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About SWLM

Why the Mod Started

Anyone who has built big on Minecraft - or even those who have not - will understand the pain of trying to keep your builds well-lit without having torches and lanterns everywhere. While the occasional torch or lantern does provide a certain ambience and decorative value, for some they can just be an eyesore.

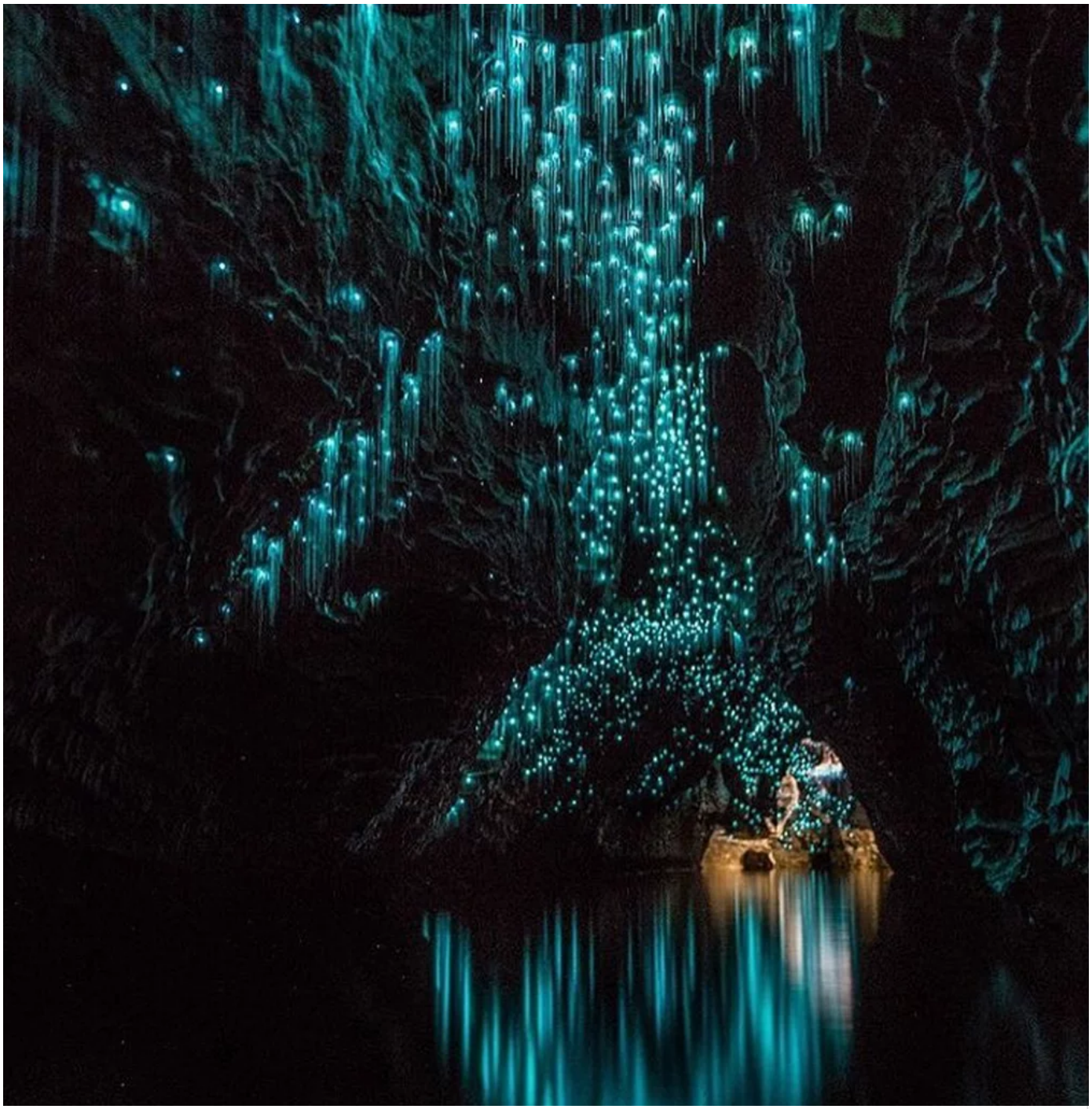
This was something AlaharranHonor (SWLM Owner) took note of when building their castles, and it inspired the concept for the Star Worm Lighting Mod (SWLM) idea - normal blocks that offered the same glow (15 light) as glowstone but could be used seamlessly in builds as normal blocks. No longer would your roof be dark and terrifying, or would dingy corners of your base spawn your ongoing demise as you continuously torched the place up like a bonfire to stay alive.

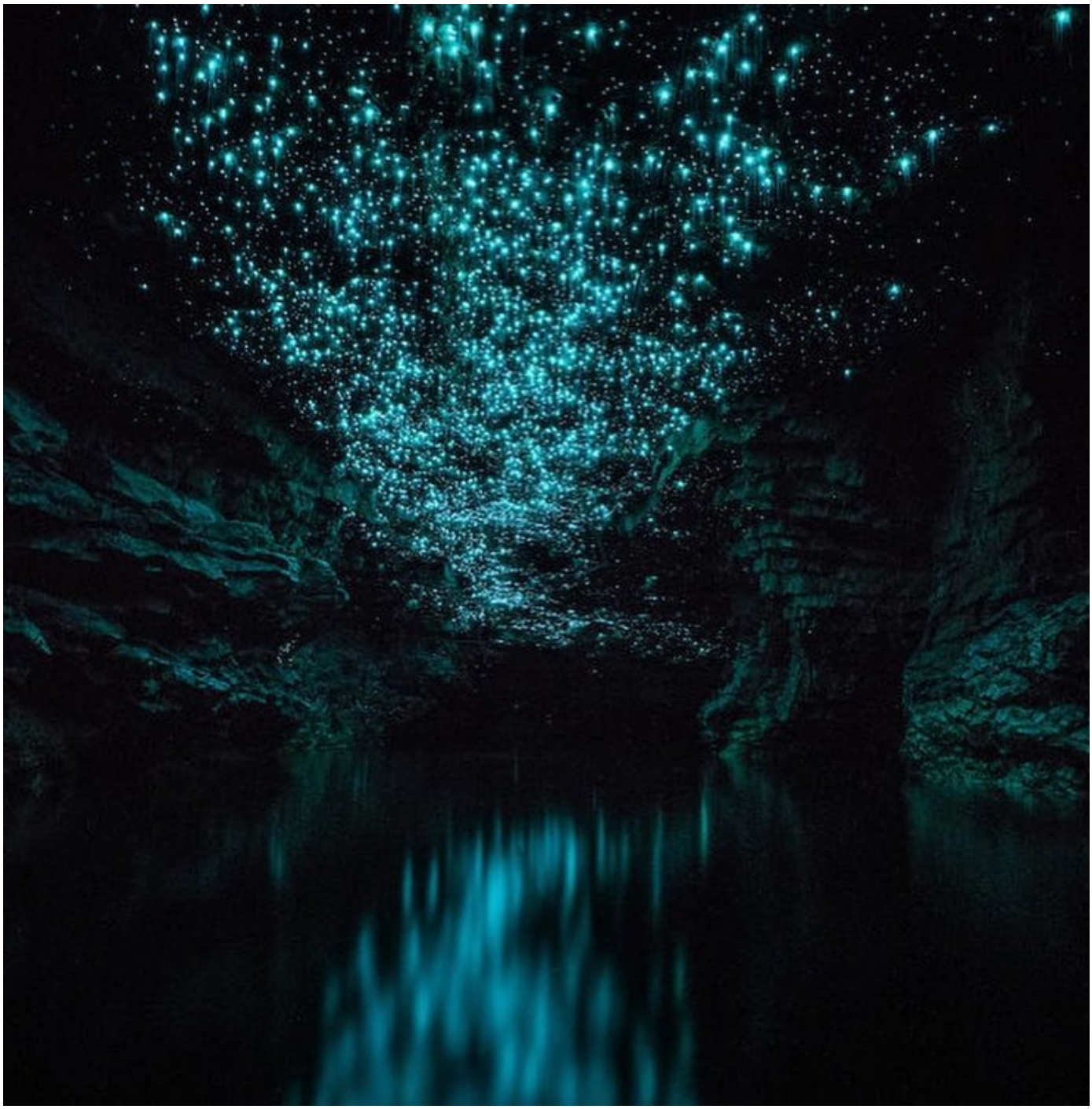
SWLM was initially posted to CurseForge in May of 2020 for version 1.12.2 and was ported forward to 1.16.5 in 2021 for use in building the Official SWE server.

Why Star Worms?

The Owner of SWLM was looking for something that was easily obtainable in quantity, made sense, and also seemed original compared to other mods common at the time. At night, in a poorly lit castle courtyard, they looked up to the stars. Many mods used stars as their inspiration so it wasn't an option. What if that same twinkling, glowing effect were from underground and mine-able? What would that resemble in real life? Glow worms. In large enough caves, glow worm colonies can look like night skies. Original, makes sense, and easily obtainable? Bingo!

Original Inspiration Pictures







What does SWLM Include?

SWLM offers 'SW' or glowing versions of many vanilla and Star Worm modded blocks.

- SWLM only creates 'versions' of and effects whole blocks. It does not not 'copy' slabs, stairs, walls, or any other kind of block.
- SWLM does not take mod or block suggestions.

It offers hundreds of blocks that, when combined with a single Star Worm Goop, can create a SW Block.

- 84 as of 1.12.2.
- 311 as of 1.16.5, including SWEM, SWDM, and SWPM variants.
- 395 as of 1.18.2, including SWEM, SWDM, and SWPM variants.
- 395 as of 1.20.1, including SWEM, SWDM, and SWPM variants.

Disclaimer

When using shaders that have ambient lighting (glow / blur), SW blocks will emit light similar to torches and lanterns in a way that makes them blend far less seamlessly into builds or terrain than without shaders. Some shaders can be adapted to have a subtler effect when using SW blocks, or the ambient glow can be disabled entirely, but **it is not possible for the mod to disable this**

effect, it must be done through the shader.

Configs

> The 1.20.1 config is suspected to be bugged and may not generate; you can try manually creating the config, but this isn't guaranteed to work properly.

The SWLM server config adds world-specific configurable settings for ore generation. It can be opened and edited with a simple text editing program like Notepad.

Singleplayer

MultiMC: Instance > Minecraft Folder (Right Sidebar) > Saves > [World Name] > Serverconfig > swlm-server.toml
CurseForge: Profile > ... (next to play) > Open Folder > Saves > [World Name] > Serverconfig > swlm-server.toml
Forge (Windows): `[user]/AppData/Roaming/.minecraft/saves/[world name]/serverconfig/swlm-server.toml`
Forge (Mac): `~/Library/Application Support/minecraft/saves/[world name]/serverconfig/swlm-server.toml`

Multiplayer (Server)

[server root]/[world name]/serverconfig/`swlm-server.toml`

If the config file is not in the folder, then try running the world again to generate it.
If its still not there, copy/paste the full default config (below) into a .txt file, edit the config values as you wish, name it 'swem-server.toml', and put the .txt file into the folder. The server should read it upon next start-up.

Configs Explained

General
Config: Short for configuration, which means to change something to your preference.
Default: Means the one that is preset. If at any time you need to reset, the default config is always okay to return to.
Lines: Configs are read by the computer in lines, like programming code. The lines staying the way they are is very important.
#: Means everything in that line of the config will not be read by the computer. Changes made here will effect nothing.

Remember the primary rule for configs: Do not change ANY text that is not clearly written as a change like true/false, numbers, and lists. These changeable things will be clearly defined and look

like test questions.

> 1.12.2 uses only a common config, while 1.16.5 and above use only serverconfigs. The below config explanation only reflects the 1.16.5+ serverconfigs.

```
    #Enable SWLMCobble ore generation?
EnableSWLMCobbleOre = true
```

This says: Should SWLM Cobble generate naturally in the world. Must be true or false. Default is true.

```
    #SWLMCobble ore vein size
#Range: > 1
SWLMCobbleVeinSize = 7
```

This says: How big can SWLM Cobble veins be when they generate naturally. Must be greater than 1. Default is up to 7.

```
    #SWLMCobble ore vein count per chunk
#Range: > 1
SWLMCobbleVeinCount = 12
```

This says: How many SWLM Cobble veins can be in one chunk when they generate naturally. Must be greater than 1. Default is up to 12.

```
    #SWLMCobble ore minimum height
#Range: > 1
SWLMCobbleBottomHeight = 50
```

This says: What's the lowest Y-level SWLM Cobble can spawn at. Must be greater than 1. Default is level 50.

```
    #SWLMCobble ore maximum height
#Range: > 1
SWLMCobbleMaxHeight = 128
```

This says: What's the highest Y-level SWLM Cobble can spawn at. Must be greater than 1. Default is level 128.

Full (Default) Config

1.12.2 Default Config (starwormlighting.cfg)

```
# Configuration file
```

```
worldgen {
 # VeinPerChunk Star Worm Cobblestone [range: 0 ~ 64, default: 2]
 I:veinPerChunk=2

 # VeinSize Star Worm Cobblestone [range: 1 ~ 64, default: 7]
 I:veinSize=7
}
```

1.16.5 / 1.18.2 / 1.20.1 Default Config (swlm-server.toml)

```
[SWLMOreGen]
 #Enable SWLMCobble ore generation?
 EnableSWLMCobbleOre = true
 #SWLMCobble ore vein size
 #Range: > 1
 SWLMCobbleVeinSize = 7
 #SWLMCobble ore vein count per chunk
 #Range: > 1
 SWLMCobbleVeinCount = 12
 #SWLMCobble ore minimum height
 #Range: > 1
 SWLMCobbleBottomHeight = 50
 #SWLMCobble ore maximum height
 #Range: > 1
 SWLMCobbleMaxHeight = 128
```

Troubleshooting

"I cannot see the options shown here!"

Check all of the following:

- You are using the correct version of Minecraft for the config you want (e.g., the 1.12.2 config is different from the 1.16.5+ config).
- You are using the latest release of the mod for your version of Minecraft - these values represent configs for the very latest release!

If you have confirmed the above and still do not have the options listed here you will need to reload your config file.

1. Close your world if you are currently in it
2. Go to your server config file for that **specific** world - how to get there is shown at the top of this page

3. Open the file and make note of any values you have set **if** you have adjusted it before (if not, there is no need)
4. Delete the **swem-server.toml** file
    - If using 1.12.2, you'll delete the **starwormlighting.cfg** file located in your config folder.
5. Load into your Minecraft world to regenerate the config
6. The newly generated config file should be a fresh default config
7. Adjust and settings you need, save the file and reload into your world again to apply the changes!

Credits

Credits for development on SWLM are listed below!

Version - Forge 1.18.2

Owner and Production Lead - AlaharranHonor

Programming
Primary: Legenden Update: Mothfet

Texture Art
Primary: AlaharranHonor Update: Cytris

Version - Forge 1.16.5

Owner and Production Lead - AlaharranHonor

Programming
Primary: Silverwolf Secondary: Legenden Update: Silverwolf

Admin. Assist.
Primary: TheaRaven

Secondary: LegaLace1

Version - Forge 1.12.2

Owner and Production Lead - AlaharranHonor

Programming
Primary: Beerik

Textures
Primary: AlaharranHonor