General Information [WIP]

> This feature is available in **1.20.1-1.5+** and will **NOT** be added to outdated versions.

Community Packs is a feature that allows players to add NEW assets to the mod without the use of an add-on mod.

Important- Update Changes

> Existing worlds should be safe to update but always take a backup in case you encounter an issue!

To support community packs, some changes have been made. See additional pages for feature-specific changes.

- Common, Client and Recipe configs now generate in `config/swem`
- Community Pack features will likely break add-on mods.
  PLEASE BE PATIENT AND ALLOW CREATOR'S TIME TO UPDATE THEIR MODS

Supported Features

Feature	Mod Version	Notes
Coats	**1.20.1-1.5 Beta +**	Custom coats that do not override default, and support coat cycling + breeding tags.
Tack	**1.20.1-1.5 Release**	Custom tack that does not override default tack and can be purchased via EQ Shop.
Animations	**1.20.1-1.5 Release**	Custom animations that can be triggered via command (loop).

Frequently Asked Questions

[1] Community & Content Packs

WHAT IS A COMMUNITY PACK?

Community Packs are folders that include all the files necessary to add NEW assets such as custom coats to SWEM.

WHAT IS A CONTENT PACK?

Content Packs is also a Community Pack, but usually with less content. It will merge into any Community Packs with the same name. This allows:

- Creators to set a consistent pack name and release smaller 'add-ons' to their main pack(s)
- Creators to easily provide updated file (ie fixes or improved) that override their original files
- Players to have fewer individual Community Packs to sort
- Players to have fewer Community Packs listed in game, and easier results by Creator
  Example: `artist_kofi:`
  Example: `artist_fantasy:` or `artist_bays:`

HOW DO I KNOW IF A PACK IS READY TO USE (PREMADE)?

This depends on the source, most creators should clearly state if their content is files only or a read to use pack.

- Look at the file contents (unzip the file if it comes zipped)

  - Must be a folder, not a ZIP (or any other)file
  - Must have a lowercase name with no spaces. `artist_packname` `Artist Pack Name`
  - Must have two folders inside it: `json` and `textures`
  - Must have at least one coats or tack item with all required files.
    See Creator Corner if you are making a community pack and are unsure what is required.

  - Individual files in a single folder
  - PNG files in `json > coats` or JSON files in `textures > coats > legacy`
  - Files or folders with spaces, symbols or capital letters

> There can still be other errors that prevent a pack working, but this criteria means the pack is structured correctly!

WHAT IF PACKS HAVE AN IDENTICAL NAME?

Community Packs that do not use recommended format could have a duplicate name like `free_coats` or `kofi_coats`.

- Duplicate folders will merge into one with the files of both folders

- Files will not override or replace each other **unless** they have identical names

Creators

- Avoid conflicting names with recommended unique format of `coatname_artist` in all files and packs
- Avoid content 'options' with the same name - if you offer variants (ie braids vs roached) give them a unique name
- Avoid creating packs with 'old' files that may override new versions (ie fixed or improved textures)
- Update or remove old packs that may have any such files.

> Always check that merged files maintain the correct folder structure and file names are valid (ie not coat_name_copy)

WHAT IF IT ASKS ME TO REPLACE FILES?

There is no correct answer to this:

- Replacing existing files to update a texture error is usually safe.
- Replacing existing files to update coat info for breeding tags, inspiration info is usually fine.
- Replacing existing files with outdated files could revert changes (replace with pre-fix version)
  If you replace a file with a broken texture or non-functional json, you will need to fix it or re-download the original!

CAN I HAVE MULTIPLE COMMUNITY PACKS?

Yes. You can install multiple Community Packs, but you should read **[4] Performance** if adding a lot of additional content.

[2] Modifying Community Packs

> Always read the Creator's Terms Of Use (TOU) as significant non-private alterations or reupload may be prohibited!

CAN I REUPLOAD A COMMUNITY PACK +/- MODIFIED?

 `JSON FILES` You can edit and distribute json files or overrides freely.
 `PNG FILES` You should not modify, re-upload, distribute or monetize Creator's work without explicit consent.

`PNG FILES` Creators have the right to set and enforce appropriate use of their content.

- You must not modify, re-upload, distribute or monetize Creator's work without explicit consent.

`JSON FILES` Creators can set reasonable requests on json modification, but do not own this asset.

  You can provide **FREE** override files or packs.
  You must not create and distribute files that violate platform (ie Discord) or Community (ie SWEM) rules.
  You must not monetize file edits to profit off the original Creator(s) work without consent.
  You must not provide premade packs that include the content (pngs) of Creator(s) without consent.
  You must not remove artist credits, or add false credits.
  You must not remove artist reference, excluding reasonable modification.
`Esperanza from Spirit` -> `Palomino (Dreamwork's Spirit: "Esperanza")` `N/A`

CAN I RENAME A PACK (AS A PLAYER / CLIENT)?

Multiplayer No. This may prevent you from seeing any custom coats, even if you have all the correct files.

Singleplayer Yes. This can sometimes help you organize custom content or shorten pack IDs.

- You must use a unique **lowercase** name with **no spaces** or **symbols**
- You should not edit information **in use by an existing save** (will need to change coats / tack affected).

CAN I RENAME A COAT / TACK ITEM?

Multiplayer No. This may prevent you from seeing any custom coats or tack, even if you have all the correct files.

Singleplayer Yes, though this is **not recommended**.

- You must use a unique **lowercase** name with **no spaces** or **symbols**
- You must set this for the file names of both `json`, `png`, and the texture path inside the `json` file.
- You should not edit information **in use by an existing save** (will need to change coats / tack affected).

> You should use standard naming format `coatname_artist` with **appropriate artist credit** by name!

CAN I EDIT CUSTOM CONTENT INFORMATION (JSON)?

Multiplayer Yes. Important information:

- Client-side (player) edits will only apply to your singleplayer worlds.
- Server-side edits will apply to all players, regardless of their individual pack settings. `Texture Path` Players must use the same path to avoid black horses (missing texture)

Singleplayer Yes, depending on type:

Content	Variable	Comments
Coats	Artist Credits *	Can include capital letters, spaces and symbols **inside the "" entry**.
	Inspiration *	Can include capital letters, spaces and symbols **inside the "" entry**.
	`lapis_cyclable`	Effect will apply to future lapis/redstone changes. **Must be true/false.**
	`obtainable_by_breeding`	Effect will apply to future breeding. **Must be true/false.**
	`base_colors`	Effect will apply to future breeding. Must use **valid tags.**
	Model	Must use Legacy until additional models are supported.
Tack	TBC	
Animations	TBC	

> You must not remove or (unreasonably) modify Artist credits +/- reference and inspiration comments.

[3] Multiplayer Use

HOW TO ADD COMMUNITY PACKS TO A SERVER?

Multiplayer Paste the community pack(s) into the server's `config > swem > communitypacks` folder as normal.

- Players (clients) must also use the exact same mod version as the server.

- Players (clients) must have a copy of the same community pack folder(s).
- Clients can have additional community packs installed for SP use.

> See individual pages for troubleshooting common issues for each feature.

CAN I USE THE OFFICIAL SWEM COMMUNITY PACK ON A SERVER?
Yes. You can use this on a multiplayer server provided it is free to all players, not re-uploaded externally or monetized.
You should not modify the contents, except to remove unwanted files or edit obtaining information (tags, breeding etc).

CAN I USE CREATOR'S COMMUNITY PACK ON A SERVER?

> Always read the Creator's Terms Of Use (TOU) as public multiplayer use, alterations or reupload may be prohibited!

[4] Performance

WILL COMMUNITY PACKS MAKE MY GAME LAG?
Performance loss with the community pack features has not been reported, but individual results may vary.

- Community Packs store text and coat files in your config file which will occupy storage space.
- Community Packs require your game to load and register these on load, which may marginally increase load times.
- Community Packs add new content into the game, similar to adding more and more mods it can impact performance.

> PCs with limited resources or low performance may have a limit on how much custom content it can realistically support.

Using Community Packs

> This section explains how to use **PREMADE** Community Packs [1] - see Creators' Corner to create your own.

> Read **[2] Modifying Community Packs** before you edit any Community Pack files.

To install your custom content, you need to download or create a Community Pack or Content Pack.

- You can install multiple packs if they have a unique and valid name such as `artist_packname`.
- Content packs will merge into community packs of the same name, or work as a new pack if one does not exist.

STEP ONE: GENERATE THE CONFIG FOLDER

This is only required the first time you add or update the 1.20.1-1.5+ mod file.

1. **[Optional]** Backup any existing saves files (recommended)
2. Install the latest 1.20.1-1.5 Beta file
3. Load the game to the menu screen
4. Exit the game

STEP TWO: INSTALL THE COMMUNITY PACK

1. Download or Create your Community Pack

   → Free Official Community Pack can be found here!

   → Free and Paid Community Packs can be found on many creators pages here!
2. Check the file is ready to install
   → See **[1] Community & Content Packs** above (FAQ)
3. Copy the Community Pack
4. Go to `config > swem > community-packs`
5. Paste the Community Pack file
   → It should look like: `config > swem > community-packs > artist_pack_name`

STEP THREE: VIEW THE CONTENT IN-GAME

1. Load the game
2. Load into a save or (recommended) a new test world
3. See relevant pages:

   → Coats

   → Tack

   → Animations

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!

- **1.20.1-1.5.2** Pasture Blankets (equipped) disappear on world reload.

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	1.20.1-1.5.2	Bug Fix: Pasture Blankets not showing up on racks.
	1.20.1-1.5.0	Public Release: Added support for custom tack and animations.
	1.20.1-1.5-beta-7	Bug Fix: Change JSON file formatting and fixed load errors.
	1.20.1-1.5-beta-5	Public Release: Added support for custom coats.

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