

SWEconomy (Mod)

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Getting Started

About SWEcoM

Why the Mod Started

SWE/M has a host of mods, aiming to open a public server for our players. We wanted to have economy on the server and knew we would likely have to make our own mod for maintenance reasons, personalised lore-specific currency and preferred features.

What does SWEcoM Include?

- A physical money system - money the player can hold, trade, store and accumulate.
- 7 currency values - small to large value currency coins from 1-500.
- Wallets and wristlets to store and withdraw physical money
- Deposit bags to store up to one million Thyms for safe deposit in a player vault.
- Protected player-specific storage vaults that cannot be destroyed by others.
- Commands to check player balance and remotely transfer money to other players.

Common Config

The SWEconM common config adds configurable settings for economy features - it can be safely configured on existing or new worlds.



MultiMC: Instance > Config Folder (Right Sidebar) > swecom-common.toml

CurseForge: Profile > ... (next to play) > Open Folder > config > swecom-common.toml

Forge (Windows): [user]/AppData/Roaming/.minecraft/config/swecom-common.toml

Forge (Mac): [user]/AppData/Roaming/.minecraft/config/swecom-common.toml

If the config file is not visible in the config file, try restarting Minecraft to generate it. If that does not work, copy and paste the full default config (drop down menu below) into a .txt file, edit the values as needed and name it `swecom-common.toml`. Place it in the config folder to be read 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.

Income

#Starting balance for players.

#Range: 0 ~ 10000

starting_balance = 250

This says: How many Thyms new players receiving on their first join. Must be a **solid** number from 0-10,000. Default is 250.

Setting the value to 0 means new players will receive no funds on joining. Changing this value will not deduct funds already given.

Servers with an economy should set this config to a value in-line with their economy needs. If your server deals in larger denominations (example: T10,000+ for a horse) or 'real life' prices this may need to be increased.

#Amount of Thyms players will receive daily.

#Range: 0 ~ 10000

daily_income = 10

This says: How many Thyms players receive every 24hrs **if** they login. Must be a **solid** number from 0-10,000. Default is 250.

Setting the value to 0 means new players will receive no funds from the server on a daily basis. This not not recommended unless the server offers an alternate source of income via stores (example: players sell resources to the server) and not just between players.

Servers with an economy should set this config to a value in-line with their economy needs. If your server deals in larger denominations (example: T10,000+ for a horse) or 'real life' prices this may need to be increased.

Player Versus Player (PVP)

#Highest possible percentage able to be stolen upon killing a player.

#The percentage stolen is random up to the amount configured per kill

#The money is taken from the target's account.

#Set to 0 to disable.

#Range: 0 ~ 100

steal_percentage = 15

This says: How much of a player's fund can be stolen on a player's death. Must be a **solid** number from 0-100. Default is 15 (15%).

*Setting the value to 0 means there is no chance of funds being stolen on a player's death (if killed in PVP). At default settings, up to 15% of the player's **total funds** in their **wallet** can be taken on death and given to the player that killed them. Any funds stored outside the wallet (in deposit bags*

or vaults) will be safe, excluding player inventory unless keepInventory is set to true.

Servers with an economy that deals in larger denominations might want to reduce the percentage that can be stolen unless they want to encourage players to only carry essential funds and store the remaining in their vault.

*The actual amount stolen will be a **random amount** up to the maximum percentage of their total value. Example: If a player has T1,000, they could have anywhere from T10 (1%) to T150 (15%) on default settings.*

#The minimum amount of Thymys the target requires to have for steal to take effect.

#Range: 1 ~ 100000

minimum_thymys_to_steal = 100

This says: How much money a player must have to be stolen from. Must be a **solid** number from 0-100,000. Default is 100.

*The value set determines how wealthy a player needs to be to be stolen from and considers only the value **currently** in their wallet. The amount actually stolen will depend on the percentage set (above).*

Giftbags

#List of item ids that are allowed to be converted into gift bags

giftbag_whitelist = []

This says: Which items can be used as a giftbag. Must be listed in a very specific way to work in game

The giftbag command can only be used on whitelisted items.

	Format	Example
Single	["mod:item_name"]	["swem:ribbon_two_white"]
Multiple	["mod:item_name", "mod:item_name"]	["swem:ribbon_two_white", "swem:ribbon_two_red"]

Full (Default) Config

Full Default Config 1.18.2

```
#Starting balance for players.
#Range: 0 ~ 10000
starting_balance = 250
#Amount of Thyms players will receive daily.
#Range: 0 ~ 10000
daily_income = 10
#Highest possible percentage able to be stolen upon killing a player.
#The percentage stolen is random up to the amount configured per kill
#The money is taken from the target's account.
#Set to 0 to disable.
#Range: 0 ~ 100
steal_percentage = 15
#The minimum amount of Thyms the target requires to have for steal to take effect.
#Range: 1 ~ 100000
minimum_thyms_to_steal = 100
#List of item ids that are allowed to be converted into gift bags
giftbag_whitelist = []
```

If you notice changes you don't like but don't know how to undo the changes you made to the Config, shut down the server and replace the config with this default one and the config will be reset.

Commands

Commands

A user can run SWEcoM commands if:



- They have commands (cheats) enabled on a singleplayer world.
- Have OP or relevant permissions (or rank) on a multiplayer server.

Typing `/summon swem:` will provide an autofill list of SWEM entities.

`/swecom balance`

View your wallet balance.

`/swecom balance check playername`

[OP] View the balance of a specific player.

`/swecom transfer playername(sender) playername(recipient) amount reference(optional)`

Example:

`/swecom transfer myname yourname 200 Boarding Money`

Transfer money from one player to another, with an optional reference (to let the recipient know what the money is for).

`/swecom giftbag name`

TO BE CONFIRMED

Items

Thyms

Description: Thyms (pronounced as 'time') are the currency of the Star Worm Economy Mod (SWEcoM). The physical currency comes in 7 values from 1 to 500 Thym coins.

Details:

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

Value

Thym coins increase in value according to the rarity or value of the material.

Coin	Material	Value
	Copper	1
	Iron	5
	Emerald	10
	Gold	20
	Diamond	50
	Netherite	100
	Amethyst	500

Obtaining

Thyms cannot be crafted, but can be creatively obtained via creative menu and commands. In SMPs, Thyms can be obtained by players from an initial income on joining and daily income - the values of which can be configured. By default, new players receive 250 Thyms and 10 Thyms per daily login.

Trivia

Thyms were named as word play, based on 'thym' from Amethyst (the original coin) and 'time' spent playing on the server.

The original money system planned was based around a single coin, the Amethyst Thyme. It wasn't till a year later when the mod was being created, it was decided that multiple coins of different worths would be more useful long-term in a larger economy.

Wallets & Wristlets

Description: Wallets and Wristlets are a means of carrying money and withdrawing Thym coins of specific values.

Details:

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

Obtaining

Crafting

Wallets come in two leather variations; brown and black.
1 Wallet can be crafted with 1 Refined Leather and Brown or Black Dye.



Wristlets come in all 16 minecraft colors.

1 Wristlet can be crafted with 2 Refined Leather and 1 Dye of a corresponding color.



Usage

Wallet funds are specific to the **player** and can be accessed with any wallet or wristlet (including borrowing a friends). There is no risk associated with dropping or losing your wallet, however wallet funds may be subject to stealing via PVP.

Right-click with a wallet or wristlet in hand to open the GUI.

- View the balance in the wallet - maximum value that can be withdrawn
- Add or remove all balance

[+] Adding will move all coins in the player's inventory into the wallet, increasing the balance

[-] Removing will withdraw all funds into the players inventory as possible, reducing the balance

This will be withdrawn in the largest coins possible to reduce the number of individual Thym's

- Add or remove specific value coins

[+] Add a single coin of the selected value into the wallet

[-] Remove a single coin of the selected value back into the player's inventory

[Shift +] Add up to 64 (full stack) of that value coin into the wallet

[Shift -] Move up to 64 (full stack) of that value coin into into the player's inventory



Additional

Unlike [deposit bags](#), wallet funds are **linked to the player**. In this way, wallet funds are specific to the individual using a wallet and the item can be safely dropped, lost or shared. However:

- Wallet funds can be stolen if the server permits PVP and has setup [configs](#)
- Wallet funds can be stolen even if the player does not have a wallet on them (see below)
- Wallet funds must have the minimum wealth value (default T100) to be stolen from

Deposit Bag

Description: A money sleeve that accepts up to one million Thyms for safe storage, such as in a [player vault](#) or enderchest.

Details:

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

Obtaining

Deposit bags come in a single Green color variant.
1 deposit bag can be crafted with 2 Dried Kelp and 1 Iron Nugget.



Usage

A maximum of 1,000,000 Thyms can be held within the deposit bag. The player can craft as many deposit bags as needed.

Right-click with a wallet or wristlet in hand to open the GUI.

- View the balance in the wallet - maximum value that can be withdrawn
- Add or remove all balance

[+] Adding will move all coins in the player's inventory into the deposit bag, increasing the balance

[-] Removing will withdraw all funds into the players inventory as possible, reducing the balance

This will be withdrawn in the largest coins possible to reduce the number of individual Thym's

- Add or remove specific value coins

[+] Add a single coin of the selected value into the deposit bag

[-] Remove a single coin of the selected value back into the player's inventory

[Shift +] Add up to 64 (full stack) of that value coin into the deposit bag

[Shift -] Move up to 64 (full stack) of that value coin into the player's inventory



Additional

Unlike [wallets or wristlets](#), funds stored in a deposit bag are **not linked to the player**. In this way, storing funds in deposit bags can be a safe means of avoiding having money stolen if a player dies in PVP on multiplayer servers, as funds not associated with the wallet+ are not subject to config values. However:

- Deposit bags can be dropped on death if keepInventory is not enabled
- Deposit bags can be accidentally dropped and picked up by other players

- Deposit bags can be accessed by anyone; players can withdraw the full value or continue to use it to store their funds
- **Deposit bags are never completely secure unless stored in a [player vault](#), ender chest or on secure landclaim with no shared permissions.**

Refined Leather

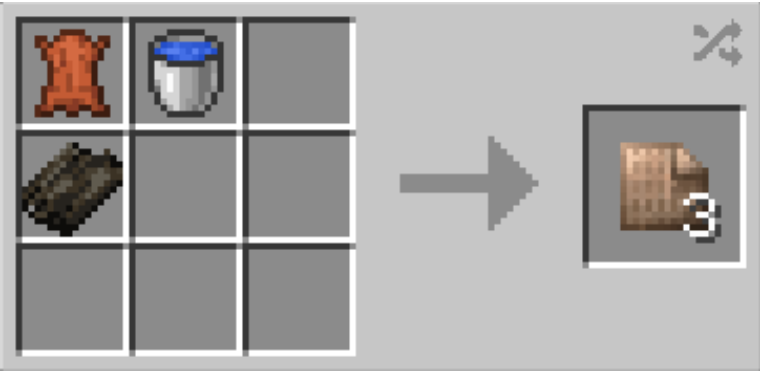
Description: A crafting material, converting leather into a more efficient version (increased volume).

Details:

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

Obtaining

Refined leather comes in a single color variant.
3 refined leather can be crafted with 1 Leather, 1 Bucket of Water and 1 Dried Kelp.



Usage

Refined leather is a crafting ingredient for [wristlets and wallets](#).



Additional

- SWECom refined leather is not interchangeable with SWEM's [refined leather](#). As they share a conflicting recipe, a mod like [Polymorph](#) would be recommended if both SWEM + SWECom are used together.

Blocks

Player Vault

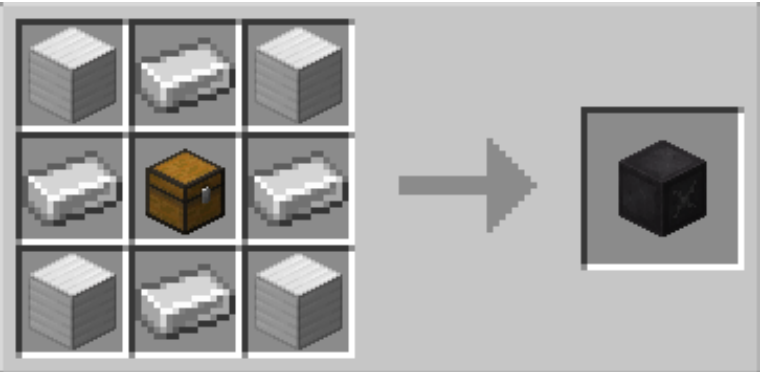
Description: A player vault is a safe, player-specific locked inventory for storage of valuables like deposit bags etc.

Details:

Renewable:	Yes
Stackable:	No
Tool:	No
Blast Resistance:	Yes
Hardness:	N/A
Luminant:	No
Transparent:	No
Flammable:	No
Flammable (Lava):	No

Obtaining

Player Vaults come in a single dark gray color.
1 player vault can be crafted with 4 Iron Blocks, 4 Iron Ingots and 1 Chest.



Usage

When placed, a vault is bound to the player. Only they may open it, and it cannot be broken by other players. Vaults are intended for the safe storage of valuable personal belongings, especially [deposit bags](#) or loose Thyms.



Additional

Functions

The functions section outlines unique functions and features added by the SWEconM mod.

Giftbags

Description: Creating a giftbag is a function that permits players to 'bundle' things into the inventory of a item. Meaning you can have a simple item that when opened gifts all the other things stored within it.

Obtaining

Giftbags cannot be crafted, but are acquired via commands only.

The `/swecom giftbag [name]` command can only be used on **whitelisted** items via the [common config](#).

Creating a Giftbag

Hold a whitelisted (config) item in hand and use the command `/sweconm giftbag namehere`

"Successfully turned [name] into a giftbag."

Once converted into a giftbag, right-click the giftbag in hand to open the giftbag GUI. There are 27 slots (3 rows) which can be used to store gifts to give to another player.

The giftbag GUI can be closed at any time by pressing escape and items will remain stored within. Pressing **Seal** in the top right corner will seal the items within. While in this state, the item/block cannot be used in any way other than opening it and any attempts to do so will yield the items within.



Shown: A giftbag GUI for a [SWEM](#) ribbon stuffed with goodies. Note - the layout will not be seen by the recipient!

"This item cannot be used as a giftbag"

The item you are trying to use is not whitelisted as a giftbag item in configs.

"This item can no longer be used as a giftbag."

The item you are trying to use has already been used as a giftbag 2 times and cannot be used again.

"Cannot convert multiple items at once. Please hold only 1 item in a stack."

You must be holding a **single** item only in-hand to create a giftbag.

"This item is already a giftbag"

The item you are trying to use already contains items (is a giftbag) - open it, or leave it as a bundled giftbag.

Usage

Right-clicking a sealed giftbag will eject all items into the player's inventory. If their inventory is full, the items will be dropped. Once opened, the item can be used without issue, such as placing ribbons or rosettes on a wall, or in an item frame. The item will keep the giftbag name.

Known Issues

- **[-]** There is no way to reliably see if an item is a gift-bag without right-clicking it (yielding any items within and reducing it's number of re-uses). While creating a giftbag does give the item a name, this can easily be done via anvil, making it an unreliable means of determining whether an item is a giftbag or not. You can re-run the giftbag command, if it is already one you will be notified, but this will be limited to players who have access to this command.
-

Changelog

PVP

Description: If enabled via configs, players can have money stolen from their wallet during PVP.

Stealing Money

This information is based on the **default** values of SWEConM, these values can be configured in [common configs](#)!

Money can be stolen from a player when killed in combat on servers that permit PVP. This money will be given to the victor of the combat. If PVP is disabled, this function will not have any effect.

Amount

The amount stolen depends on the config specified value - by default this is 15%. This means upon a player's death in PVP combat, **up to** 15% of their total funds can be stolen.

Wealth

The amount stolen, or whether any funds can be stolen at all, also depends on the config specified value for wealth. By default a player must have a minimum of 100 Thyms in their wallet or wristlet to be stolen from. If they have less than 100, there is 0% chance they will lose any money following a PVP related death.

Protecting Funds

A player's money is only at risk if:

- The server permits PVP and the config has a greater than 0% chance of funds being stolen
- They have **higher** than the minimum wealth for PVP stealing in their wallet / wristlet
- They are carrying a deposit bag with money (and keepInventory is disabled) which can be dropped upon death

Wallet funds are associated with you as a player - the wallet or wristlet lets you access it but you can be stolen from with or without one. Keep the wallet value below the stealing wealth, or withdraw your funds to keep safely in a vault.

Players can protect their money by:

- Storing it securely in a SWEConM [vault](#) (coins / coins in a deposit bag)
- Storing it securely in an Ender Chest
- Storing is securely on a property with landclaim that does not permit other player's access to their valuables

Credits

Credits for development on SWEcoM are listed below!

Version - 1.18.2

Owner and Production Lead - AlaharranHonor

Programming
Primary: Quarris

Texture Art
Primary: Cytris