[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

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