

Star Worm Plus

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Getting Started

About SWPM

Why the Mod Started

SWE/M has grown into a collection of mods where some features, recipes, or items/blocks may seem out of place as there was no better place to put them however we really wanted them. SWPM began as a 'kitchen sink mod' where we dumped all the unfitting bits into one place to clean up the other mods we develop. This mod is mainly for the use in our own servers with our preferences, however its public if others want to use it too.

What does SWPM Include?

This mod aims to add a collective of Moderation Tools and Quality of Life Additives.

Disclaimer

Several recipes can be found in other small standalone mods, some of which are now outdated. The Star Worm team hoped to have a consolidated mod offering a collection of QOL additions to improve gameplay and minimize the number of individual mods required for SW server modlists and community members. Where possible, all credits for the recipes themselves have been given to those who created the original recipes, or to members of the community who suggested new recipes. Additionally, all features added in are proudly credited to those who aided in their development.

Credits

Credits for development on SWPM are listed below!

Version - Neo/Forge 1.20+

Owner and Production Lead - AlaharranHonor

Programming

Primary: Quarris

Secondary: Legenden

Mentions: Silverwolf, Umpaz

Textures

Primary: AlaharranHonor

Secondary: Cytris

Mentions: Silverwolf

Wiki

Primary: Delphi

Mentions: AlaharranHonor

Recipes added have been individually credited in their wiki entry wherever possible. Its possible another had created the content before us but the credits accurately reflect where we specifically had gotten the ideas from.

Version - Forge 1.18.2

Owner and Production Lead - AlaharranHonor

Programming

Primary: Silverwolf

Secondary: Legenden

Mentions: Umpaz

Textures

Primary: AlaharranHonor

Secondary: Cytris

Mentions: Silverwolf

Wiki

Primary: Delphi

Mentions: AlaharranHonor

Recipes added have been individually credited in their wiki entry wherever possible. Its possible another had created the content before us but the credits accurately reflect where we specifically had gotten the ideas from.

Recipes

The recipes section outlines recipes for vanilla items, improved by the SWPM mod.

Black Dye

Description: Black dye can be crafted from charcoal.

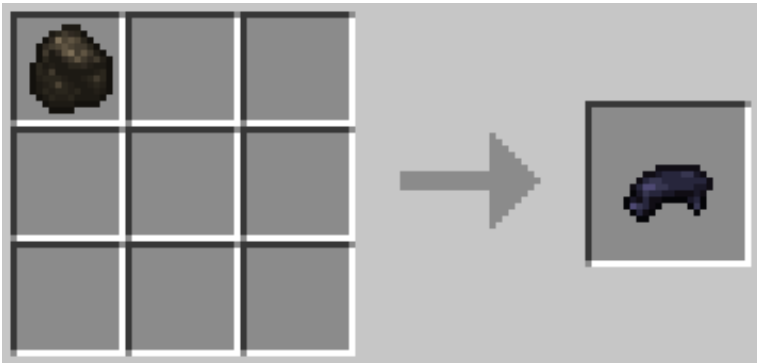
Details:

	Rarity color:	--
	Renewable:	--
	Stackable:	--
	Durability:	--

Obtaining

Crafting

1 black dye can be crafted with 1 Charcoal.



Usage

(Black) Dye is a vanilla item. See: [Minecraft Wiki](#)

Known Issues

Data values

Recipes

Chests (Bulk Craft)

Description: Craft chests in bulk.

Details:

Rarity color:	--
Renewable:	--
Stackable:	--
Durability:	--

Obtaining

Crafting

4 chests can be crafted with 8 Logs.



Usage

Chests are a vanilla item. See: [Minecraft Wiki](#)

Known Issues

Data values

Recipes

Dirt

Description: Create dirt from leaves and rotten flesh.

Details:

Rarity color:	--
Renewable:	--
Stackable:	--
Durability:	--

Obtaining

Crafting

Dirt can be crafted with 1 Leaf Block and 1 Rotten Flesh.



Credits for the crafting recipe go to **RandomGuy32**.

Usage

Dirt is a vanilla item. See: [Minecraft Wiki](#)

Known Issues

Data values

Recipes

Flint

Description: Create flint with a crafting recipe, or by smelting.

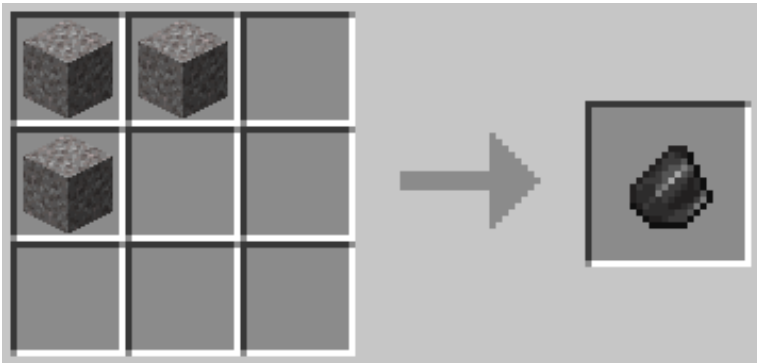
Details:

	Rarity color:	--
	Renewable:	--
	Stackable:	--
	Durability:	--

Obtaining

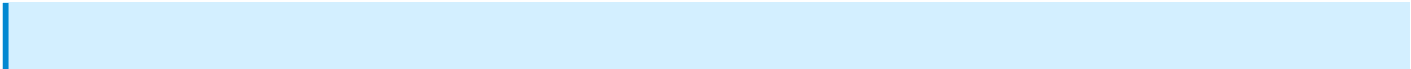
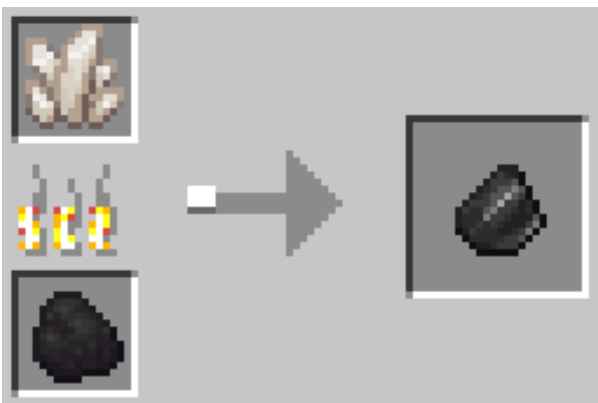
Crafting

1 flint can be crafted with 3 Gravel.



Smelting

Quartz can be smelted down into 1 flint.



Credits for the crafting recipe (gravel > flint) go to **celester**.

Usage

Flint is a vanilla item. See: [Minecraft Wiki](#)

Known Issues

Data values

Flowers

Description: Duplicate flowers with seeds.

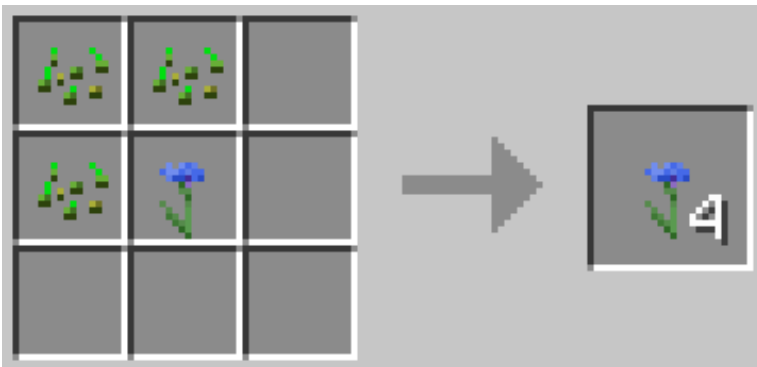
Details:

Rarity color:	--
Renewable:	--
Stackable:	--
Durability:	--

Obtaining

Crafting

4 flowers can be crafted with 1 Flower (any vanilla) and 3 Seeds (wheat).



Credits for the crafting recipe go to **Rhea**.

Usage

Flowers are vanilla items. See: [Minecraft Wiki](#)

Known Issues

Data values

Grass Block

Description: Create grass blocks from dirt and seeds or grass.

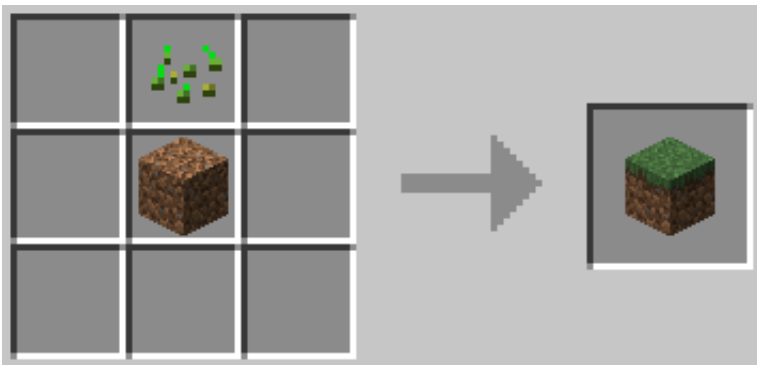
Details:

Rarity color:	--
Renewable:	--
Stackable:	--
Durability:	--

Obtaining

Crafting

A grass block can be crafted with 1 Dirt Block and 1 Seed (wheat).



A grass block can be crafted with 1 Dirt Block and 1 Grass.



Credits for the crafting recipe go to **RandomGuy32**.

Usage

Grass block is a vanilla item. See: [Minecraft Wiki](#)

Known Issues

Data values

Recipes

Saddle

Description: Craft vanilla horse saddles.

Details:

Rarity color:	--
Renewable:	--
Stackable:	--
Durability:	--

Obtaining

Crafting

A horse saddle can be crafted with 3 Leather, 2 Tripwire Hooks and 1 Carpet.



Usage

Horse saddles (as shown) are a vanilla item. See: [Minecraft Wiki](#)

Known Issues

Data values

Horse Armor (UnCraft)

Description: Craft vanilla horse armor.

Details:

Rarity color:	--
Renewable:	--
Stackable:	--
Durability:	--

Obtaining

Iron

An iron horse armor (vanilla) can be crafted with 3 Carpet, 3 Iron, 2 Tripwire Hooks and 2 Leather.



Gold

A gold horse armor (vanilla) can be crafted with 3 Carpet, 3 Gold Ingots, 2 Tripwire Hooks and 2 Leather.



Diamond

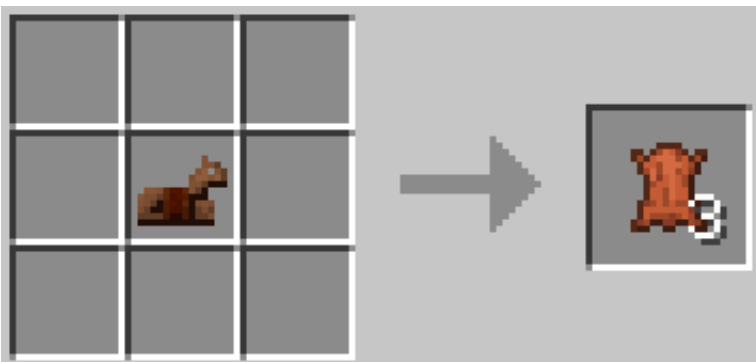
A diamond horse armor (vanilla) can be crafted with 3 Carpet, 3 Diamonds, 2 Tripwire Hooks and 2 Leather.



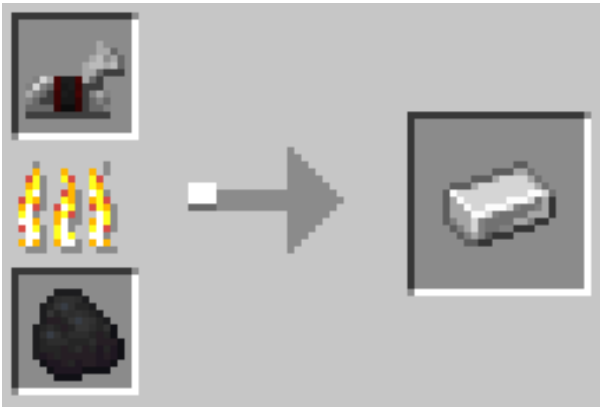
Usage

Crafting Ingredient

Leather horse armor can be uncrafted into 3 Leather.



Iron horse armor can be smelted (uncrafted) into 1 Iron Ingot.



Gold Horse Armor can be smelted (uncrafted) into 1 Gold **(TBC)**

[**IMAGE MISSING**]

Horse Armors (as shown) are a vanilla item. See: [Minecraft Wiki](#)

Known Issues

Data values

Recipes

Minecart (UnCraft)

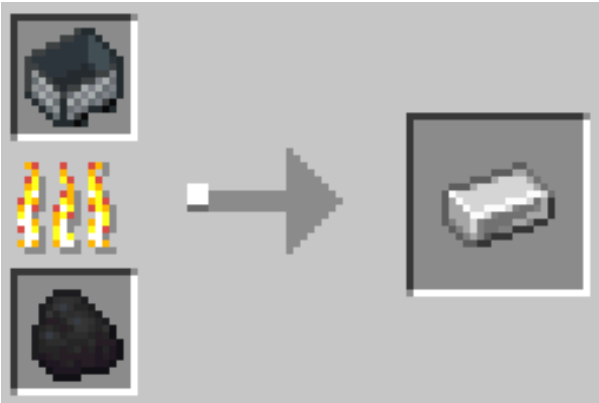
Description: Iron can be uncrafted from various items.

Details:

Rarity color:	--
Renewable:	--
Stackable:	--
Durability:	--

Obtaining

Minecarts can be smelted down into 1 Iron Ingot.



Credits for the crafting recipe go to **BjossiAlfreds**.

Usage

Iron is a vanilla item. See: [Minecraft Wiki](#)

Known Issues

Data values

Saddle (UnCraft)

Description: Leather can be uncrafted from vanilla Minecraft saddles.

Details:

Rarity color:	--
Renewable:	--
Stackable:	--
Durability:	--

Obtaining

Crafting

3 leather can be crafted with 1 Saddle (Vanilla) **or** 1 Leather Horse Armor (Vanilla).



Credits for the crafting recipe go to **BjossiAlfreds**.

Usage

Leather is a vanilla item. See: [Minecraft Wiki](#)

Known Issues

Data values

Name Tag

Description: Create name tags without needing to find loot chests.

Details:

	Rarity color:	--
	Renewable:	--
	Stackable:	--
	Durability:	--

Obtaining

Crafting

4 name tags can be crafted with 1 Sign (any vanilla), 1 Gold Nugget and 1 String.



Credits for the crafting recipe go to **Rhea**.

Usage

Name tags are a vanilla item. See: [Minecraft Wiki](#)

Known Issues

Data values

Podzol

Description: Create podzol from dirt and spruce leaves.

Details:

Rarity color:	--
Renewable:	--
Stackable:	--
Durability:	--

Obtaining

Crafting

1 podzol can be crafted with 1 Spruce Leaf Block and 1 Dirt Block.



Credits for the crafting recipe go to **Yindee8191**.

Usage

Podzol is a vanilla item. See: [Minecraft Wiki](#)

Known Issues

Data values

Quartz Block (UnCraft)

Description: Quartz can be uncrafted from a Quartz block.

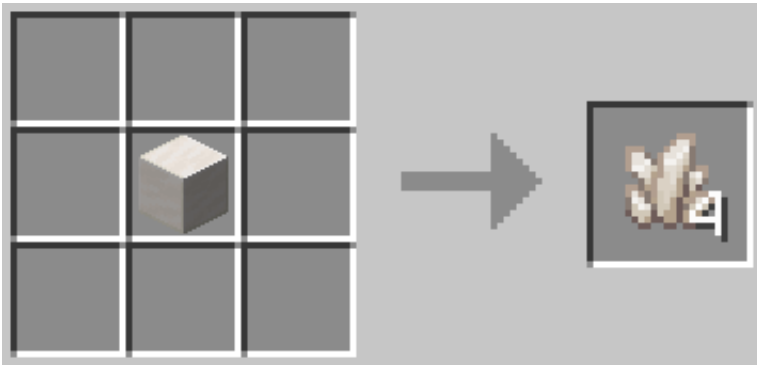
Details:

Rarity color:	--
Renewable:	--
Stackable:	--
Durability:	--

Obtaining

Crafting

4 quartz can be crafted with 1 Quartz Block.



Credits for the crafting recipe go to **Kybo50**.

Usage

Quartz is a vanilla item. See: [Minecraft Wiki](#)

Known Issues

Data values

Sapling

Description: Create saplings from logs and leaves.

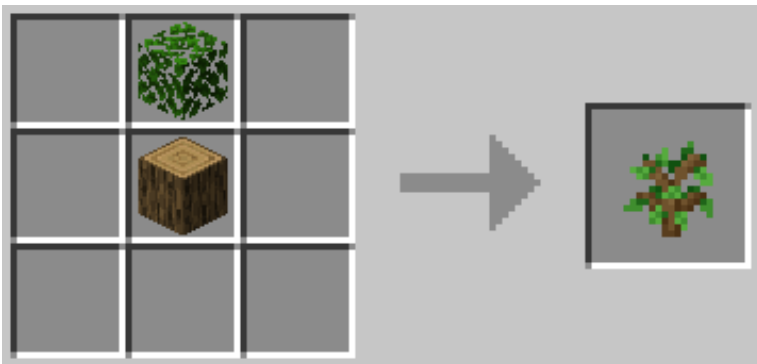
Details:

Rarity color:	--
Renewable:	--
Stackable:	--
Durability:	--

Obtaining

Crafting

A sapling can be created using 1 Log and 1 Leaf Block of a **corresponding** type - all vanilla wood and leaf types can be crafted into their corresponding sapling.



Credits for the crafting recipe go to **MrBrobot**.

Usage

Saplings are a vanilla item. See: [Minecraft Wiki](#)

Known Issues

Data values

Slimeball

Description: Create slimeballs with water and rotten flesh.

Details:

	Rarity color:	--
	Renewable:	--
	Stackable:	--
	Durability:	--

Obtaining

Crafting

1 slimeball can be crafted with 1 Bucket of Water and 1 Rotten Flesh.



Credits for the crafting recipe go to **Flyboiz**.

Usage

Slimeballs are a vanilla item. See: [Minecraft Wiki](#)

Known Issues

Data values

Stick (Craft and Bulk Craft)

Description: Create sticks from logs and saplings.

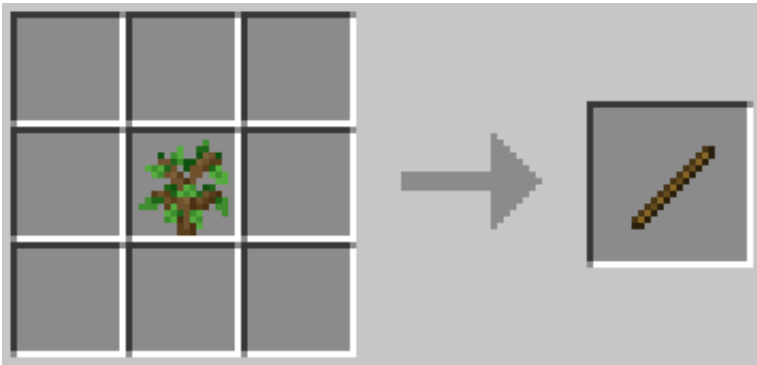
Details:

Rarity color:	--
Renewable:	--
Stackable:	--
Durability:	--

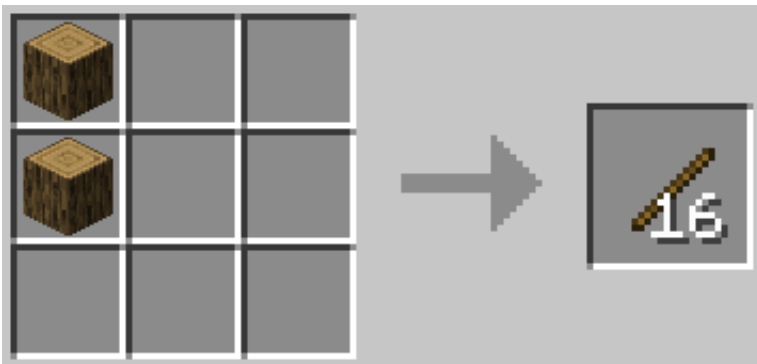
Obtaining

Crafting

A stick can be crafted with 1 Sapling.



16 sticks can be crafted with 1 Logs.



Credits for the crafting recipe (logs > stick) go to **celester**.

Credits for the crafting recipe (sapling > stick) go to **Seb_Romu**.

Usage

Sticks are a vanilla item. See: [Minecraft Wiki](#)

Known Issues

Data values

String

Description: String can be uncrafted from wool blocks.

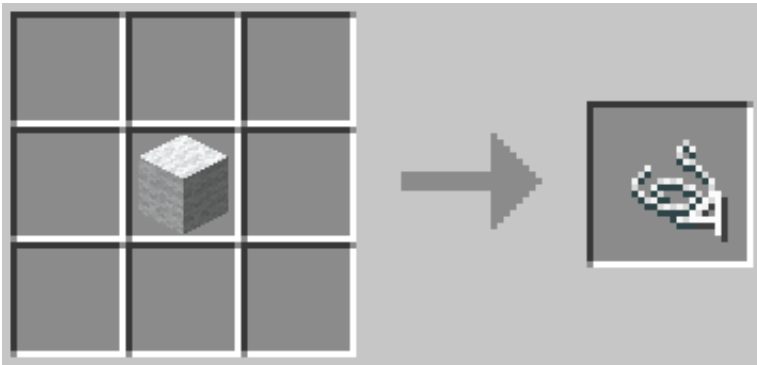
Details:

Rarity color:	--
Renewable:	--
Stackable:	--
Durability:	--

Obtaining

Crafting

4 string can be crafted with 1 wool.



Credits for the crafting recipe go to **epharian**.

Usage

String is a vanilla item. See: [Minecraft Wiki](#)

Known Issues

Data values

Torches (Bulk Craft)

Description: Craft torches in bulk.

Details:

Rarity color:	--
Renewable:	--
Stackable:	--
Durability:	--

Obtaining

Crafting

32 torches can be crafted with 1 Coal Block and 1 Log (any vanilla).



Usage

Torches are a vanilla lighting item. See: [Minecraft Wiki](#)

Known Issues

- [-] Not possible to substitute a coal block for a SWPM charcoal block (will be added later).
-

Data values

minecraft:torch

Tripwire Hook

Description: Create tripwire hooks in bulk.

Details:

Rarity color:	--
Renewable:	--
Stackable:	--
Durability:	--

Obtaining

Crafting

8 tripwire hooks can be crafted with 1 Iron Ingot, 1 String and 1 Wood Plank (any vanilla).



Usage

Tripwire hooks are a vanilla item. See: [Minecraft Wiki](#)

Known Issues

Data values

Wool (Bulk ReDye)

Description: Recolor wool with dye.

Details:

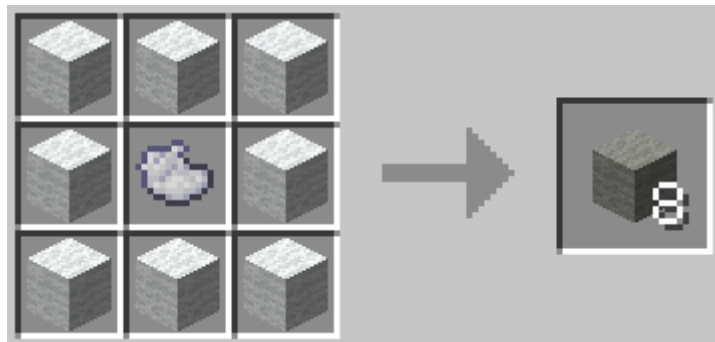
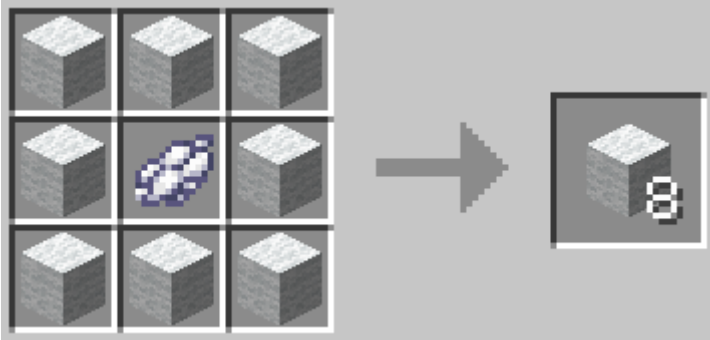
Rarity color:	--
Renewable:	--
Stackable:	--
Durability:	--

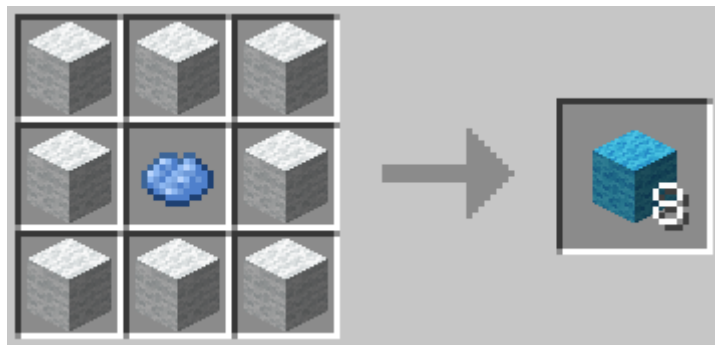
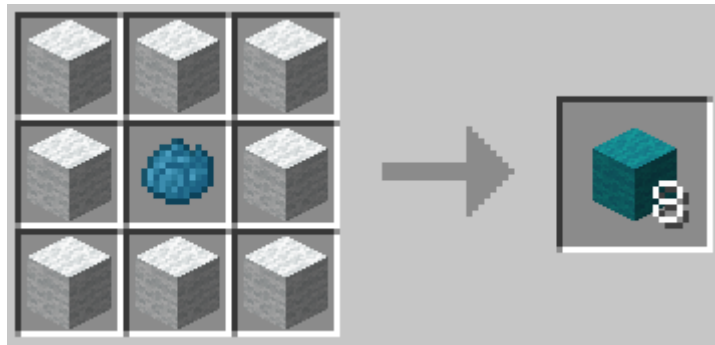
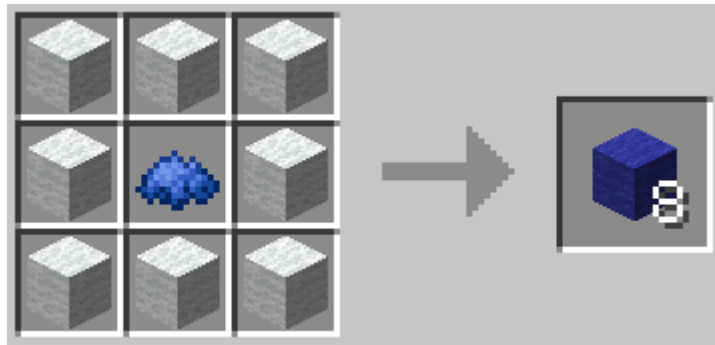
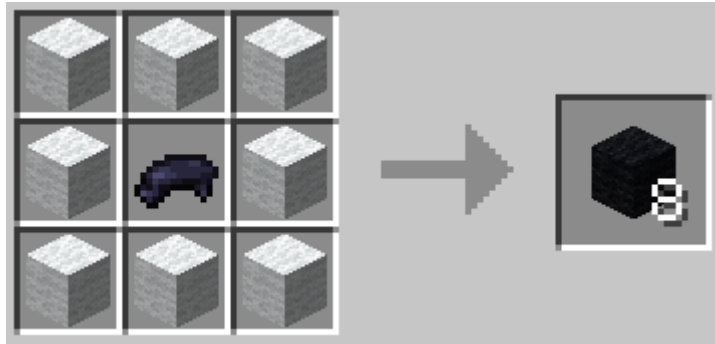
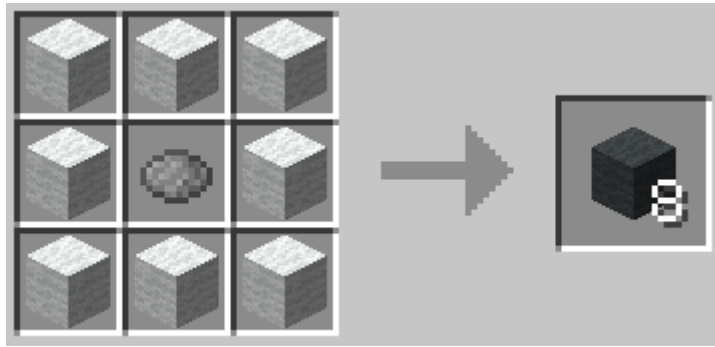
Obtaining

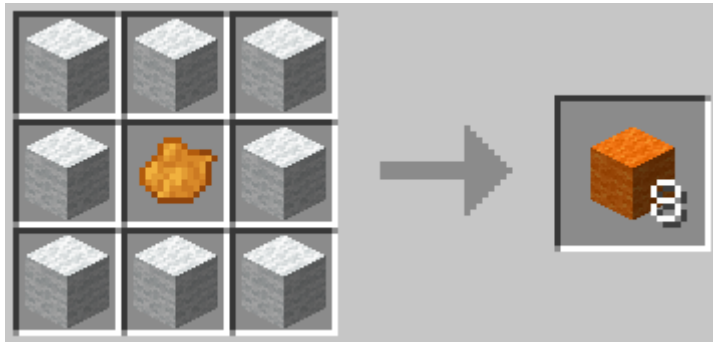
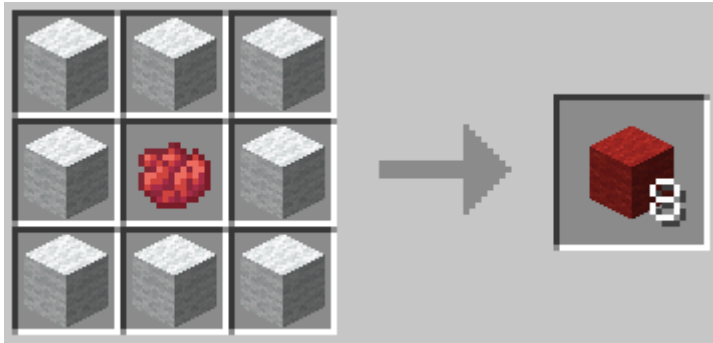
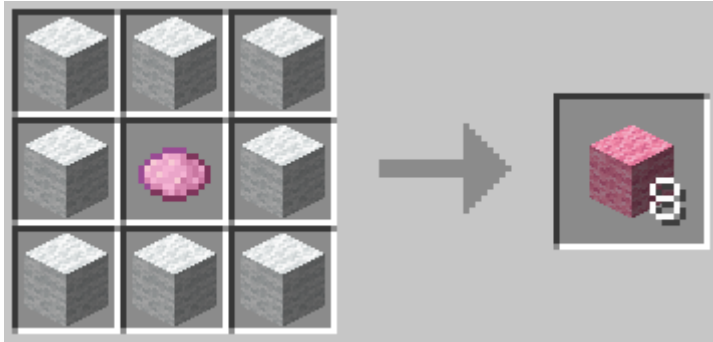
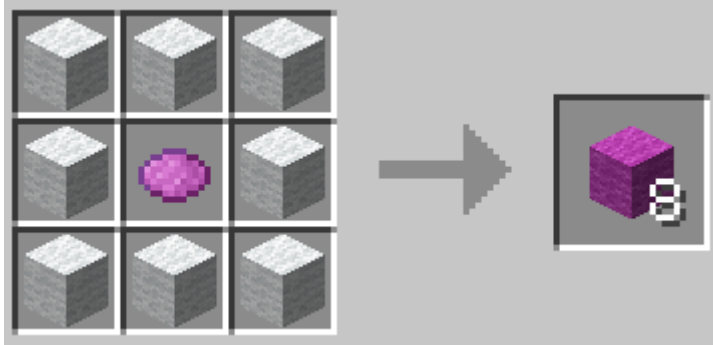
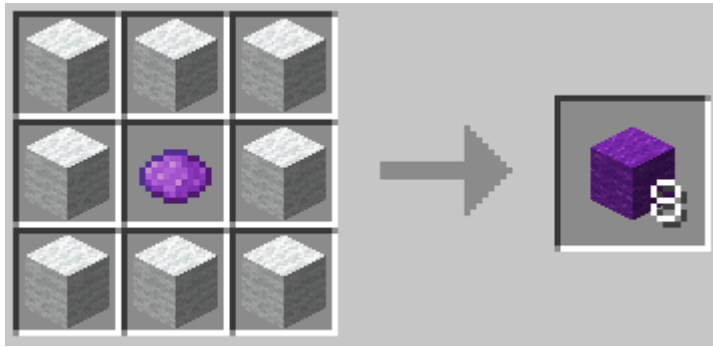
Crafting

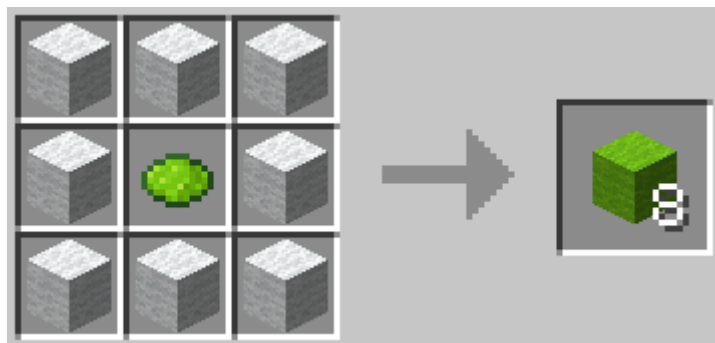
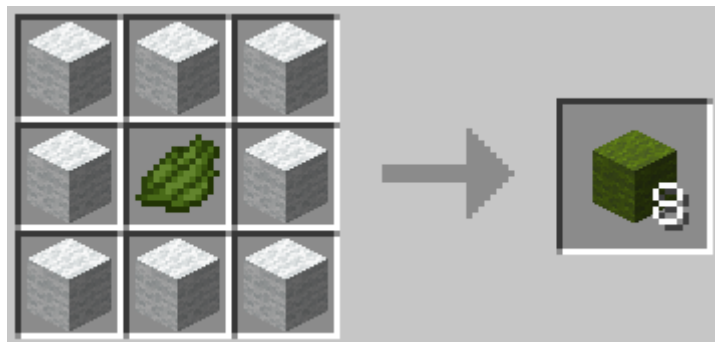
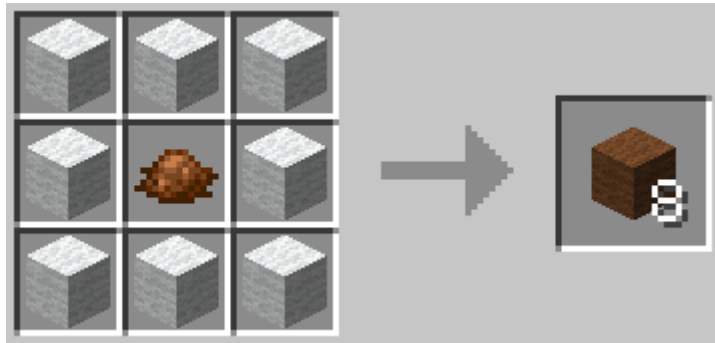
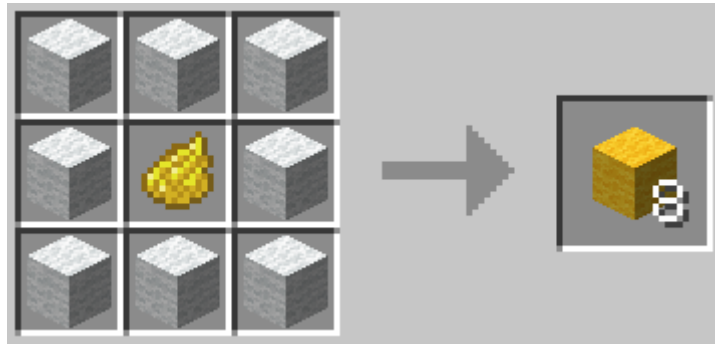
You can recolor wool to a new color using 8 Wool and 1 Dye.

Recipes

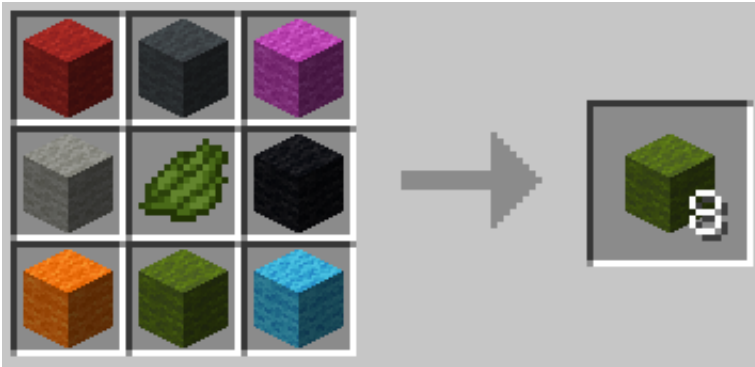








It is not necessary to have all of the same color wool to recolor.



Credits for the crafting recipe go to [acemccrank](#).

Usage

Wool blocks are a vanilla item. See: [Minecraft Wiki](#)

Known Issues

Data values

Items

The items section outlines unique (new) items added by the SWPM mod.

Healing Items

Description: Healing Items are a group of items that can heal passive mobs and the player.

Details:

Rarity color:	Common
Renewable:	Yes
Stackable:	Yes (64)
Durability:	Yes (Single Use)

Obtaining

Loot Spawn

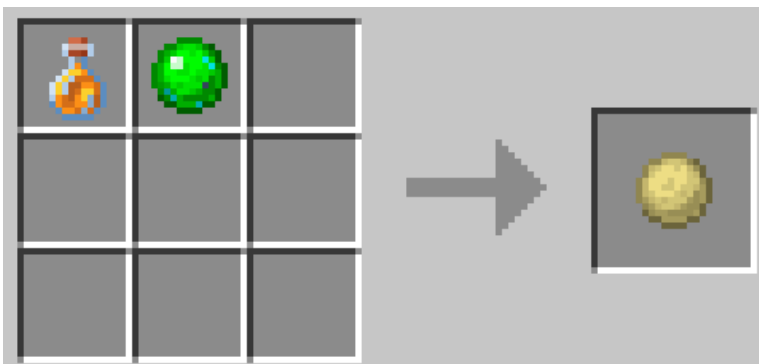
Healing items can spawn in loot containers around the world; villages, dungeons, and loot containers provided by other mods.

Crafting

Salve

Salve is crafted with Honey Bottle and Slime. It can be used with a Bandage to make a Medicated Bandage.

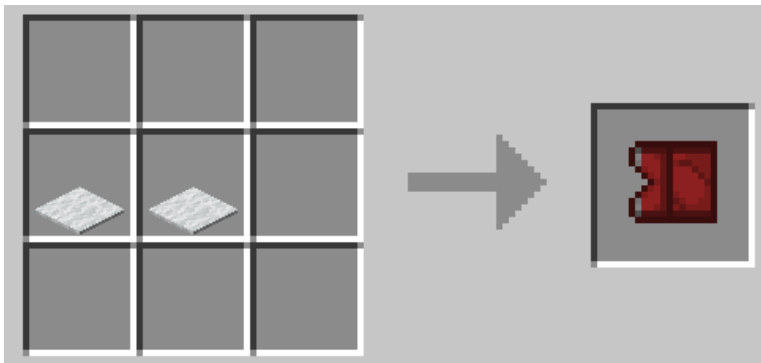
It heals 2 full Hearts (4 Health).



Bandage

A Bandage is made by using 2 White Carpets. Salve can be added to the Bandage to make a Medicated Bandage.

It heals 1 full Heart (2 Health).



Medicated Bandage

A Medicated Bandage is made with a Bandage and Salve.

It heals 3 full Hearts (6 Health).



Usage

Right click and hold to apply to self. Right click to a passive mob to heal it.

Paint Filler

Description: Paint Filler is an item that can be used to increase the amount of color dyes.

Details:

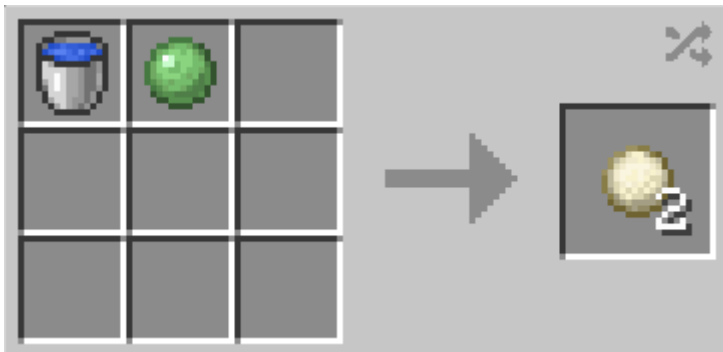
Rarity color:	Common
Renewable:	Yes
Stackable:	Yes (64)

Obtaining

Crafting

Paint Filler can be crafted with 1 Water Bucket and 1 Slime

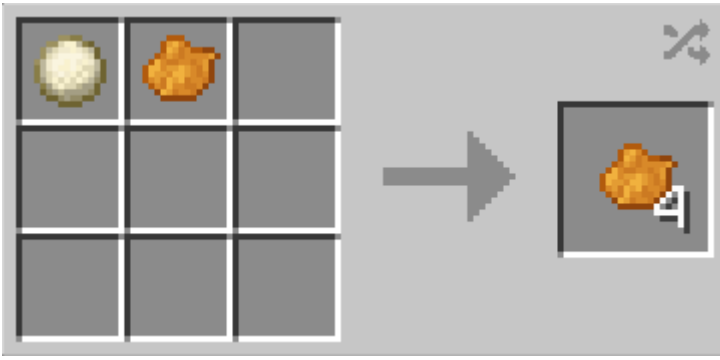
Paint Filler can also be crafted with Star Worm Goop from SWLM and SWEM.



Usage

Crafting ingredient

Paint Filler can be combined with any dye to produce 4 dyes of that color.



Data values

Mercy Blade

Description: Mercy Blade offers a humane one-hit kill to passive entities.

Details:

Rarity color:	--
Renewable:	--
Stackable:	--
Durability:	--

Obtaining

Crafting

A mercy blade can be crafted with 1 Bone and 1 Poppy.



Usage

Left click a passive mob with a mercy blade in hand to use it. This offers a one-hit kill and the animal will not make any sound that is usually produced when harmed. Normal mob loot will be dropped.

Mercy blades can be enchanted with Looting in an enchanting table, or combined with an enchanted book in an anvil.

This item effects PASSIVE mobs ONLY. This item does not affect any mob classified as Aggressive.

Known Issues

- `1.21.1` Mercy blades do not one-hit kill pigs. [Bug Report](#)
-

Data values

Knapsack

Description: A dyeable backpack with one chest worth of inventory slots. Designed to be cheap for beginning game, perfect for starter equipment. There are currently no upgrades for the knapsack so there are no effects to gameplay besides moderate convenience.

Details:

Rarity color:	Common
Renewable:	Yes
Stackable:	No
Durability:	None

Obtaining

Knapsacks come in a single Brown color variant but can be dyed.

1 Knapsack can be crafted with 1 Dried Kelp, 2 Leather, and 1 Chest.



Usage

Open via right click when in hand.

Currently no curios compatibility or model for wearing on one's back.

[Knapsack]

Additional

N/A

Blocks

The blocks section outlines unique (new) blocks added by the SWPM mod.

Charcoal Block

Description: A condensed charcoal block.

Details:

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

Obtaining

Crafting

A charcoal block can be crafted with 9 [Charcoal](#).



Usage

They can also be placed in furnaces, blast furnaces or smokers to power them. They are equal to 10 coal or charcoal (800 seconds) - the same as [coal blocks](#). As charcoal can be easily produced with logs, charcoal blocks represent a relatively cheap and easy alternative to coal for smelting.

Charcoal Blocks can sustain a permanent fire, similar to netherack, when lit with a flint and steel. They can fire-spread.

Known Issues

Data values

Fuel Block

Description: A Fuel Block can be used as a source of fuel for Furnaces.

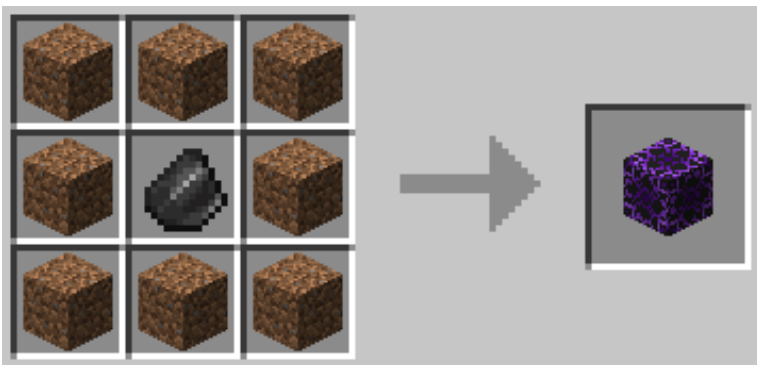
Details:

Renewable:	Yes
Stackable:	Yes (64)
Tool:	Pickaxe (Any)
Blast Resistance:	N/A
Hardness:	N/A
Luminant:	No
Transparent:	No
Flammable:	No (See Usage)
Flammable (Lava):	No

Obtaining

Crafting

A Fuel Block can be crafted with 8 Dirt and 1 Flint.



Usage

Fuel Blocks can be placed in furnaces, blast furnaces, or smokers to power them. They are equal to coal or charcoal (80 seconds) but 1/10th as long-lasting as coal or charcoal blocks (800 seconds).

Fuel Blocks can sustain a permanent fire, similar to netherack, when lit with a flint and steel. They do not fire-spread.



These blocks are best used as a fuel for fire-fueled blocks like Kilns without requiring netherack. Or feature walls. Whichever.

Data Values

Functions

The functions section outlines unique (new) QOL functions and features added by the SWPM mod.

Gamemode Locks

Gamemode Locks are a feature added by SWPM that allows hosts to designate specific areas/dimensions with a set gamemode.

- This gamemode will override the default setting of the world or server.
- This gamemode lock will automatically change the gamemode of any player that crosses into the area/dimension.
- This gamemode lock will not effect those with the correct keys to bypass. Please see [Role Permission Keys](#).
- This gamemode can be set to apply to a specific dimension, or even a specific area within a dimension.
 - This gamemode can "nest". A Region Gamemode Lock will override a Dimension Gamemode Lock.

View Gamemode Locks

Gamemode Locks can only be viewed/edited by players with the Admin Key (SWPM) and within the applicable dimension.

```
/swpm gamemode list
```

List all Gamemode Locks in the current

dimension.

Create a Gamemode Lock (Basic)

Gamemode Locks can only be set by players with the Admin Key (SWPM).

```
[DIMENSION] /swpm gamemode [gamemode] [!/player] dimension <true/false>
```

Action: Creates a gamemode lock in the current dimension, dis/allowing the /swpm fly command for the effected players.

Example: Puts all players (@a) into adventure mode when in the current dimension, disallowing /swpm fly.

```
/swpm gamemode set adventure @a dimension false
```

Note: N/A

[REGION] /swpm gamemode set [gamemode] [@/player] <gamemode lock name> [coords] <true/false>

Action: Creates a gamemode lock within a set coordinates, with a specific name, dis/allowing the /swpm fly command for the effected players.

Example: Puts all players (@a) into survival mode within the set coordinates (cube) of the Region Lock named 'Woot', disallowing the /swpm fly command.

```
/swpm gamemode set survival @a region Woot -377 78 -18 -415 75 40 false
```

Note: N/A

Create a Gamemode Lock (Advanced)

Gamemode Locks can be set to exclude users in an approved group (such as those with a certain key or a staff/moderator [team](#)).

When specified, the mod will not alter the gamemode of any players in the excluded group.

[ADVANCED: EXAMPLE] /swpm gamemode set adventure @a[key=!swpm:admin] dimension

Action: Creates a Gamemode Lock that affects all players (@a) EXCEPT those specified.

Example: Puts all players (@a) that do NOT have the Admin Key into survival mode when in the current dimension.

```
/swpm gamemode set adventure @a[key=!swpm:admin] dimension
```

Note: This was used extensively to allow staff members access to the gamemodes they required to complete their work. This was also used in conjunction with command blocks to create 'staff-only' spaces.

Note: Currently, only one Key can be selected at a time, otherwise it works as an AND statement. Meaning "/swpm gamemode set adventure @a[key=!swpm:admin,!swpm:mod] dimension" will affect all players that don't have BOTH the Admin Key and Mod Key. All players with only one or neither will be affected.

If you prefer to use Minecraft Teams - Teams needs to be set up separately (Minecraft feature) and players manually added to the team. Read more [here](#).

Options (Explained)

Gamemode

Adventure	The player is mortal (can be killed), can explore the world but cannot place or destroy blocks.
Survival	The player is mortal (can be killed) and may explore the world, place and destroy blocks.
Creative	The player is immortal, has free access to any block in the game, instant destruction of blocks, creative flight.
Spectator	The player is immortal, can fly through objects or the world, cannot interact with any items or entities.

Target

Target Selector	A selector such as @a (all players)
Player UN	A specific player's username
Player UUID	A specific player's user ID (UUID)

Range / Area

Dimension	A selector such as @a (all players)
Region	Determine a cube selection of the desired area (selection) including height and depth . Specify the coordinates of two opposing corner blocks.

Edit or Remove a Gamemode Lock

Gamemode Locks can only be removed by players with the Admin Key (SWPM) who are located within the region/dimension Lock.

`/swpm gamemode remove <name>`
region (position).

Removes a gamemode lock in the current

`/swpm gamemode remove dimension`
dimension.

Removes a gamemode lock in the current

Lock.

It's recommended to keep track of the full commands used to create multiple Gamemode Locks. If your server uses a Region Lock per plot like ours did, then editing them can be tedious unless you have the full commands (including coordinates) in a copy/paste list for easy editing.

Troubleshooting

Command fails

- Player has incorrect permissions to use the command
- Server has ranks that override or forbid the use of the command
- Player has incorrectly written the arguments (command)

Cannot remove a Gamemode Lock

- Not standing in a valid region with a gamemode lock to be deleted (none present, outside the region).

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
1.18.2	1.18.2-2.1.0	New feature - added /gamemode command

Blacklist

Blacklisting can be setup by:

- Specifying item(s) in the `swpm-server.toml` config file (saves > world > serverconfig)
- Specifying items in game via commands

Once setup, blacklisted items will be removed from any player if they obtain it and a notice given that the item was confiscated.

Note: These permissions and restrictions are primarily being developed for use in official SWE servers, but are included in the mod for others needing similar functions for server management. The default configs may specify mods that servers do not use or do not want to blacklist - **ensure the config reflects the correct restrictions of the server prior to re-loading the world.**

Config

Check and adjust the config prior to applying to or updating servers - blacklisted inventory items will be permanently lost.

The below is our default entry for SWE server modpack and restrictions.

```
#List of item ids to blacklist from being mapped.
#Format: modid:itemid
#Example: minecraft:stone
blacklist_item_ids = ["minecraft:bedrock"]

#List of entity ids to blacklist from being mapped.
#Format: modid:entityid
#Example Entry: minecraft:iron_golem
#Example List: ["minecraft:iron_golem", "minecraft:villager", "minecraft:wither",
"minecraft:mooshroom"]
blacklist_entity_ids = []
```

This says: Specify which items (by ID) that will be removed from a player once acquired, and which entities (by ID) that will be prevented from spawning.

Example Server Config

The below is our default entry for SWE server modpack and restrictions.

```
#List of item ids to blacklist from being mapped.
#Format: modid:itemid
```

```
#Example: minecraft:stone
blacklist_item_ids = ["minecraft:bedrock", "minecraft:barrier", "minecraft:elytra",
"minecraft:ender_chest", "minecraft:obsidian", "minecraft:ender_eye", "minecraft:end_crystal",
"minecraft:wither_skeleton_skull", "minecraft:nether_star", "minecraft:chorus_fruit",
"minecraft:budding_amethyst", "minecraft:tnt"]

#List of entity ids to blacklist from being mapped.
#Format: modid:entityid
#Example Entry: minecraft:iron_golem
#Example List: ["minecraft:iron_golem", "minecraft:villager", "minecraft:wither",
"minecraft:mooshroom"]
blacklist_entity_ids = ["minecraft:iron_golem", "minecraft:villager", "minecraft:wither",
"minecraft:mooshroom"]
```

This says: Specify which items (by ID) that will be removed from a player once acquired, and which entities (by ID) that will be prevented from spawning.

Commands

```
/swpm blacklist add modid:itemid
```

Adds an item (by ID) to the blacklist.

```
/swpm blacklist remove modid:itemid
```

Removes an item (by ID) from the blacklist.

```
/swpm blacklist list
```

Lists all currently blacklisted items (allows

blacklist removal via the list).

Blacklisted entities cannot be listed, added, or removed via commands. It is only possible through config.

Exemption

All users are subject to blacklist item confiscation except for anyone with the [Blacklist Bypass key](#).

When an item is confiscated, the following message will display:

```
Sorry, the following item minecraft:bedrock is blacklisted, and
has been confiscated.
```

Command Functions

Note: These permissions and restrictions are primarily being developed for use in official SWE servers, but are included in the mod for others needing similar functions for server management. We are aware other mods might have added their own version of these commands, however to limit our modpack, we internalized the the ones we deemed most necessary.

Creative Flight (within Gamemode Locks)

[Gamemode Locks](#) can allow creative flight to be activated within them. Upon set up, choose true (flight: yes) or false (flight: no).

To toggle flight, `/swpm fly`.

Access to this command does not require a Key.

This was primarily used for players building within their plot zones. We Gamemode Locked the dimension Plot dimensions to Adventure Mode, built premade plots, put Survival Gamemode Locks (regional) over the plots, then used FTBChunks for players to have access to edit their plot.

Thru

To teleport through an obstacle, `/swpm thru`.

Access to this command is given with the Mod Key.

This was primarily used for ease of access to staff-only rooms in community service buildings as these rooms often didn't have doors to make illegal entry impossible.

OnDuty

OnDuty is a command to make it clear which staff are available and actively working on their tasks.

Staff members that are on duty will have:

- chat messages in the relating color to their highest Key ranking
- their name in that bolded color in the Online Player List (when pressing TAB).

To list staff currently on duty, `/swpm onDuty list`.

Access to this command does not require a Key.

To go on/off duty, `/swpm onDuty <on/off>`.

This command will send a bolded message in chat.

Access to this command is given with the Mod Key.

AlaharranHonor: is now ON duty.

AlaharranHonor: is now OFF duty.

Our staff were permitted and encouraged to play the server but struggled to find peace to play because of the players' constant wants and needs. Creating the onDuty system assisted in enforcing player respect of the staff's off duty hours while also tracking their on duty work hours.

Functions

(Dimensional) Difficulty and PvP

Difficulty and PvP can be set per dimension via the config, overriding whatever the world files say.

Please see the [Server Configs](#) to set them.

Permission Keys and Commands

General Understanding

FAQs

How complete is this mod?

SWPlusM is currently in a functionally useful state for most servers. However, it is currently **in development** and is being expanded - not all features are implemented.

Do I need a rank mod?

SWPM keys are not substitute for a rank mod that limits use of Minecraft commands, or the commands of other mods.

They are, however, linked to important controls with easy add/remove as needed. Especially for features not available in other rank mods.

Why make this mod? What purpose does it serve?

These permissions and restrictions are primarily being developed for use in official SWE servers, but are posted publicly in the mod for others needing similar functions for server management.

The keys determined reflect the roles within our community and staff team, but have been adapted to generic role names for easy application on other servers.

We were unable to locate a mod that had easy pre-set limitations for base access that is the same across most-all servers.

Additionally, we wanted the ability to control dimension specific gamemodes, nested region specific gamemodes, and access permissions - blocking players from certain locations/buildings via easier command blocks commands.

Why is the Owner Key required when normally all access is given via OP?

This mod is made to run on multiplayer servers which assumes the use of rankings, staff, and protections of dangerous permissions from undesirable uses. Some mods require OP access to be given to players to do tasks below the Mod/Admin level (e.g. World Edit and volunteer/paid Builders). It was deemed unsafe to make OP access default as any lower level staff with OP for tasks like building, could then assign/revoke any Key from anyone.

Information

Assumes Multiplayer

Role Permission Keys are by default only useful for multiplayer servers. This wiki page will assume multiplayer use.

SEPARATED Permissions!

This mod operates under SEPARATED, non-scaffolding permissions. It assumes that before a player becomes an Admin, they must be promoted from Mod first, which means they'd have both keys and both sets of permissions. Having the Admin

This system is setup this way because the 11 planned Keys have specific permissions specific to their tasks granted by the server Owner. For example: One with the Filming/Marketing Key has separated permissions from the Builder Key. While a player may be granted both Keys, Filming does not require building perms and Building does not require filming perms such as reset commands that could easily be misused. Further, Keys can be added/removed quickly and easily so that if a Key is to be given per circumstance, it can be controlled to those specific ones so the staff member is not critically limited in their other tasks.

Further than that, Keys can be granted by command blocks, assisting in area locks like in questing level ups.

Current Ranks

Currently Implemented Ranks

The Keys are ordered by Hierarchy. More dangerous permissions are given to higher level ranks, like Mod or Admin.

Currently Active Keys (highest rank to lowest) with Assigned Minecraft Colors:

1. Owner (Blue)
2. Admin (Yellow)
3. Mod (Gold)

Assigned/revoked by Admin Key and higher ranking. Technically not within Rankings.
Other:

1. Blacklist Bypass (Black)

Getting Started

- Keys permit a user to access a specific set of commands relevant to the role (key). Currently non-configurable.
- The access and abilities granted per Key is related only to that key, therefore a staff member must hold all keys to have all permissions.

To begin using the Keys:

A server manager with console access will need to run this command to assign the Owner Key.

```
/swpm key assign <player> swpm:owner
```

From there, the player with the Owner Key can then assign the necessary Keys to the desired staff. The below Index states which Keys give which commands/permissions.

The Owner Key should not be given to anyone who is not absolutely necessary. The Owner Key grants access to assigning/revoking any Key to/from any player.

Keys (Inactive)

Jail Key (Inactive)

This key is currently inactive - assigning this key offers no additional access to commands.

Audit Key (Inactive)

This key is currently inactive - assigning this key offers no additional access to commands.

Player Key (Inactive)

This key is currently inactive - assigning this key offers no additional access to commands.

Donator Key (Inactive)

This key is currently inactive - assigning this key offers no additional access to commands.

Helper Key (Inactive)

This key is currently inactive - assigning this key offers no additional access to commands.

Filming Key (Inactive)

This key is currently inactive - assigning this key offers no additional access to commands.

Assistant Key (Inactive)

This key is currently inactive - assigning this key offers no additional access to commands.

Staff Key (Inactive)

This key is currently inactive - assigning this key offers no additional access to commands.

Admin Assist Key (Inactive)

This key is currently inactive - assigning this key offers no additional access to commands.

Builder Key (Inactive)

This key is currently inactive - assigning this key offers no additional access to commands.

Keys

Reminder

All permissions are separated, not scaffolding! One can have an Admin Key without having a Mod Key, meaning they can only run Admin commands. If you want them to have both, give them both keys!

Default Access

In future, these permissions will be transferred to the Player Key, requiring a permission system to obtain the Player Key.

e.g. SWPM would automatically assign the Player Key once the player has agreed to the rules, to then gain access to the server.

Available Commands

<code>/swpm fly</code>	Toggles creative flight within a permitted area. See Gamemode Locks .
<code>/swpm key list</code>	Lists all keys assigned to your player.
<code>/swpm onDuty list</code>	Lists all the staff members currently on duty.

Assign/Revoke Key

N/A	Give a player the Player key.
There is currently no Key needed to run these commands.	

Mod Key

This Key permits approved server staff (Mod level) to list Keys of other players, go on/off duty, and teleport through obstacles.

Available Commands

<code>/swpm key list <player></code>	Lists all Keys assigned to a specific player other than oneself.
<code>/swpm onDuty <on/off></code>	Marks oneself as On/Off Duty.
<code>/swpm thru</code>	Teleports the player through an obstacles.

Assign/Revoke Key

<code>/swpm key <assign/remove> [playername] swpm:admin</code>	Give a player the Admin key.
--	------------------------------

This Key can only be assigned/revoked by one with the Owner Key.

Admin Key

This Key permits approved server staff (Admin level) to view/remove/add Gamemode Locks, as well as assign or revoke Keys.

For information on how to use Gamemode Locks in full, please see the [Gamemode Locks](#) page.

Available Commands

<code>/swpm gamemode list</code>	List gamemode locks for current dimension +/- TP to center point.
<code>/swpm gamemode remove [dimension] [true/false]</code>	Removes a gamemode lock in the current region/dimension you are standing in.
<code>/swpm gamemode [gamemode] set [*/player] dimension [true/false]</code>	Add a new gamemode lock in the current dimension.
<code>/swpm gamemode [gamemode] set [*/player] name <coords> [true/false]</code>	Add a new gamemode lock between the set coordinates (cube).
<code>/swpm key <assign/revoke> [playername] [swpm:key]</code>	Assigns/Revokes any lower ranking key to/from another player(s).
<code>/swpm blacklist item <add/remove> <modid:item></code>	Adds/Removes an item to/from the Blacklist.
<code>/swpm blacklist list</code>	Lists all items on the Blacklist.

An Admin can not go On/Off Duty without the Mod Key which permits access to the command.

Assign/Revoke Key

<code>/swpm key assign [playername] swpm:admin</code>	Give a player the Admin key.
This Key can only be assigned/revoked by one with the Owner Key.	

Owner Key

This key serves the sole purpose of giving a player access to assign/revoke any key from any player. This Key can only be given through console. Once given, the Owner can then assign Keys as needed, such as Mod or Admin Keys.

Available Commands

<code>/swpm key <assign/revoke> <playername> <swpm:key></code>	Assigns/Revokes any lower ranking key to/from another player(s).
--	--

Assign/Revoke Key

<code>/swpm key <assign/revoke> [playername] swpm:owner</code>	Give a player the Owner Key.
This Key can only be assigned/revoked by console command.	

Blacklist Bypass Key

This key permits approved server staff to be exempt from item confiscation by the Blacklist feature.

If assigned, a player with the Blacklist Bypass Key will be able to keep (in their inventory) any item which would otherwise be deleted moments after being taken, picked up, or transferred into an inventory.

Available Commands

N/A	N/A
-----	-----

Assign/Revoke Key

<code>/swpm key <assign/revoke> [playername] swpm:blacklist_bypass</code>	Give a player the Blacklist Bypass Key.
---	---

This Key can only be assigned/revoked one with the Admin or Owner Key.