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.

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