

# 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.

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## 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.*

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## 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.*

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Created 30 January 2023 14:38:23 by AlaharranHonor

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