Coins

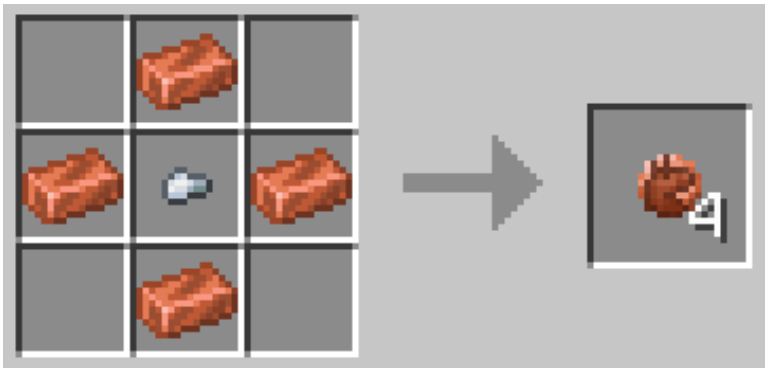
Description: Coins are craftable currency that can be exchanged for tack at an EQ Shop.

Details:

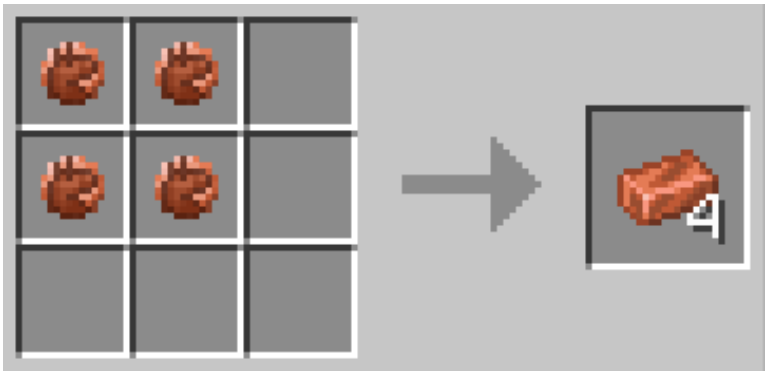
Rarity color:	Common
Renewable:	Yes
Stackable:	Yes (64)
Durability:	None

Obtaining

Crafting
Coins come in seven color / tier variants: Copper, Iron, Emerald, Gold, Diamond, Netherite and Amethyst.



Excess coins can be uncrafted to return most of the input resources (requires 4).



Usage

Place a valid coin type into the input slot of an EQ Shop to display items that can be purchased.

- The number displayed next to any purchasable items is the cost (# coins to buy)
- Read the EQ Shop page for further information.



If no items are displayed, one of the following has occurred:

- There is insufficient coins to purchase any item (ie input 2 coins but cheapest item is 3 coins)
- There are no items that can be purchased for that coin type
- There are no custom tack items installed via community pack
- Custom tack items set to use that coin type have invalid or missing files (not registered)

`ECONOMY` `MULTIPLAYER` `SERVERS`

Multiplayer Servers

Coins do not currently support the swem recipe config to enable or disable coin crafting.
If you own or manage an economy driven multiplayer server, you can still adapt this new system to support that.

`Disable Coin Crafting`
Option 1: Disable the recipe entirely via Datapack.
Option 2: Replace the recipe to use unobtainable items via Datapack.
Option 3: Replace the recipe with an exchange from your currency → coins via Datapack.

You will need to provide an alternative source of obtaining coins (ie Simple Shops) or sourcing tack items without EQ shop.
Disabling the coin crafting will still allow players to use any coins already in existence and given or sold to them via the server.

`Disable Coin Uncrafting`
If you don't allow coin crafting or your chosen method of coin distribution can lead to a resource exploit, you should override it.
This will still allow players to use any coins at the EQ shop, but not convert them back into resources.

Example If you give players 1 free diamond coin per login, when they have 4 they can uncraft it into diamonds.

`Customize Coin Crafting`
If you need to adjust the value of coins you can:

- Create a datapack to override crafting recipes for coins, with this you can:
  → Change the value / type of any crafting materials
  → Change the crafting exchange to convert your currency (ie swecon coins) to swem coins
  → Change the output to give more or less per crafting
- Modify JSON files for all items in all installed community packs to preferred pricing
  → Change the coin tier to purchase
  → Change the value (# coins) required to purchase

`Customize Coin Uncrafting`
If you sell coins to players but want them to be able to refund in the same item / currency, use a datapack.
You can set it to refund in full (100% refund) or at a loss (ie 50% refund).

Example Buy 4 gold coins for 40 Thyms (2 swecon gold coin) uncrafting yields back only 20 Thyms (1 swecon gold coin)

`Restrict Purchase`
If you have tack items that are 'limited edition' or special purchase:

- Create a datapack and make at least one coin type uncraftable
- Set any limited edition or special tack items to require that coin at an EQ shop

This will still allow players to use any coins sold or given to them (or previously crafted) at the EQ shop.

Gallery

Known Issues

If you find an issue, please report it to our bugs channel on **Discord**. We ask that you look to see if your issue was reported first!

Changelog

View Changes

> This is not a complete list of version changes / fixes. It is a changelog of relevant wiki-related version information.

MC Version	Release	Notes
1.20.1	1.20.1-1.5.0	Public Release: Added custom tack support, EQ shop and coins.

Data values

swem:coin_copper
swem:coin_iron
swem:coin_emerald
swem:coin_gold
swem:coin_diamond
swem:coin_netherrite
swem:coin_amethyst

Revision #3
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