherite	100
	Amethyst	500

Obtaining

Thyms cannot be crafted, but can be creatively obtained via creative menu and commands. In SMPs, Thyms can be obtained by players from an initial income on joining and daily income - the values of which can be configured. By default, new players receive 250 Thyms and 10 Thyms per daily login.

Trivia

Thyms were named as word play, based on 'thym' from Amethyst (the original coin) and 'time' spent playing on the server.

The original money system planned was based around a single coin, the Amethyst Thyme. It wasn't till a year later when the mod was being created, it was decided that multiple coins of different worths would be more useful long-term in a larger economy.

Wallets & Wristlets

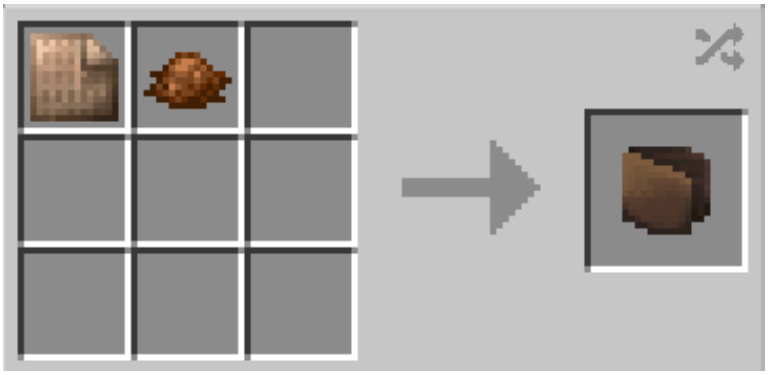
Description: Wallets and Wristlets are a means of carrying money and withdrawing Thym coins of specific values.

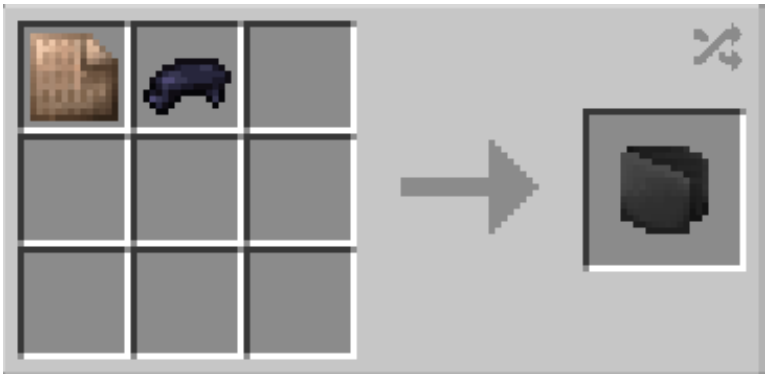
Details:

Rarity color:	Common
Renewable:	Yes
Stackable:	Yes (64)
Durability:	None

Obtaining

Crafting
Wallets come in two leather variations; brown and black.
1 Wallet can be crafted with 1 Refined Leather and Brown or Black Dye.





Wristlets come in all 16 minecraft colors.
1 Wristlet can be crafted with 2 Refined Leather and 1 Dye of a corresponding color.



Usage

> Wallet funds are specific to the **player** and can be accessed with any wallet or wristlet (including borrowing a friends). There is no risk associated with dropping or losing your wallet, however wallet funds may be subject to stealing via PVP.

Right-click with a wallet or wristlet in hand to open the GUI.

- View the balance in the wallet - maximum value that can be withdrawn
- Add or remove specific value coins

  [+] Add a single coin of the selected value into the wallet
  [-] Remove a single coin of the selected value back into the player's inventory
  [Shift +] Add up to 64 (full stack) of that value coin into the wallet
  [Shift -] Move up to 64 (full stack) of that value coin into into the player's inventory

- Add or remove all balance

  [+] Adding will move all coins in the player's inventory into the wallet, increasing the balance
  [-] Removing will withdraw all funds into the players inventory as possible, reducing the balance
  This will be withdrawn in the largest coins possible to reduce the number of individual Thyms

- Withdraw from all Markets (Shops)

  [Click] Withdraws from all Markets (Shops) owned by the player.
  [Click] Withdraws into the player's open inventory slots. If there is no space, it will not withdraw. The player must clear inventory slots and click the deposit button again until there is nothing left to deposit.



Additional

Unlike deposit bags, wallet funds are **linked to the player**. In this way, wallet funds are specific to the individual using a wallet and the item can be safely dropped, lost or shared. However:

- Wallet funds can be stolen if the server permits PVP and has setup configs
- Wallet funds can be stolen even if the player does not have a wallet on them (see below)
- Wallet funds must have the minimum wealth value (default T100) to be stolen from

Deposit Bag

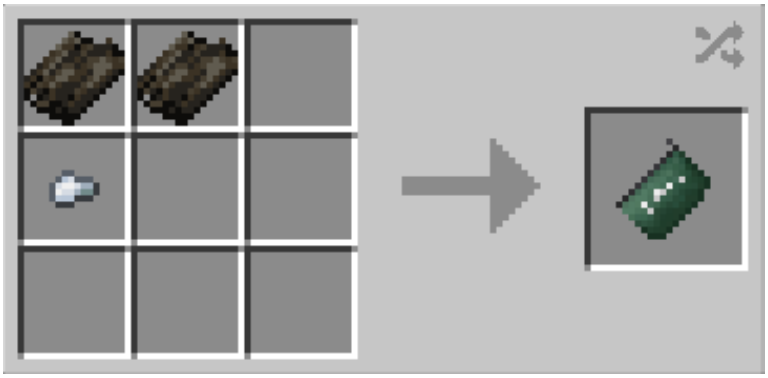
Description: A money sleeve that accepts up to one million Thyms for compact storage of many Thyms, such as in a player vault or enderchest.

Details:

Rarity color:	Common
Renewable:	Yes
Stackable:	Yes (64)
Durability:	None

Obtaining

Deposit bags come in a single Green color variant.
1 deposit bag can be crafted with 2 Dried Kelp and 1 Iron Nugget.



Usage

> A maximum of 1,000,000 Thyms can be held within the deposit bag. The player can craft as many deposit bags as needed.

Right-click with a wallet or wristlet in hand to open the GUI.

- View the balance in the wallet - maximum value that can be withdrawn
- Add or remove all balance

[+] Adding will move all coins in the player's inventory into the deposit bag, increasing the balance
[-] Removing will withdraw all funds into the players inventory as possible, reducing the balance
This will be withdrawn in the largest coins possible to reduce the number of individual Thyms

- Add or remove specific value coins

[+] Add a single coin of the selected value into the deposit bag
[-] Remove a single coin of the selected value back into the player's inventory
[Shift +] Add up to 64 (full stack) of that value coin into the deposit bag
[Shift -] Move up to 64 (full stack) of that value coin into into the player's inventory



Additional

Unlike wallets or wristlets, funds stored in a deposit bag are **not linked to the player**. In this way, storing funds in deposit bags can be a safe means of avoiding having money stolen if a player dies in PVP on multiplayer servers, as funds not associated with the wallet+ are not subject to config values. However:

- Deposit bags can be dropped on death if keepInventory is not enabled
- Deposit bags can be accidentally dropped and picked up by other players

- Deposit bags can be accessed by anyone; players can withdraw the full value or continue to use it to store their funds
- **Deposit bags are never completely secure unless stored in a player vault, ender chest or on secure landclaim with no shared permissions.**

Refined Leather

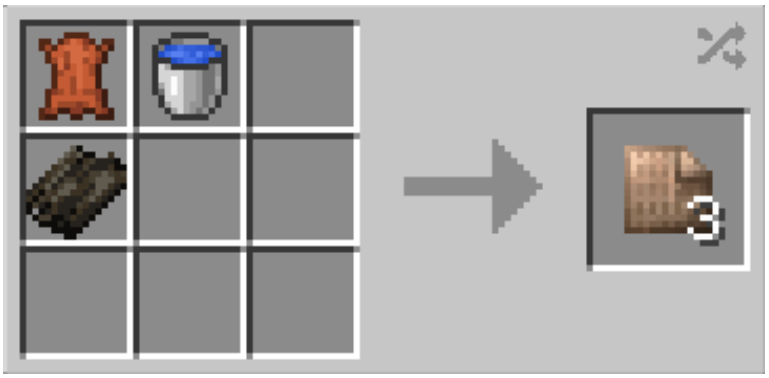
Description: A crafting material, converting leather into a more efficient version (increased volume).

Details:

Rarity color:	Common
Renewable:	Yes
Stackable:	Yes (64)
Durability:	None

Obtaining

Refined leather comes in a single color variant.
3 refined leather can be crafted with 1 Leather, 1 Bucket of Water and 1 Dried Kelp.



Usage

Refined leather is a crafting ingredient for wristlets and wallets.



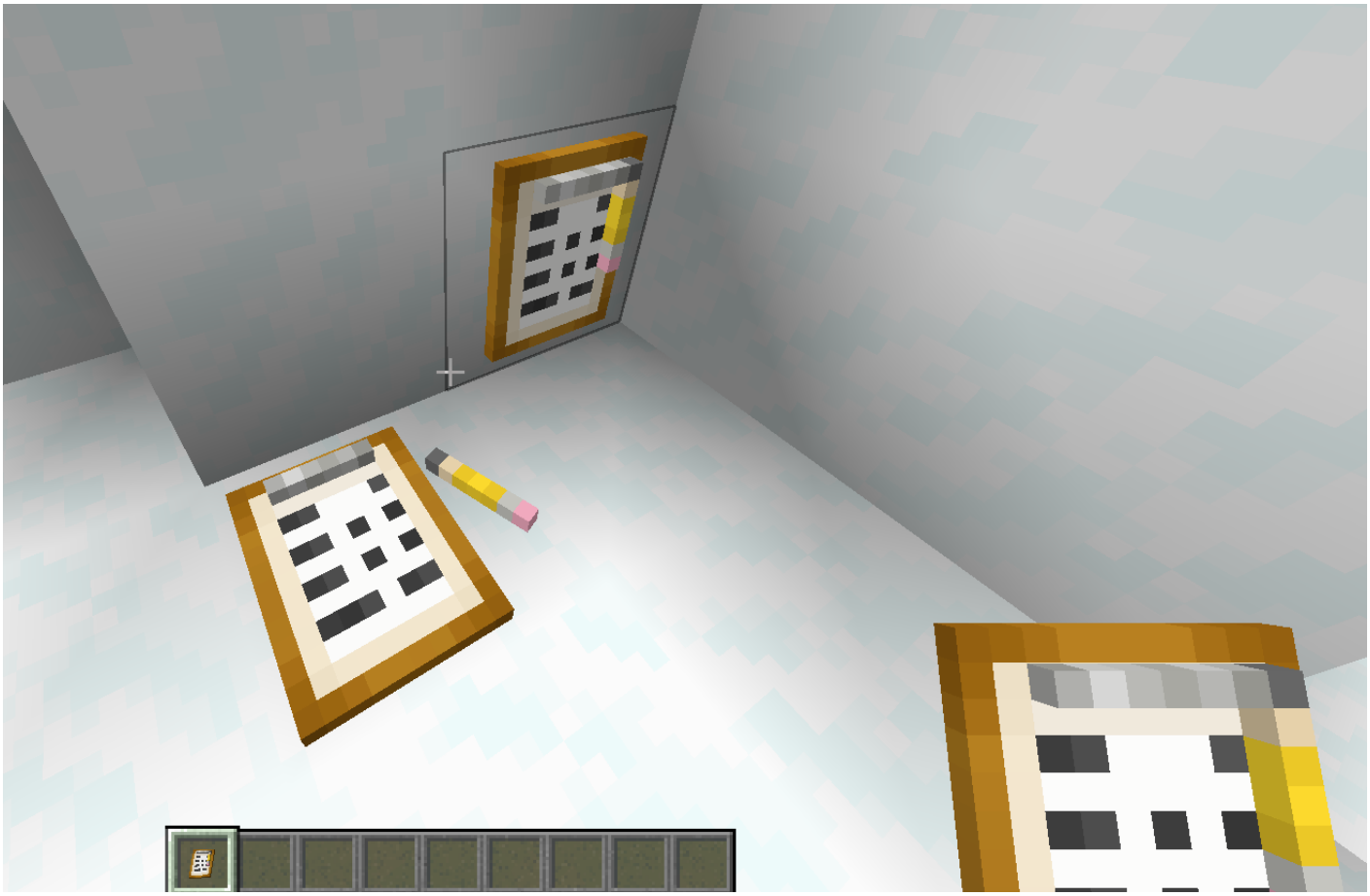
Additional

- SWECom refined leather is not interchangeable with SWEM's refined leather. As they share a conflicting recipe, a mod like Polymorph would be recommended if both SWEM + SWECom are used together.

Clipboard

Description: Clipboard is a functional item that can both be placed in the world for decoration and also open the GUI of the Markets (Shops).

Details:



Rarity color:	N/A
Renewable:	N/A
Stackable:	64
Durability:	N/A

Obtaining

Crafting



Usage

Right click a Market Block to open its Inventory GUI!

Trivia

The clipboard was made to match the economy aesthetic in the way of using a clipboard to check the inventory of all of your stock!

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
1.18.2		
1.16.5		

Data Values