Star Worm Lighting

Learn more about Star Worm Lighting Mod (SWLM).

- Information
  - About SWLM
  - Configs
  - Credits
- Items
  - Star Worm Cobble
  - Star Worms
  - Mortar & Pestle
  - Star Worm Goop
- Lighting Blocks
  - Forge 1.12.2
  - Forge 1.16.5
  - Forge 1.18.2
  - SWE/M Compatibilities

Information

Information

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.

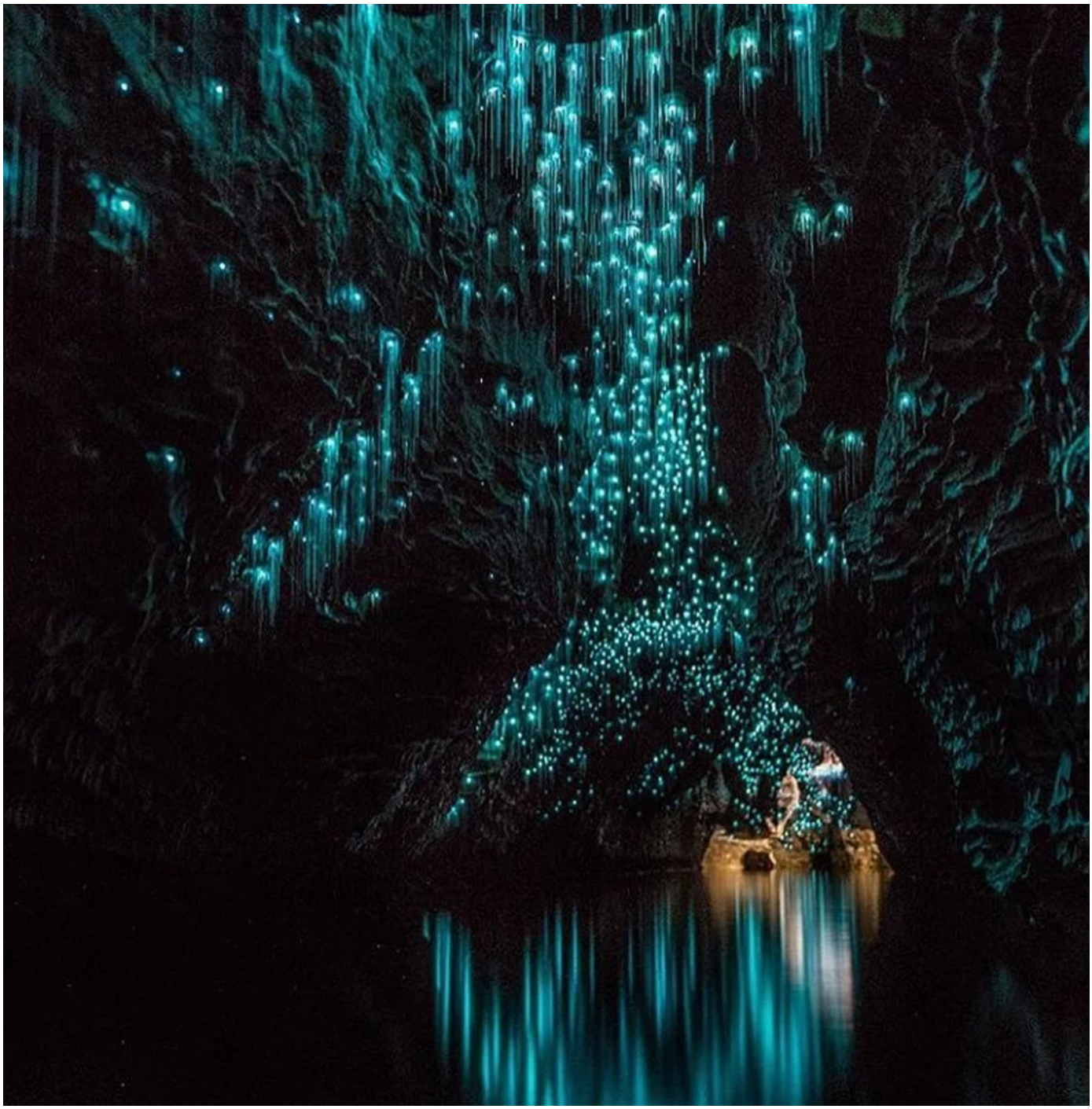
This was something AlaharranHonor (SWLM Owner) took note of when building their castles, and it inspired the concept for the Star Worm Lighting Mod (SWLM) idea - normal blocks that offered the same glow (15 light) as glowstone but could be used seamlessly in builds as normal blocks. No longer would your 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.

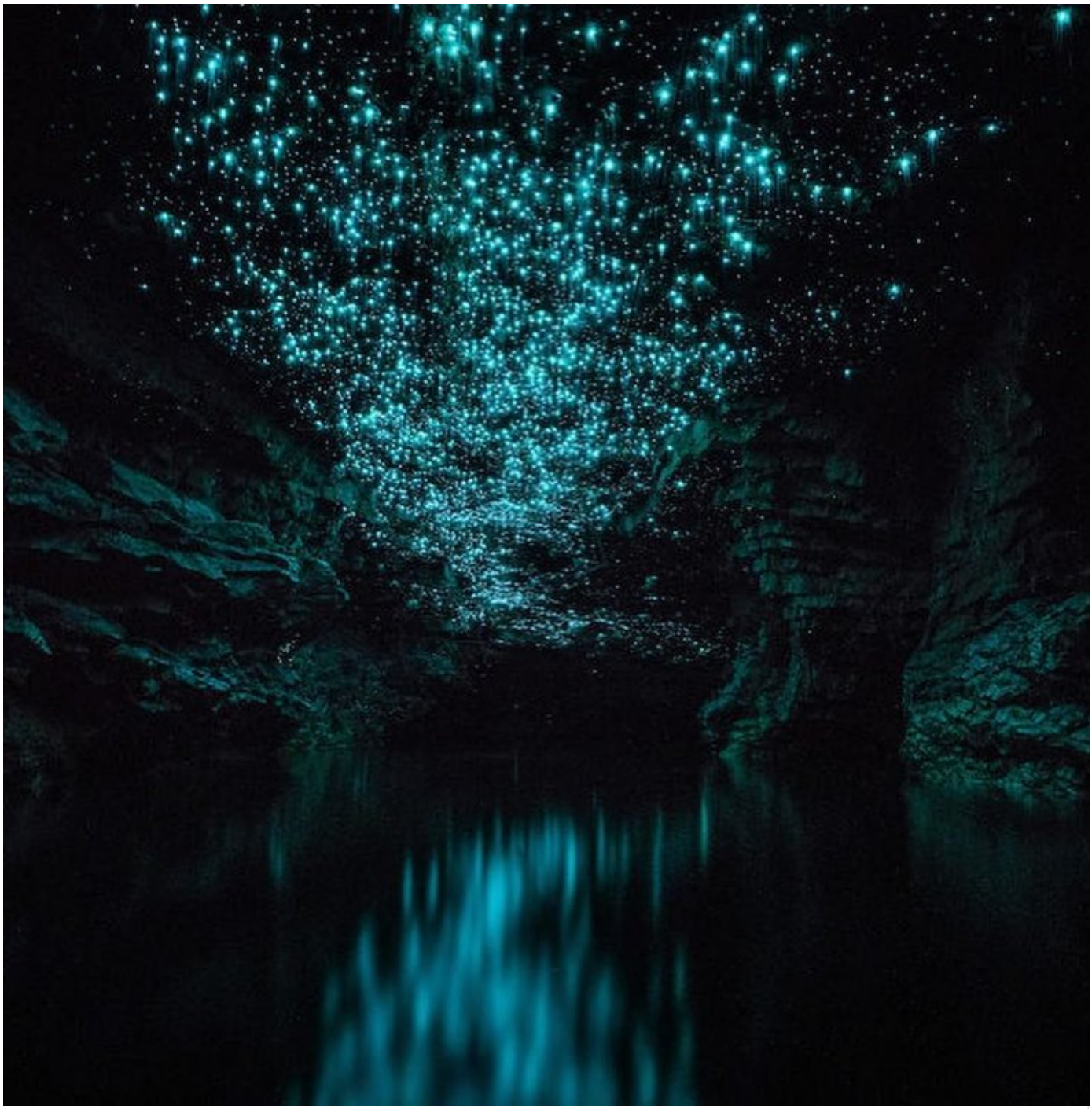
SWLM was initially posted to CurseForge in May of 2020 for version 1.12.2 and was ported forward to 1.16.5 in 2021 for use in building the Official SWE server.

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

Items

Star Worm Cobble

Description: Star Worm Cobble is a block that can be crafted into Star Worms.

Details:

Renewable:	Yes
Stackable:	Yes (64)
Tool:	Pickaxe (Any)
Blast Resistance:	6
Hardness:	1.5
Luminant:	Yes
Transparent:	No
Flammable:	No
Flammable (Lava):	No

Obtaining

Natural Generation

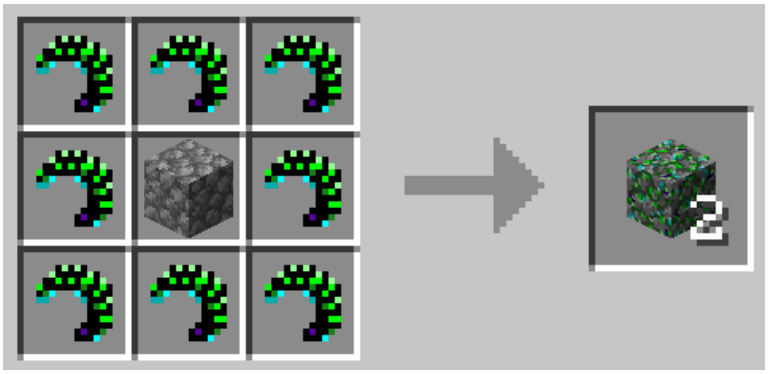
Star Worm Cobble can generate at Y level 50 and up. It is often exposed in Mountain regions. When spawned or placed it glows, so an ideal time to go searching for Star Worm Cobble is at night in the mountains, but it can also be found in other biomes and underground.

Breaking

Star Worm Cobble can be broken by hand, however it is quicker and more efficient to use a pickaxe (any).

Crafting

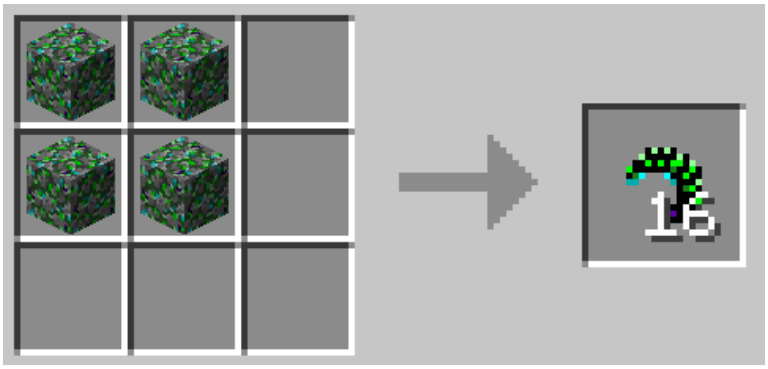
You can craft Star Worm Cobble with 8 Star Worms and 1 cobblestone block. It yields 2 Star Worm Cobble.



Usage

Crafting ingredient

Star Worm Cobble is the core ingredient to create Star Worms, a product needed to create Star Worm Goop.



Star Worms

Description: Star Worms are an item crafted from Star Worm Cobble, and are used to craft Star Worm Goop and other items.

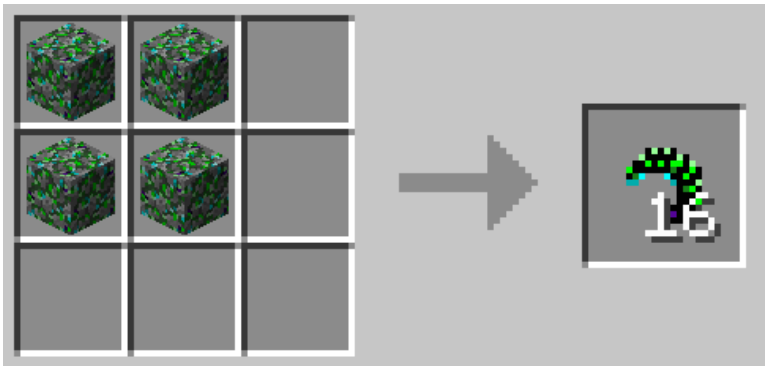
Details:

Rarity color:	Common
Renewable:	No
Stackable:	Yes (64)

Obtaining

Crafting

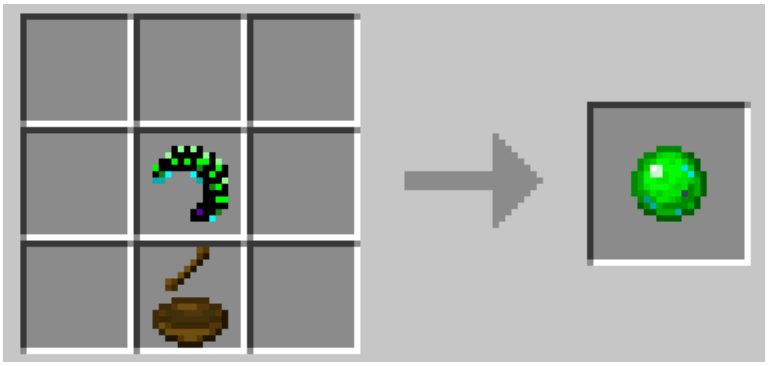
Star Worms can be crafted by combining 4 Star Worm Cobble as shown.



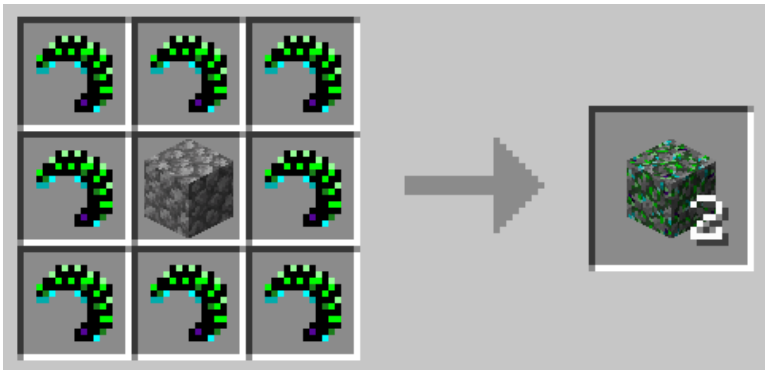
Usage

Crafting ingredient

Star worms can be crafted into Star Worm Goop with 1 Star Worm and 1 Mortar & Pestle (will not consume the tool)



Star worms can be crafted back into Star Worm Cobble by surrounding 1 cobble block with 8 Star Worms.



Items

Mortar & Pestle

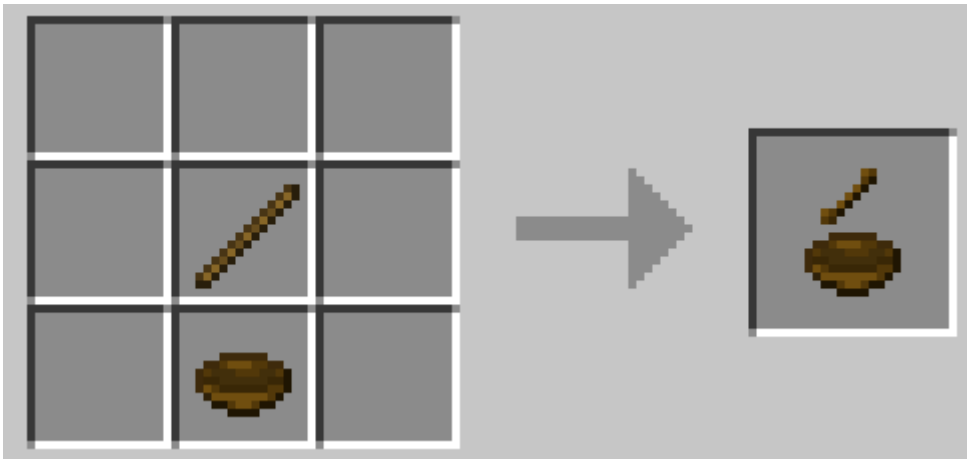
Description: Mortar & pestle is an item used for crafting star worm goop.

Details:

Rarity color:	Common
Durability:	Infinite
Renewable:	Yes
Stackable:	No

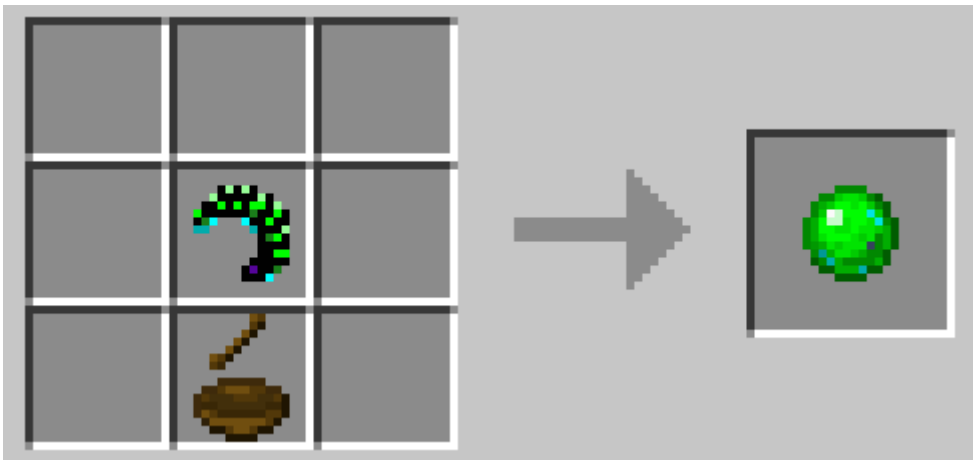
Obtaining

Crafting



Usage

Crafting ingredient



Star Worm Goop

Description: Star Worm Goop is an item used to add luminance to other blocks.

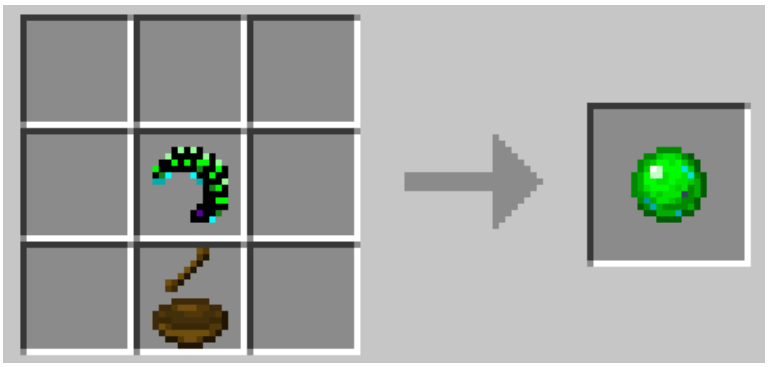
Details:

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

Obtaining

Crafting

1 Star Worm Goop can be crafted with 1 Star Worm and a Mortar and Pestle.



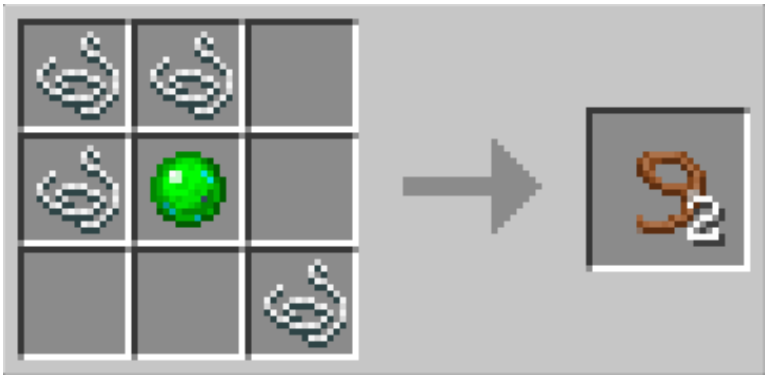
Usage

Crafting Ingredient

SW Blocks

SW blocks are versions of vanilla blocks that give off light - to the same level as glowstone. When SWEM and SWDM are installed, these blocks can also be converted to SW versions. Simply place 1 Star Worm Goop and 1 Block into a crafting table to create a SW version.

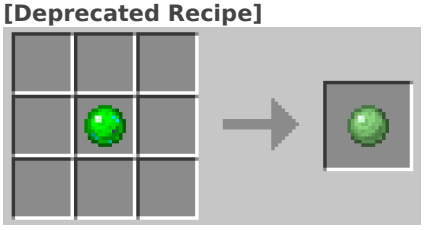
Leads
SW Goop can be used interchangeably with slime balls to create (vanilla) leads.



Changelog

PRE 1.18.2

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

MC Version	Release	Notes
1.18.2	1.18.2-0.5.3.22.2	SW Goop can no longer be used to craft slimeballs, or be used interchangeably with slime balls **except** in the crafting of vanilla leads.
1.16.5	1.16.5-0.5.3.21	**[Deprecated Recipe]** 

Lighting Blocks

Information for all SW blocks.

Forge 1.12.2

Description: Combine blocks with Star Worm goop to convert to SW versions.

Vanilla Blocks

Wood
SW Wood blocks come in 8 wood type variations of planks, logs, stripped logs and wood (logs).

Planks
Acacia, Birch, Dark Oak, Jungle, Oak, Spruce

Logs
Acacia, Birch, Dark Oak, Jungle, Oak, Spruce

Stripped Logs
Acacia, Birch, Dark Oak, Jungle, Oak, Spruce

Wood (Logs)
Acacia, Birch, Dark Oak, Jungle, Oak, Spruce

Stone
SW 'stone' blocks come in all major vanilla stone types.

Stones
Stone, Andesite, Diorite, Granite

Stone Bricks
Stone Bricks, Cracked Stone Bricks, Mossy Stone Bricks, Chiseled Stone Bricks

Polished
Andesite, Diorite, Granite

Other
Smooth Stone, Cobblestone, Mossy Cobblestone

Valuables
SW 'valuables' blocks come in all major vanilla valuables blocks types.

Valuables
Iron Block, Gold Block, Diamond Block, Emerald Block, Redstone Block, Lapis Lazuli Block

Sands
SW 'sand' blocks come in the two vanilla sand types.

Sand
Sand, Sandstone, Cut Sandstone, Smooth Sandstone, Chiseled Sandstone

Red Sand
Red Sand, Red Sandstone, Red Cut Sandstone, Red Smooth Sandstone, Red Chiseled Sandstone

Ocean
SW 'ocean' blocks come in all major ocean block types.

Ocean

Prismarine Block, Prismarine Bricks, Dark Prismarine, Dried Kelp Block

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Nether
SW 'nether' blocks come in all block, stone, and plant types.

Nether Blocks
Netherrack, Nether Brick, Chiseled Nether Bricks, Cracked Nether Bricks, Red Nether Bricks Chiseled Quartz Block, Quartz Bricks, Quartz Pillar, Smooth Quartz Block, Soul Sand

Nether Plants
Nether Wart Block

End
SW 'end' blocks come in all major end block types.

End
End Stone, End Stone Bricks, Purpur Block, Purpur Pillar

Other
SW 'other' blocks are comprised of any blocks left out of a section.

Other
Bone Block, Gravel, Clay, Bricks, Block of Coal, Grass Block, Coarse Dirt, Snow Block, Ice, Blue Ice, Packed Ice

Forge 1.16.5

Description: Combine blocks with Star Worm goop to convert to SW versions.

> 1.16.5 SWLM includes all blocks from the 1.12.2 version.

Vanilla Blocks

Wood

SW Wood blocks come in 8 wood type variations of planks, logs, stripped logs and wood (logs).

Planks
Crimson, Warped

Logs
Crimson, Warped

Stripped Logs
Crimson, Warped

Wood (Logs)
Crimson, Warped

Valuables

SW 'valuables' blocks come in all major vanilla valuables blocks types.

Valuables

Crying Obsidian, Obsidian, Netherite Block

Ocean
SW 'ocean' blocks come in all major ocean block types.

Ocean
Dried Kelp Block Tube Coral, Brain Coral, Bubble Coral, Fire Coral, Horn Coral Dead Tube Coral, Dead Brain Coral, Dead Bubble Coral, Dead Fire Coral, Dead Horn Coral

Nether
SW 'nether' blocks come in all block, stone, and plant types.

Nether Blocks
Soul Soil

Nether Stones
Blackstone, Polished Blackstone, Cracked Polished Blackstone Bricks, Chiseled Polished Blackstone, Gilded Blackstone

Nether Plants
Crimson Hyphae, Crimson Nylium, Crimson Plank, Crimson Stem, Stripped Crimson Hyphae, Stripped Crimson Stem Warped Hyphae, Warped Nylium, Warped Plank, Warped Stem, Stripped Warped Hyphae, Stripped Warped Stem

Other
SW 'other' blocks are comprised of any blocks left out of a section.

Other

Blue Ice, Packed Ice, Honeycomb Block

Forge 1.18.2

Vanilla Blocks

> 1.18.2 SWLM includes all blocks from the 1.12.2 and 1.16.5 versions.

Foliage
SW 'foliage' blocks are comprised of the below blocks.

Foliage
• Azalea Leaves, Flowering Azalea Leaves, Moss Block • Rooted Dirt, Tuff

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Stone
SW 'stone' blocks are comprised of the below blocks.

Stone
• Deepslate, Cobbled Deepslate, Polished Deepslate, Chiseled Deepslate • Deepslate Bricks, Cracked Deepslate Bricks • Deepslate Tiles, Cracked Deepslate Tiles • Smooth Basalt

---

Valuables
SW 'valuables' blocks are comprised of the below blocks.

Valuables
• Amethyst Block • Raw Copper Block, Copper Block, Raw Iron Block, Raw Gold Block • Exposed Copper, Oxidized Copper, Exposed Cut Copper, Cut Copper, Oxidized Cut Copper, Oxidized Copper, Waxed Copper Block, Waxed Cut Copper, Waxed Exposed Cut Copper, Waxed Oxidized Cut Copper, Waxed Weathered Cut Copper, Weathered

Copper, Weathered Cut Copper

Other
SW 'other' blocks are comprised of the below blocks.

Other
• Calcite • Dripstone Block • Tinted Glass

SWE/M Compatibilities

SWE/M Compatibilities

> This page includes all the SWLM compatibility blocks added by SWEM, SWDM, and SWPM - for 1.18.2+ version.

SWEM
SWEM compatibility blocks.

SWEM
Cantazarite Block Whitewash Log, Whitewash Planks Light Rubber Mat, Medium Rubber Mat, Dark Rubber Mat

Last Updated Feb 8, 2023

SWDM
SWDM compatibility blocks.

SWDM
Thatch Block Bamboo Block Mossy Stone, More Mossy Stone, Cracked Stone Mossy Andesite, More Mossy Andesite, Cracked Andesite Mossy Diorite, More Mossy Diorite, Cracked Diorite Mossy Granite, More Mossy Granite, Cracked Granite Sand, Sandstone Dark Prismarine, Glass Bricks (16 colors) Stone Bricks, Bricks, Clay Block (Light, Medium, Dark)

Last Updated Feb 8, 2023

SWPM

SWPM compatibility blocks.

SWPM
Charcoal Block

Last Updated Feb 8, 2023