Configs, Commands & Files

Includes: How to adjust configuration files and information on custom content (Community Packs).

- Client Config
- Common Config
- Server Config

Client Config

> Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

Introduction

> Client configs are set for the **individual player** and are not overriden by any server settings.

Client configuration files tweak small visual settings that apply to **ALL** worlds created for the current mod pack and any servers joined.

MULTIMC	Right click pack icon → `Config Folder` → `swem` → `swem-client.toml`
CURSEFORGE	Right click pack icon → `Open Folder` → `config` → `swem` → `swem-client.toml`
FORGE (WINDOWS)	Open file explorer → `[user]/AppData/Roaming/.minecraft/config/swem/swem-client.toml`
FORGE (MAC)	Open finder → `~/Library/Application Support/minecraft/config/swem/swem-client.toml`

Important

Configuration files have a specific format, and allow you to change **limited** values. Inputting invalid information or adjusting the file format can result in issues such as invalid configuration loading or crashing.

It is important to read the file carefully and only change values that are supported.

- `#` is a comment to provide information on the feature and valid range or options
- `Range` means values must be within a set limit `Example:` 0-100
- `Default` is the setting used when the file is first generated and may be noted for reference

>

> If you suspect a config file is corrupted or invalid, delete it and reload Minecraft toregenerate a default file.

Default Configuration

This is the default configuration file, containing **five** adjustable settings.

```
# || =========== [Wings Transparency] =========== ||
[wings_tansparency]
 # || Set how visible the horse wings should be! 0 = off, 1 = 25%, 2 = 50%, 3 = 75%, 4 = 100%
 #Range: 0 ~ 4
 wingsTransparency = 2

# || =========== [Gait HUD] =========== ||
[hud]
 # || Should the gait HUD be enabled?
 gaitHudEnabled = true
 # || How much would you like to offset the current X position? (A negative value moves the
text up and a positive value down.)
 #Range: > -2147483648
 gaitHudX = 0
 # || How much would you like to offset the current Y position? (A negative value moves the
text up and a positive value down.)
 #Range: > -2147483648
 gaitHudY = 0
 # || What color should the gait HUD be?
 #Range: > -2147483648
 gaitHudColor = 16777215
```

Adjustable Values

Set the transparency for wings on Amethyst Tier Horse Armor.

```
 # || Set how visible the horse wings should be! 0 = off, 1 = 25%, 2 = 50%, 3 = 75%, 4 = 100%
 #Range: 0 ~ 4
 wingsTransparency = 2
```

> *This accepts **whole** numbers from `0-4`. Default is `2` where wings are partially transparent (50%).*

Enable or disable the gait HUD overlay which displays the currently active gait while riding a horse.

```
 # || Should the gait HUD be enabled?
 gaitHudEnabled = true
```

> *This accepts **boolean** values of `true` or `false`. Default is `true` (enabled).*

Set the **horizontal** position for the gait HUD overlay.

```
 # || How much would you like to offset the current X position? (A negative value moves the
text up and a positive value down.)
 #Range: > -2147483648
 gaitHudX = 0
```

> *This accepts **whole** numbers greater than `-2147483648`. Default is `0` to the right of the hotbar.*

Set the **vertical** position for the gait HUD overlay.

```
# || How much would you like to offset the current Y position? (A negative value moves the
text up and a positive value down.)
 #Range: > -2147483648
 gaitHudY = 0
```

> *This accepts **whole** numbers greater than `-2147483648`. Default is `0` at the height of the hotbar.*

Set the decimal value of the gait HUD overlay to change the text color.

```
# || What color should the gait HUD be?
 #Range: > -2147483648
 gaitHudColor = 16777215
```

> *This accepts **whole** numbers greater than `-2147483648`. Default is `16777215` (white).*

Additional

> Files change from `.toml` to `.toml.bak` if entries are invalid or a file was regenerated. Check regularly when updating or editing files!

Configuration file updates are uncommon and *usually* harmless, but you may need to regenerate files or reapply custom settings.

Known Issues

You can report any mod issues to our bugs forum on **Discord** - please check for duplicate reports first!

Changelog

View Changes

> This is not a complete list of changes or features. It is a log of wiki-related version information and may be outdated.

MC Version	Release	Notes
`1.20.1`	`1.1.1`	Page established - Information prior to `1.1.1` is not specifically included but is likely the same.

Common Config

> Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

Introduction

> **Multiplayer:** Configuration files on servers override any "client-side" (player) or pack settings while connected.

Client configuration files tweak settings that apply to **ALL** worlds created for the current mod pack.

MULTIMC	Right click pack icon → `Config Folder` → `swem` → `swem-common.toml`
CURSEFORGE	Right click pack icon → `Open Folder` → `config` → `swem` → `swem-common.toml`
FORGE (WINDOWS)	Open file explorer → `[user]/AppData/Roaming/.minecraft/config/swem/swem-common.toml`
FORGE (MAC)	Open finder → `~/Library/Application Support/minecraft/config/swem/swem-common.toml`

Important

Configuration files have a specific format, and allow you to change **limited** values. Inputting invalid information or adjusting the file format can result in issues such as invalid configuration loading or crashing.

It is important to read the file carefully and only change supported values.

- `#` is a comment to provide information on the feature and valid range or options
- `Range` means values must be within a set limit `Example:` 0-100
- `Default` is the setting used when the file is first generated and may be noted for reference

>

> If you suspect a config file is corrupted or invalid, delete it and reload Minecraft toregenerate a default file.

Default Configuration

This is the default configuration file, containing **two** adjustable settings.

```
# || ========== [Block o Water] ========== ||
[block_o_water]
 # || Does the spigot require a Block O Water?
 needBlockOWater = true

# || ========== [Shining Amethyst] ========== ||
[amethyst]
 # || What is the spawn chance (%) for Shining Amethyst?
 #Range: 0 ~ 100
 amethystSpawnChance = 25
```

Adjustable Values

Enable or disable the spigot requiring a block o' water.

```
 # || Does the spigot require a Block O Water?
 needBlockOWater = true
```

> *This accepts **boolean** values of `true` or `false`. Default is `true` - spigots require a block o' water to function.*

Set the chance of amethyst clusters becoming shining amethyst when fully grown.

```
 # || What is the spawn chance (%) for Shining Amethyst?
 #Range: 0 ~ 100
 amethystSpawnChance = 25
```

> *This accepts **whole** numbers from `0-100`. Default is `25` (%).*

Additional

> Files change from `.toml` to `.toml.bak` if entries are invalid or a file was regenerated. Check regularly when updating or editing files!

Configuration file updates are uncommon and *usually* harmless, but you may need to regenerate files or reapply custom settings.

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Server Config

> Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

Introduction

> **Multiplayer:** Configuration files on servers override any "client-side" (player) or pack settings while you play on that server.

Server configuration files tweak settings that apply to **ALL** worlds created for the current mod pack.

MULTIMC	Right click pack icon → `Config Folder` → `swem-server.toml`
CURSEFORGE	Right click pack icon → `Open Folder` → `config` → `swem-server.toml`
FORGE (WINDOWS)	Open file explorer → `[user]/AppData/Roaming/.minecraft/config/swem-server.toml`
FORGE (MAC)	Open finder → `~/Library/Application Support/minecraft/config/swem-server.toml`

> Prior to `1.21.1` server config files are located under `saves` → `worldname` → `serverconfig` → `swem-server.toml`

World Override `Neoforge 1.21+`

It is possible to set custom configuration for specific worlds (override default file).
Paste a **copy** of the `swem-server` file into `saves` → `worldname` → `serverconfig`. **Edit. Save. Relaunch.**

Important

Configuration files have a specific format, and allow you to change **limited** values. Inputting invalid information or adjusting the file format can invalidate configuration file loading, world loading or result in game crashes.

It is important to read the file carefully and only change supported values.

- `#` is a comment to provide information on the feature and valid range or options
- `Range` means values must be within a set limit `Example:` 0-100
- `Default` is the setting used when the file is first generated and may be noted for reference

> If you suspect your config file is corrupted or invalid, delete it and reload the game to regenerate the file.

Default Configuration

This is the default configuration file, containing **12** adjustable settings.

Default - 1.21.1-1.1.1

```
#|| How much to heal the player wearing Netherite+ Riding Boots as a percentage of damage
dealt.
# Default: 0.05
# Range: 0.01 ~ 1.0
lifesteal = 0.05

# || =========== [Horse Care] =========== ||
[horse_care]
 # || Specify how many minutes the Health Booster lasts for?
 # || We recommend '600' ~(30mc days) for singleplayer, and '10,000' ~(504mc days / 7irl
days) for multiplayer.
 # Default: 600
 # Range: > 1
 healthBoosterTime = 600

# || =========== [Horse Experience Levels] =========== ||
[horse_experience_levels]
 # || Amount of XP required to max a horse's Speed stat.
 # || We recommend '13500' for singleplayer, and '100000' for multiplayer.
 # Default: 13500
 # Range: > 1
 maxSpeedXP = 13500
 # || Amount of XP required to max a horse's Jump stat.
 # || We recommend '13500' for singleplayer, and '100000' for multiplayer.
 # Default: 13500
 # Range: > 1
 maxJumpXP = 13500
 # || Amount of XP required to max a horse's Health  stat.
 # || We recommend '13500' for singleplayer, and '100000' for multiplayer.
```

```
 # Default: 13500
 # Range: > 1
 maxHealthXP = 13500
 # || Amount of XP required to max a horse's Affinity stat.
 # || We recommend '17000' for singleplayer, and '50000' for multiplayer.
 # Default: 17000
 # Range: > 1
 maxAffinityXP = 17000

# || ============ [Server Admin] ============ ||
[server_admin]
 # || Enable Coat Cycling (via lapis lazuli and redstone)?
 # || Do not enable if the server is multiplayer and has an economy.
 allowCoatCycling = true
 # || Can Secret Coats be obtained via Secret Items? (Default = True = Yes)
 # || Do not enable if the server is multiplayer and has an economy.
 allowSecretCoats = true
 # || Should the perks provided by the Amethyst Armor (excluding Amethyst Riding Boots) be
disabled?
 disableAmethystPerks = false
 # || Should the rider be teleported with the horse if the horse should fall into the void
whilst the horse is wearing Amethyst Tier Armor.
 voidTP = true
 # || Enable SWEM's built-in permission node system for controlling player use of commands.
 # || This is recommended for servers ONLY.
 enableKeyPermission = false
 # || What horses should spawn? Vanilla horses only, SWEM horses only, or Both?
 #Allowed Values: VANILLA_ONLY, SWEM_ONLY, BOTH
 horseSpawn = "BOTH"
 # || Should winged horse fly without requirement of Amethyst Horse Armor?
 wingedHorseFly = true
```

Adjustable Values

Lifesteal

```
lifesteal = 0.05
```

> *This accepts **decimal** numbers from `0.01-1.0`. Default is `0.05` - 5% damage is healed by Netherite+ riding boots. `1.0` = 100%*

Health Booster

```
healthBoosterTime = 600
```

> *This accepts **whole** numbers over `1`. Default is `600` - health boosters lasts 600 mins (approx. 30MC days) **while loaded**.*

Skill Experience

```
maxSpeedXP = 13500
```

```
maxJumpXP = 13500
```

```
maxHealthXP = 13500
```

```
maxAffinityXP = 17000
```

> *This accepts **whole** numbers (integers) over `1`. Default is `13500` experience for max. skill level, or `17000` for affinity.*

> **Multiplayer:** Values are aimed at Singleplayer and it is common for **Equestrian** servers to set `50-100,000+`

Coat Cycling

```
allowCoatCycling = true
```

> *This accepts `true` or `false`. Default is `true` and permits coat cycling (change) **owned** horses using lapis and redstone.*

Secret Coats

```
allowSecretCoats = true
```

> *This accepts `true` or `false`. Default is `true` and allows players to obtain special coats in survival.*

Void TP

```
voidTP = true
```

> *This accepts `true` or `false`. Default is `true` - teleport horse/rider to spawn if falling into the void with Amethyst horse armor.*

Key Permissions (Multiplayer)

```
enableKeyPermission = false
```

>

> *This accepts `true` or `false`. Default is `false` - commands are not restricted to players with "key" permissions.*

Spawning

```
horseSpawn = "BOTH"
```

> *This accepts `BOTH` or `VANILLA_ONLY` or `SWEM_ONLY`. Default is `BOTH` - lite **and** vanilla horses naturally spawn.*

Winged Flight

```
wingedHorseFly = true
```

> *This accepts `true` or `false`. Default is `true` - default and custom pegasus (set in JSON file) can fly without armor.*

Additional

Configuration file updates are uncommon and *usually* harmless, but you may need to regenerate files or reapply custom settings.

> **Multiplayer:** Check or reset configuration files each time you update mods to ensure important settings are unaffected!

Known Issues

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