Recipe Config

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

> This page is a **WORK IN PROGRESS** and may contain inaccurate or placeholder information or links.

Introduction

> **Multiplayer:** Configuration files on servers override any "client-side" (player) or pack settings while connected.

> **Singleplayer:** Recipe config is aimed at allowing MP servers to restrict access to certain items, and holds very little use in SP.

Recipe configuration files tweak settings affecting how items are obtained, which apply to **ALL** worlds created for the current mod pack.

MULTIMC	Right click pack icon → `Config Folder` → `swem` → `swem-recipe-control.toml`
CURSEFORGE	Right click pack icon → `Open Folder` → `config` → `swem` → `swem-recipe-control.toml`
FORGE (WINDOWS)	Open file explorer → `[user]/AppData/Roaming/.minecraft/config/swem/swem-recipe-control.toml`
FORGE (MAC)	Open finder → `~/Library/Application Support/minecraft/config/swem/swem-recipe-control.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.

```
# || =========== [Obtaining] =========== ||
[obtaining]
 # || How is Amethyst Weapons and Armor (Player) obtained? 1 = Survival Crafting, 2 = Creative
Menu, 3 = /give
 # Default: 1
 # Range: 1 ~ 3
 obtainAmethystGear = 1
 # || How are Rosettes obtained? 1 = Survival Crafting, 2 = Creative Menu, 3 = /give
 # Default: 1
 # Range: 1 ~ 3
 obtainRosettes = 1
 # || How are Two Tailed Ribbons obtained? 1 = Survival Crafting, 2 = Creative Menu, 3 = /give
 # Default: 2
 # Range: 1 ~ 3
 obtainTwoTailedRibbons = 2
 # || How are Three Tailed Ribbons obtained? 1 = Survival Crafting, 2 = Creative Menu, 3 =
/give
 # Default: 2
 # Range: 1 ~ 3
 obtainThreeTailedRibbons = 2
 # || How are Champion and Reserve Champion Ribbons obtained? 1 = Survival Crafting, 2 =
Creative Menu, 3 = /give
 # Default: 2
 # Range: 1 ~ 3
 obtainChampionshipRibbons = 2
 # || How are Plaques obtained? 1 = Survival Crafting, 2 = Creative Menu, 3 = /give
 # Default: 2
 # Range: 1 ~ 3
 obtainPlaques = 2
 # || How are Trophies obtained? 1 = Survival Crafting, 2 = Creative Menu, 3 = /give
 # Default: 2
 # Range: 1 ~ 3
 obtainTrophies = 2
```

```
  # || How are Breeding Tokens obtained? 1 = Survival Crafting, 2 = Creative Menu, 3 = /give
  # Default: 3
  # Range: 1 ~ 3
  obtainTokensBreeding = 3
  # || How are Boosters obtained? 1 = Survival Crafting, 2 = Creative Menu, 3 = /give
  # Default: 1
  # Range: 1 ~ 3
  obtainBoosters = 1
  # || How are Infertility Potions obtained? 1 = Survival Crafting, 2 = Creative Menu, 3 = /give
  # Default: 1
  # Range: 1 ~ 3
  obtainInfertilityPotions = 1
  # || How are Equestrian Shop Coins obtained? 1 = Survival Crafting, 2 = Creative Menu, 3 =
/give
  # Default: 1
  # Range: 1 ~ 3
  obtainCoins = 1
  # || How are XC Jump Eggs obtained? 1 = Survival Crafting, 2 = Creative Menu, 3 = /give
  # Default: 1
  # Range: 1 ~ 3
  obtainJumps = 1
  # || Should EQ Coins be exchangeable with SWEconM Thyms?
  sweconmExchange = false
```

Supported Values

Most settings accept a numerical value:

- `1` Obtained via crafting recipe in survival, creative menu or give commands **(3/3)**.
- `2` Obtained via creative menu and give commands only, no crafting recipe **(2/3)**.
- `3` Obtained via give commands only, no crafting recipe or creative menu option **(1/3)**.

Adjustable Values

Set the method to obtain Amethyst equipment, including Player Armor and Weapons.

```
  obtainAmethystGear = 1
```

> *This accepts **whole number** values between `1-3`. Default is `1` - items can be crafted in survival.*

Set the method to obtain Rosettes.

```
  obtainRosettes = 1
```

> *This accepts **whole number** values between `1-3`. Default is `1` - items can be crafted in survival.*

Set the method to obtain Two Tailed Ribbons.

```
obtainTwoTailedRibbons = 2
```

> *This accepts **whole number** values between `1-3`. Default is `2` - items can be obtained via creative menu or commands.*

Set the method to obtain Three Tailed Ribbons.

```
obtainThreeTailedRibbons = 2
```

> *This accepts **whole number** values between `1-3`. Default is `2` - items can be obtained via creative menu or commands.*

Set the method to obtain Reserve and Champion Ribbons.

```
obtainChampionshipRibbons = 2
```

> *This accepts **whole number** values between `1-3`. Default is `2` - items can be obtained via creative menu or commands.*

Set the method to obtain Plaques.

```
obtainPlaques = 2
```

> *This accepts **whole number** values between `1-3`. Default is `2` - items can be obtained via creative menu or commands.*

Set the method to obtain Trophies.

```
obtainTrophies = 2
```

>

> *This accepts **whole** numbers between `1-3`. Default is `2` - items can be obtained viacreative menu or commands.*

Set the method to obtain Breeding Tokens. **Only relevant if `tokensBreeding = true` in Server Config.**

```
obtainTokensBreeding = 3
```

> *This accepts **whole number** values between `1-3`. Default is `3` - items can only be obtained via give commands.*

Set the method to obtain Boosters.

```
obtainBoosters = 1
```

> *This accepts **whole number** values between `1-3`. Default is `1` - items can be crafted (brewing stand) in survival.*

Set the method to obtain Infertility Potions.

```
obtainInfertilityPotions = 1
```

> *This accepts **whole number** values between `1-3`. Default is `1` - items can be crafted (brewing stand) in survival.*

Set the method to obtain Equestrian Shop Coins.

```
obtainCoins = 1
```

> *This accepts **whole number** values between `1-3`. Default is `1` - items can be crafted in survival.*

Set the method to obtain throwable XC Jump Eggs.

```
obtainJumps = 1
```

>

> *This accepts **whole number** values between `1-3`. Default is `1` - items can be crafted in survival.*

Enable or disable converting Equestrian Shop Coins to Thyms (SWecon Mod).

> *This accepts **boolean** values of `true` or `false`. Default is `false` - coins cannot be exchanged for SWecon Thyms.*

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.
`1.18.2`	`1.3.0-12`	Added option to toggle method of obtaining booster shots.

`1.0.0`	Added option to toggle method of obtaining awards (all types).

Revision #12
Created 2023-05-15 01:30:21 UTC by Delphi
Updated 2026-11-06 14:14:34 UTC by Delphi