

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.
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