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%
 # Default: 4
 # Range: 0 ~ 4
 wingsTransparency = 4

# || =========== [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.)
 # Default: 0
 # 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.)
 # Default: 0
 # Range: > -2147483648
 gaitHudY = 0
 # || What color should the gait HUD be?
 # Default: 16777215
 # Range: > -2147483648
 gaitHudColor = 16777215

# || =========== [Gender] =========== ||
[gender]
 # || Should gender icons be shown before horse names?
 # || Icons only show if the horse is tamed and has a custom name.
 showGenderIcons = true
 # || What colour the male icon should appear as.
 # || This is a hex value, format: #A1B2C3. (Default is #18C0ED)
 maleIconColor = "#18C0ED"
 # || What colour the female icon should appear as.
 # || This is a hex value, format: #A1B2C3. (Default is #FF4DAC)
 femaleIconColor = "#FF4DAC"
 # || What colour the icon should appear as, when the horse is infertile.
 # || This is a hex value, format: #A1B2C3. (Default is #444269)
 infertileIconColor = "#444269"
```

Adjustable Values - Wings

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%
 # Default: 4
 # Range: 0 ~ 4
 wingsTransparency = 4
```

> *This accepts **whole** numbers from `0-4`. Default is `4` where wings are fully opaque (100%).*

Adjustable Values - Gait HUD

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).*

Adjustable Values - Gait HUD

Enable or disable gender icons shown next to horse names.

```
# || Should gender icons be shown before horse names?
 # || Icons only show if the horse is tamed and has a custom name.
 showGenderIcons = true
```

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

Set the HEX value of the male gender icon.

```
# || What colour the male icon should appear as.
 # || This is a hex value, format: #A1B2C3. (Default is #18C0ED)
 maleIconColor = "#18C0ED"
```

> *This accepts **HEX** value combinations. Default is `#18C0ED` (blue).*

Set the HEX value of the female gender icon.

```
# || What colour the female icon should appear as.
 # || This is a hex value, format: #A1B2C3. (Default is #FF4DAC)
 femaleIconColor = "#FF4DAC"
```

> *This accepts **HEX** value combinations. Default is `#FF4DAC` (pink).*

Set the HEX value of the infertile (male or female) gender icon.

```
# || What colour the icon should appear as, when the horse is infertile.
 # || This is a hex value, format: #A1B2C3. (Default is #444269)
 infertileIconColor = "#444269"
```

> *This accepts **HEX** value combinations. Default is `#444269` (muted purple).*

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
`1.21.1`	`1.6.12`	Page established - Information prior to `1.6.12` is not specifically included and may differ significantly.

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