

Common Config

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

Introduction

Multplayer: 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 to regenerate 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

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

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
<code>1.20.1</code>	<code>1.1.1</code>	Page established - Information prior to <code>1.1.1</code> is not specifically included but is likely the same.

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