

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 overridden by any server settings.

Client configuration files tweak settings that apply **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 to regenerate a default file.

Default Configuration

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

```
# || ===== [Wings Transparency] ===== ||
[wings_transparency]
# || 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

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.

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