Community Packs

Community Packs are our integrated system to dynamically add custom content made by the community without the requirement for additional code.

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General Information [WIP]

> This feature is available in **1.20.1-1.5+** and will **NOT** be added to outdated versions.

Community Packs is a feature that allows players to add NEW assets to the mod without the use of an add-on mod.

Important- Update Changes

> Existing worlds should be safe to update but always take a backup in case you encounter an issue!

To support community packs, some changes have been made. See additional pages for feature-specific changes.

- Common, Client and Recipe configs now generate in `config/swem`
- Community Pack features will likely break add-on mods.
  PLEASE BE PATIENT AND ALLOW CREATOR'S TIME TO UPDATE THEIR MODS

Supported Features

Feature	Mod Version	Notes
Coats	**1.20.1-1.5 Beta +**	Custom coats that do not override default, and support coat cycling + breeding tags.
Tack	**1.20.1-1.5 Release**	Custom tack that does not override default tack and can be purchased via EQ Shop.
Animations	**1.20.1-1.5 Release**	Custom animations that can be triggered via command (loop).

Frequently Asked Questions

[1] Community & Content Packs

⬚ WHAT IS A COMMUNITY PACK?

Community Packs are folders that include all the files necessary to add NEW assets such as custom coats to SWEM.

⬚ WHAT IS A CONTENT PACK?

Content Packs is also a Community Pack, but usually with less content. It will merge into any Community Packs with the same name. This allows:

- Creators to set a consistent pack name and release smaller 'add-ons' to their main pack(s)
- Creators to easily provide updated file (ie fixes or improved) that override their original files
- Players to have fewer individual Community Packs to sort
- Players to have fewer Community Packs listed in game, and easier results by Creator
  Example: `artist_kofi:`
  Example: `artist_fantasy:` or `artist_bays:`

⬚ HOW DO I KNOW IF A PACK IS READY TO USE (PREMADE)?

This depends on the source, most creators should clearly state if their content is files only or a read to use pack.

- Look at the file contents (unzip the file if it comes zipped)

  ⬚ Must be a folder, not a ZIP (or any other)file
  ⬚ Must have a lowercase name with no spaces. `artist_packname` [`Artist Pack Name`
  ⬚ Must have two folders inside it: `json` and `textures`
  ⬚ Must have at least one coats or tack item with all required files.
      See Creator Corner if you are making a community pack and are unsure what is required.

  ⬚ Individual files in a single folder
  ⬚ PNG files in `json > coats` or JSON files in `textures > coats > legacy`
  ⬚ Files or folders with spaces, symbols or capital letters

> There can still be other errors that prevent a pack working, but this criteria means the pack is structured correctly!

⬚ WHAT IF PACKS HAVE AN IDENTICAL NAME?

Community Packs that do not use recommended format could have a duplicate name like `free_coats` or `kofi_coats`.

- Duplicate folders will merge into one with the files of both folders
- Files will not override or replace each other **unless** they have identical names

Creators

- Avoid conflicting names with recommended unique format of `coatname_artist` in all files and packs
- Avoid content 'options' with the same name - if you offer variants (ie braids vs roached) give them a unique name
- Avoid creating packs with 'old' files that may override new versions (ie fixed or improved textures)
- Update or remove old packs that may have any such files.

> Always check that merged files maintain the correct folder structure and file names are valid (ie not coat_name_copy)

⬜ WHAT IF IT ASKS ME TO REPLACE FILES?

There is no correct answer to this:

- Replacing existing files to update a texture error is usually safe.
- Replacing existing files to update coat info for breeding tags, inspiration info is usually fine.
- Replacing existing files with outdated files could revert changes (replace with pre-fix version)
  If you replace a file with a broken texture or non-functional json, you will need to fix it or re-download the original!

⬜ CAN I HAVE MULTIPLE COMMUNITY PACKS?

Yes. You can install multiple Community Packs, but you should read **[4] Performance** if adding a lot of additional content.

[2] Modifying Community Packs

> Always read the Creator's Terms Of Use (TOU) as significant non-private alterations or reupload may be prohibited!

⬜ CAN I REUPLOAD A COMMUNITY PACK +/- MODIFIED?

`JSON FILES` You can edit and distribute json files or overrides freely.
`PNG FILES` You should not modify, re-upload, distribute or monetize Creator's work without explicit consent.

`PNG FILES` Creators have the right to set and enforce appropriate use of their content.

- You must not modify, re-upload, distribute or monetize Creator's work without explicit consent.

JSON FILES Creators can set reasonable requests on json modification, but do not own this asset.

    You can provide **FREE** override files or packs.
    You must not create and distribute files that violate platform (ie Discord) or Community (ie SWEM) rules.
    You must not monetize file edits to profit off the original Creator(s) work without consent.
    You must not provide premade packs that include the content (pngs) of Creator(s) without consent.
    You must not remove artist credits, or add false credits.
    You must not remove artist reference, excluding reasonable modification.
    Esperanza from Spirit -> [Palomino (Dreamwork's Spirit: "Esperanza") [N/A

CAN I RENAME A PACK (AS A PLAYER / CLIENT)?

Multiplayer No. This may prevent you from seeing any custom coats, even if you have all the correct files.

Singleplayer Yes. This can sometimes help you organize custom content or shorten pack IDs.

- You must use a unique **lowercase** name with **no spaces** or **symbols**
- You should not edit information **in use by an existing save** (will need to change coats / tack affected).

CAN I RENAME A COAT / TACK ITEM?

Multiplayer No. This may prevent you from seeing any custom coats or tack, even if you have all the correct files.

Singleplayer Yes, though this is **not recommended**.

- You must use a unique **lowercase** name with **no spaces** or **symbols**
- You must set this for the file names of both json , png , and the texture path inside the json file.
- You should not edit information **in use by an existing save** (will need to change coats / tack affected).

> You should use standard naming format coatname_artist with **appropriate artist credit by name!**

CAN I EDIT CUSTOM CONTENT INFORMATION (JSON)?

Multiplayer Yes. Important information:

- Client-side (player) edits will only apply to your singleplayer worlds.
- Server-side edits will apply to all players, regardless of their individual pack settings. `Texture Path` Players must use the same path to avoid black horses (missing texture)

Singleplayer Yes, depending on type:

Content	Variable	Comments
Coats	⬚ Artist Credits *	Can include capital letters, spaces and symbols **inside the "" entry**.
	⬚ Inspiration *	Can include capital letters, spaces and symbols **inside the "" entry**.
	`lapis_cyclable`	Effect will apply to future lapis/redstone changes. **Must be true/false.**
	`obtainable_by_breeding`	Effect will apply to future breeding. **Must be true/false.**
	`base_colors`	Effect will apply to future breeding. Must use **valid tags.**
	⬚Model	Must use Legacy until additional models are supported.
Tack	TBC	
Animations	TBC	

> You must not remove or (unreasonably) modify Artist credits +/- reference and inspiration comments.

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[3] Multiplayer Use

⬚ HOW TO ADD COMMUNITY PACKS TO A SERVER?

Multiplayer Paste the community pack(s) into the server's `config > swem > communitypacks` folder as normal.

- Players (clients) must also use the exact same mod version as the server.
- Players (clients) must have a copy of the same community pack folder(s).
- Clients can have additional community packs installed for SP use.

> See individual pages for troubleshooting common issues for each feature.

⬚ CAN I USE THE OFFICIAL SWEM COMMUNITY PACK ON A SERVER?

Yes. You can use this on a multiplayer server provided it is free to all players, not re-uploaded externally or monetized.

You should not modify the contents, except to remove unwanted files or edit obtaining information (tags, breeding etc).

⬚ CAN I USE CREATOR'S COMMUNITY PACK ON A SERVER?

> Always read the Creator's Terms Of Use (TOU) as public multiplayer use, alterations or reupload may be prohibited!

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[4] Performance

⬚ WILL COMMUNITY PACKS MAKE MY GAME LAG?

Performance loss with the community pack features has not been reported, but individual results may vary.

- Community Packs store text and coat files in your config file which will occupy storage space.
- Community Packs require your game to load and register these on load, which may marginally increase load times.
- Community Packs add new content into the game, similar to adding more and more mods it can impact performance.

> PCs with limited resources or low performance may have a limit on how much custom content it can realistically support.

Using Community Packs

> This section explains how to use **PREMADE** Community Packs [1] - see Creators' Corner to create your own.

> Read **[2] Modifying Community Packs** before you edit any Community Pack files.

To install your custom content, you need to download or create a Community Pack or Content Pack.

- You can install multiple packs if they have a unique and valid name such as `artist_packname` .
- Content packs will merge into community packs of the same name, or work as a new pack if one does not exist.

STEP ONE: **GENERATE THE CONFIG FOLDER**

This is only required the first time you add or update the 1.20.1-1.5+ mod file.

1. **[Optional]** Backup any existing saves files (recommended)
2. Install the latest 1.20.1-1.5 Beta file
3. Load the game to the menu screen
4. Exit the game

STEP TWO: **INSTALL THE COMMUNITY PACK**

1. Download or Create your Community Pack

   → Free Official Community Pack can be found here!

   → Free and Paid Community Packs can be found on many creators pages here!
2. Check the file is ready to install
   → See **[1] Community & Content Packs** above (FAQ)
3. Copy the Community Pack
4. Go to `config > swem > community-packs`
5. Paste the Community Pack file
   → It should look like: `config > swem > community-packs > artist_pack_name`

STEP THREE: **VIEW THE CONTENT IN-GAME**

1. Load the game
2. Load into a save or (recommended) a new test world
3. See relevant pages:

   → Coats

   → Tack

   → Animations

Known Issues

If you find an issue, please report it to our bugs channel on Discord. We ask that you look to see if your issue was reported first!

- **1.20.1-1.5.2** Pasture Blankets (equipped) disappear on world reload.

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
1.20.1	1.20.1-1.5.2	Bug Fix: Pasture Blankets not showing up on racks.
	1.20.1-1.5.0	Public Release: Added support for custom tack and animations.
	1.20.1-1.5-beta-7	Bug Fix: Change JSON file formatting and fixed load errors.
	1.20.1-1.5-beta-5	Public Release: Added support for custom coats.

Creators' Corner [WIP]

This page is an early **WORK IN PROGRESS** and information is subject to change or correction for any errors.
It is public to accept feedback and external input from creators prior to final additions and corrections.

Please contact [Delphi](#) via SWEM DC for feedback or to contribute any resources to this guide!
If you are a content creator with a video guide, I will gladly add links to help visual learners.

Note To Content Creators

This update will support you in sharing your content to a wider audience, with or without coding experience.

- You will no longer need to create resource packs that override a limited number of default options for coat or tack.
- You can add limitless (within reason) options to expand the game without creating a separate mod (add-on).
- You can integrate your content into some existing features of the mod, such as coat cycling and breeding tags.

To properly transition towards community packs, we recommend:

- Read this page carefully to fully understand creating community packs.
- Create **simple, clear and easy to follow / enforce** Terms Of Use (TOU) if you share or sell your content.
- Upload content in a player-friendly format, such as Community Pack, Content Pack or standalone files.

> You must read and follow the Content Creation Rules (below) to comply with SWEM's license and permitted use of assets.

Content Creation Rules

🚫 YOU MUST NOT SELL (OR TRADE FOR PROFIT) ANY ASSETS CREATED AND OWNED BY SWEM

EXCEPTIONS MAY BE MADE ON AN INDIVIDUAL BASIS WITH EXPLICIT CONSENT FROM SWEM (ALAHARRANHONOR)

- Modified versions of the horse model
- Modified versions of any blocks or items
- Modified version of **any** default coats
- Modified textures of any blocks or items
- Freely provided materials:
  - → Shading layers
  - → Rights to use standard techniques (eyes, nose, hoof etc)
  - → Template resource packs
  - → Template community packs
  - → JSON files (not in a working community pack)

🚫 YOU MUST NOT SELL (OR TRADE FOR PROFIT) OR REDISTRIBUTE ASSETS OF OTHER CREATORS

EXCEPTIONS MAY BE MADE WITH EXPLICIT CONSENT FROM THE CREATOR OR THEIR T.O.U

- Modified textures
- Modified .json files that remove or alter credits
- Free resources
  → Including the **Official Community Pack** (free) and any donated works from community artists

✅ YOU CAN PROVIDE FREE CONTENT THAT ACCEPTS AN OPTIONAL DONATION

COAT MODIFICATIONS ARE ONLY PERMITTED WITH WITH EXPLICIT CONSENT FROM SWEM (ALAHARRANHONOR)

- Modified horse model and "breed add-ons"
- Modified .json files
  → Altered breeding tags or coat cycling information

✅ YOU CAN SELL CONTENT THAT IS AT LEAST 90%* YOUR OWN WORK

90% ACCOUNTS FOR THE 10% FAIRLY ACCREDITED TO SIMILAR ARTISTIC STYLE, INSPIRATION, REFERENCE OR COLOR PICKING

- You can sell content that is at least **90%* your own work**
  → Models for entities, blocks or items
  → Textures for entities, including coats using the freely provided shading layer or standard features (eyes, nose, hoof etc)
  → Textures for inventory icons of **custom content** using the default **pixel outline** (shape) of SWEM tack

→ Textures for blocks or items
→ Animations

Star Worm Equestrian is PG13: appropriate for users of all ages.
Any content or creators that modify it to be or appear otherwise do so against the terms of use for this project.

 YOU MUST NOT SELL, PROMOTE OR FEATURE SWEM IN ANY CONTENT OR MEDIA THAT INCLUDES:

- Extreme violence or gore
- Mature (18+) themes
  → Including realistic anatomy or animations

Terms Of Use Information

WARNING

Creating a complicated or highly restrictive TOU will set you up for frustration when it is inevitably violated or misinterpreted.
To protect your content within the **very limited legal recourse for TOUs** we encourage creators to share their creations in a similar way to mods; allow public or private use with minimal restrictions, provided the creator receives the download or support.

- If you choose to share your content publicly, it is your responsibility to clearly inform users of appropriate use.
- It is unreasonable to expect users to be remain informed of alterations to TOU **after the time of download.**
- It recommended to:
  → Post your full TOU in a public source that can be accessed by anyone without membership or sign up/in.
  → Include your TOU as a text file in any premade community packs.
  → Include your TOU as a link or summary in any location your files are hosted or downloaded.

RECOMMENDATIONS

Avoid **requiring** credit for use in media; it should be encouraged but **no credits does not equal insult!**
→ **It is not standard practice to credit every creation (ie mods)** in casual images; nice if you do, but optional!
→ It should only be "required" to **credit where appropriate** (promotion, inspiration or

reference), and **not falsely claim.**

Avoid **prohibiting** inspiration or reference; **similarity is not proof of plagiarism!**
→ It is possible for creators to have a similar idea, share the same reference, or take respectful inspiration!
→ It should be expected that work(s) **clearly and directly** referenced or inspired by your creation is fairly credited.

Avoid **restrictive** use policies that are difficult to monitor and enforce.
→ It is an unfortunate reality that players +/- servers will violate agreements, especially if they are restrictive.
→ There is limited legal recourse to address this; so state what you are **willing and able to action if necessary!**

Consider providing content in a compact format with **minimal individual downloads**!
→ Players and servers will be less likely to distribute (or more likely to use) **easily** accessible files.
→ It is suggested to provide creator pack(s) in bundles such as 'Bays', 'Pintos', '2023 Coats'

Avoid uploading to **unsecure file hosting sites** or encouraging users to engage in **unsafe internet habits**.
→ It is recommended to use popular sites such as Kofi, Google Drive.

EXAMPLE TERMS OF USE (NOT A LEGAL CONTRACT OR LICENSE)

- OWNERSHIP & AGREEMENT
  → The creator (name) retains all rights of ownership to this content
  → The right to use this content is granted to you (player) in accordance with this agreement
- USE
  → This creation can/not be used in content (images, videos) - credits are optional but appreciated.
  → This creation can/not be used privately in singleplayer or a small private group.
  → This creation can/not be used publicly in multiplayer.
  → This creation can/not be used in reasonable commercial services with/without consent.
  　　▯▯ Offered as part of a service (ie random / selected coat change) requiring real

money
        ☐☐ Offered as a prize or reward for activity or events requiring real money
        ☐☐ Offered as an unlock via crowdfunding or engagement (ie server cost covered -> unlock)
        NOTE: Commercial services must abide by Minecraft's EULA

- DISTRIBUTION
  → This creation can/not be reuploaded with/without consent and/or credits and/or payment.
      ☐☐ Limited private use by friends or small groups
      ☐☐ Custom Community Packs (folder)
      ☐☐ Custom Modpacks (zip)
      ☐☐ Exceptions: Paid vs Free, Commissions (paid) or Gifts (prizes)
      ☐☐ Other: File Hosting Sites, Discord Servers etc
- ALTERATIONS
  → This creation can/not be altered with/without consent and with/without credits for public/private use.
      ☐☐ Texture
      ☐☐ Information (json: name, description, color tags etc)
      ☐☐ Other conditions

Updating A Community Pack

> Official Community Pack [VERSION TBC] has been updated to support the latest release.

If you have a custom coat community pack for 1.20.1-1.5-beta7, you must modify it to stay compatible in newest release.

1. Close Minecraft
2. Locate your community pack(s)
3. Go inside `packname > jsons > coats`
4. Open the first coat file in a text editor
5. Change `"legacy": "default:coats/legacy/coat_artist.png"` to `"legacy": "legacy/coat_artist.png"`
6. Save and close the file
7. Repeat for all coat files +/- all outdated packs

Creating A Community Pack

> You can skip step 1-3 by downloading a template community pack found on our Discord.

> You can skip or delete any folder that will not be used for your content (ie tack folders if you will not add any tack).

READ ME: **RESOURCES**

[EXPAND] Recommendations

☐ REMOVE ANY UNUSED FOLDERS

Consider removing folders that do not contain any content (ie tack folder from a coat only pack). This will not prevent the pack from working, but it will be smaller, tidier and much clearer to users on the content contained within.

☐ USE A STANDARD NAMING FORMAT

This keeps your creations consistent, well organized and easy to identify as your work.
PACKS `artist_packname` Example: `arishant_freecoats`
COATS `coatname_artist` **Example:** `maple_arishant`
TACK See naming format resources below.

You might notice some items recommend credits before **or** after the name, this is for a few reasons!
PACKS Sorted alphabetically in folder and in-game, so packs group by artist instead of pack name
COATS Listed alphabetically in game once filtered by pack. **Example:** `apple_artist / banana_artist / coconut_artist`
TACK Listed alphabetically in game, instead of by type. **Example:** `midnight_bridle / midnight_halter / midnight_saddle`

☐ USE A UNIQUE NAME FOR PACKS

Naming a pack `koficoats` will work, but if another pack shares the same name they would merge together.
If you use `artist_packname` it significantly reduces the chance of name duplication and folder merging.

☐ USE A UNIQUE NAME FOR FILES

Naming a coat `coatname` or tack item `name_type` without artist will work, but it increases the risk of file replacement.
Pack that use the same name and coats or tack with the same name, will **replace** existing files of the same name.

If you are an artist that offers different variations of content, always use a unique name.
Example: 2 files both named `coatname_artist` but one with braids and one with roached mane

will replace the other if a player chooses to use both options. If you named one `coatname_braids_artist` and the other `coatname_roached_artist` the player can choose to have one or both without replacing the other.

☐ USE CORE PACKS AND CONTENT PACKS

If you want to make every pack unique, that's up to you. Example: `artist_pack1` `artist_pack2` `artist_pack3`
However, if you create a lot of content this is going to be annoying for you to keep track of, and overwhelming to players.

Instead of using many packs with just one of two creations inside, consider using a core pack and offering add-ons via content packs. **This is explained more in a section further down!**

☐ REMOVE (OR RENAME) OUTDATED FILES

If you fix and issue with a pack, file or texture it is recommended to remove the original download. If you want to keep it as a legacy version, consider renaming it (ie `coatname_artist_old`). Old files using the name name may replace newer ones if accidentally downloaded, or included in an outdated pack.

[EXPAND] File Structure Example

🗀 config	🗀swem	🗀community-packs	🗀artist_packname	🗀jsons	🗀coats	`artist_coat.json` files
					🗀tack	🗀blanket
						🗀breast_collar
						🗀bridle
						🗀girth_strap
						🗀halter
						🗀horse_armor
						🗀leg_wraps
						🗀pasture_blanket
						🗀saddle
						🗀saddle_bag
				🗀textures	🗀coats	`artist_coat.png` files
					🗀tack	🗀blanket

📁breast_collar	
📁bridle	
📁girth_strap	
📁halter	
📁horse_armor	
📁leg_wraps	
📁pasture_blanket	
📁saddle	
📁saddle_bag	
📁tokens	`token_name.png` files
📄 tokens.json	

> Shown: The file structure for community packs, including correct placement inside `config > swem > community-packs`
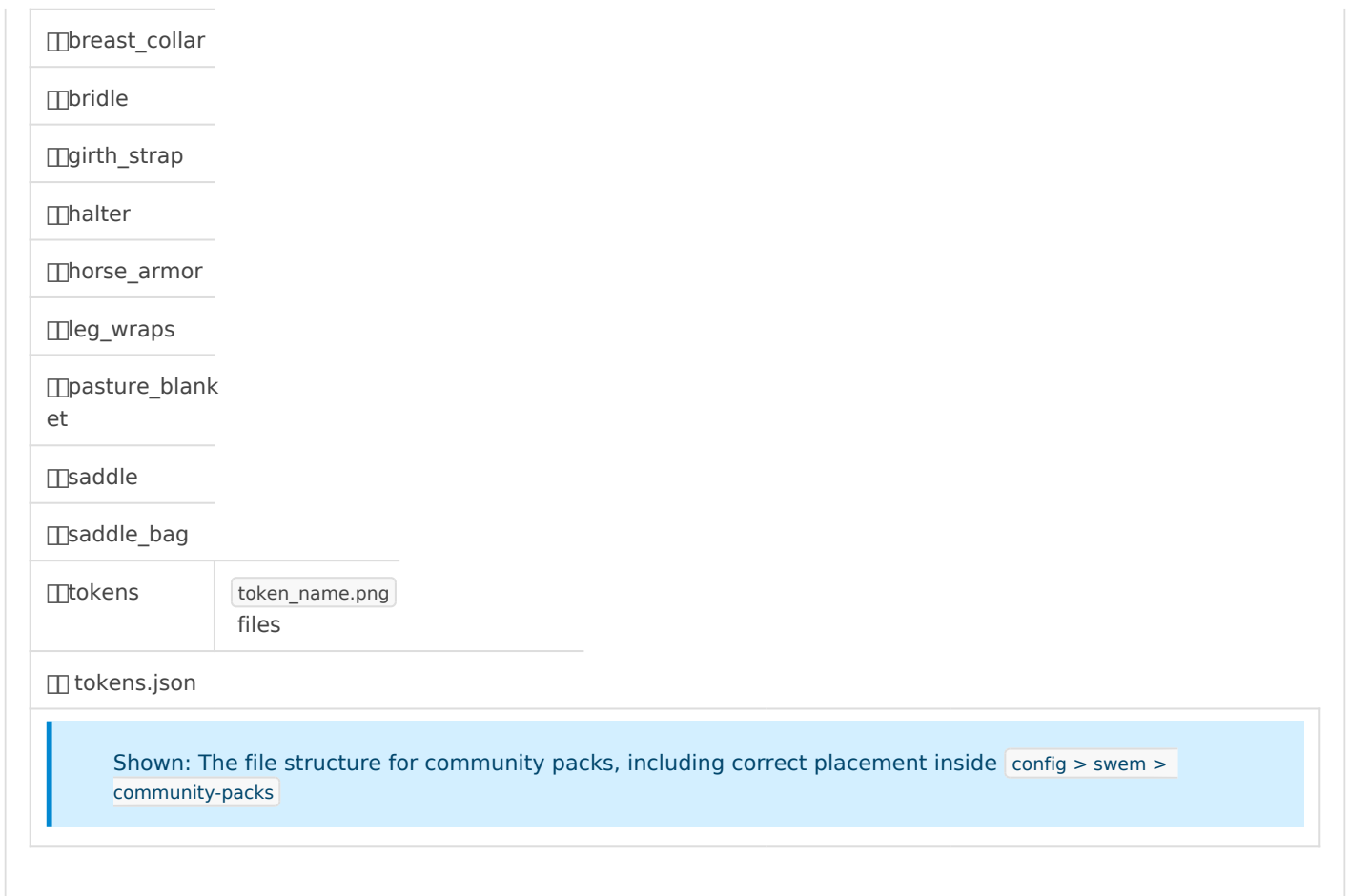
STEP ONE: CREATE THE PACK FOLDER STRUCTURE

1. Create a new folder
   → It can be in `config > swem > community-packs` or somewhere else (move later)
2. Name your community pack
   → It must be in lowercase letters with no spaces
   → It is recommended to use `artist_packname` such as `yourname_kofi` or `yourname_bays`
3. Go inside the empty folder
4. Create two new folders here
   → `jsons` to store the information files
   → `textures` to store the coat and tack files

STEP TWO: CREATE THE JSONS FOLDER STRUCTURE

1. Go inside the empty `jsons` folder
2. Create two new folders here
   → `coats` to store **.json** information files for coats
   → `tack` to store **.json** information files for tack
3. Go inside the empty `tack` folder
4. Create 10 new folders here
   → `blanket`
   → `breast_collar`
   → `bridle`
   → `girth_strap`

→ `halter`
→ `horse_armor`
→ `leg_wraps`
→ `pasture_blanket`
→ `saddle`
→ `saddle_bag`

STEP THREE: **CREATE THE TEXTURES FOLDER STRUCTURE**

1. Go inside the empty `textures` folder
2. Create two new folders here
   → `coats`
   → `tack`
3. Go inside the empty `coats` folder
4. Create one new folder here:
   → `legacy` to store **.png** texture files for coats
5. Go inside the empty `tack` folder
6. Create 10 new folders here
   → `blanket`
   → `breast_collar`
   → `bridle`
   → `girth_strap`
   → `halter`
   → `horse_armor`
   → `leg_wraps`
   → `pasture_blanket`
   → `saddle`
   → `saddle_bag`

Creating A Content Pack

If you are making a pack for personal use, you can skip this. Content packs are aimed at Creators providing expansion content.

A Content Pack is exactly the same as a community pack, but differs in how and why it is used.

- Content Packs use the same name as a 'core' community pack.
- Content Packs merge into any packs with the same name, or work as a standalone if one does not exist.
- Content Packs usually include less content, or content bundled by theme (ie Black Coats, Bay Coats)

[EXPAND] Content Packs Example

If you create a lot of content, you probably do not want to provide ALL of your coats in a single bundle, or maintain lots of individually named packs. This would quickly get confusing and difficult should any packs require a fix to files or textures.

Let's say you decide that your core pack will be `yourname_koficoats`. Each time you create a new coat, you will provide that coat in its own pack, using that name. You set it up like a normal community pack, and if a player downloads it it will work in-game when pasted into the community pack folder.

If you then create another new coat, you do the same thing; make a community pack named `yourname_koficoats` with just the NEW coat file and texture. If a player downloads that file and pastes it into the community pack folder, **it will merge into any pack folders that share the same name.**

This means you can offer optional content that players can pick and choose which files they want. They don't need to download any requirements, every pack will work on its own, or merge with others if they already exist.

> Unfortunately, downloads get renamed if they have the same name, ie `artist_pack [1]` and `artist_pack [2]`
> → There is no way to avoid this without **downloading packs one at a time**, or manually renaming them to merge files.

Creating Content

If you followed the guide above, you have a basic community pack, but it needs content to work in game.

Community Packs can support custom coats, tack and animations - this can be all in one pack, or split into separate packs.

Adding Custom Coats

This guide will not cover how to create a coat, for information please read our [resources](#) on Discord.

STEP ONE: **CREATE OR DOWNLOAD A CUSTOM COAT**

1. Save or rename the file as `artist_coatname`
   → The file type should display as `PNG File`
2. Paste this file into your community pack `artist_packname > textures > coats > legacy > coatname_artist.png`

1. Open a blank text editor file using Notepad (Windows) or TextEdit (Mac)
2. Paste in the coat template code (below)
3. Edit the template to your coat
   → `credits` the name of the coat artist(s) [`"credits": "Arishant",`
   → `inspiration` optional notes on inspiration or reference [`"inspiration": "Esperanza from Spirit",`
   → `models` the texture path (location) for **legacy model** [`"legacy": "legacy/esperanza_arishant_legacy.png"`
   → `lapis_cyclable` if the coat can be cycled using lapis or redstone `true` or `false`
   → `obtainable_by_breeding` if the coat can appear from a (bred) foal `true` or `false`
   → `base_colors` which color tags the coat uses [`["black","gray"]` [`"base_colors": ["creamy"]`
4. Save the file as a .json file by using `save as` and naming the file `artist_coatname.json`
   → The file type should display as `JSON File`
5. Paste this file into your community pack `artist_packname > jsons > coats > coatname_artist.json`

[EXPAND] Coat Template

```
{
  "credits": "Artist(s)",
  "inspiration": "N/A",
  "models": {
    "legacy": "legacy/coatname_artist_legacy.png"
  },
  "lapis_cyclable": true,
  "obtainable_by_breeding": true,
  "base_colors": ["black","gray","white","creamy","brown","dark_brown","chestnut"]
}
```

[EXPAND] Info & Common Mistakes

⬚ LEGACY MODEL

Legacy model is the current horse model in game, but more models are planned in future.

- Texture must use the `legacy` model texture path
- Future model types may come pre-listed listed, but do not function in game

⬚ TEXTURE PATH

Texture path is the location of the coat file placed in `artist_packname > jsons > coats > legacy > coatname_artist.png`

- Texture path must match the exact name of the coat png file
  → Must be a lowercase name with no spaces or symbols
  → Can include numbers or underscores
  → Should use the format `artist_coatname` or `artist_coatname_legacy` to indicate it uses original model
  → Should share the same or similar name as the json file

⬚ COAT CYCLING

Coat cycling is the function that allows a player to cycle through coat options by right clicking a horse with redstone or lapis.

- Cycling a coat will only work if:
  → Set to `"lapis_cyclable": true,` in the json file
  → Coat cycling is enabled in server config `allowCoatCycling = true`
  → Coat is not blacklisted in server config `blacklistedCoatIds`
  → Server config is per-world; enabling settings in one world does not auto-apply it to others!

- Summoning a (random) coat via command will only work if:
  → Set to `"lapis_cyclable": true,` in the json file
  → Coat is not blacklisted in server config `blacklistedCoatIds`

⬚ BREEDING & COLOR TAGS

- Color tags must use at least one of 7 valid choices:
  → `["black","gray","white","creamy","brown","dark_brown","chestnut"]`
  → Separate multiple tags with a comma
  → There must not be a comma between `"` and `]`

- Coats can appear from converting horses if:
  → Coat has at least one valid color tag
  → Coat has the same color tag as the vanilla horse (randomly chooses from coat options)
  → Set to `"obtainable_by_breeding": true,` in the json file
  → Converting is enabled in server config file (default) `tokensBreeding = false`
  → Coat is not blacklisted in server config `blacklistedCoatIds`
  → Server config is per-world; enabling settings in one world does not auto-apply it to others!

- Coats can appear from breeding if:
  → Set to `"obtainable_by_breeding": true,` in the json file
  → Coat is not blacklisted in server config `blacklistedCoatIds`
  → Foals are assigned one tag from any their parents have and use one of 7 foal coats (one per tag)
  → Foals choose from a random adult coat with the same tag when they grow up

- Color tags and breeding outcomes are **very basic** and do not support realistic genetics
  → Setting tags you expect the horse to 'pass on' is more likely to get your coat **from** those tags.
  → **Example:** Bay coat with "chestnut", "black", "brown" - any chestnut, black or brown foal can grow up to use it.
  → Setting tags for any color a coat has a small amount of will result in dramatic changes from foal to adult coats.
  → **Example:** Leopard Appaloosa with "black", "white" - a fully black foal would grow up to a mostly white coat.

> **RECOMMENDATION**
> → Set **one or two** tag(s) for a foal color you would expect to get the coat from
> **Example:** Black Foal -> Black Horse

STEP THREE: **TEST YOUR COMMUNITY PACK**

1. Paste the community pack file in `config > swem > community-packs`
   → Read [here](#) if this is your first time installing a community pack.
2. Load the game
3. Open a test world with cheats enabled
4. Type `/swem summon LEGACY`
   → Your pack should be listed in the options
   → It may be above or below the default `swem:` options
   → If your pack is not listed, you have made an error
5. Select your coat and enter the command
6. Check the coat has the expected texture.

If this worked as expected, you can repeat Step 1 + 2 to add additional coats to the pack.

[EXPAND] Troubleshooting Errors

COMMUNITY PACK TROUBLESHOOTING
FOLLOW <u>EACH STEP</u> CAREFULLY + NOTE ISSUES AS YOU GO. ONLY REQUEST HELP <u>AFTER</u> USING THIS!

[1] MOD VERSION

- **Double check** you are using the latest 1.20.1 Beta version.
  → Even if you feel sure, go and check it. It's the most common error!
  → `Curseforge App` Will not auto-install beta files, go to `mod's page > versions > install`
  → `Multiplayer Servers` Check server is on latest release

→ `Multiplayer Users` Check client + server use same version
⚠ **Community Packs are for 1.20.1-1.5 and above only.**

[2] OFFICIAL COMMUNITY PACK VERSION

- Skip this step if you are not using the official Community Pack.
  → Check you have `swem_community_pack_beta_5` or above.
  → Check this is the latest version posted - it may have a new release!
  → `Multiplayer Servers` Check server has the correct pack
  → `Multiplayer Users` Check clients have the same pack name + contents as server

[3] COMMUNITY PACK LOADING

- Open the game and load into a world
- Type `/swem summon LEGACY`
  → Is the pack listed?
  → Is **any** pack listed (excluding `swem:`)

  Pack(s) are recognized
  Pack(s) are not recognized, specific packs are invalid or have no valid files. **Go to solutions [3].**

[4] COAT REGISTERED

- Type `/swem summon LEGACY packname:`
  → Is the coat(s) you expect to see listed? **Example** `kofi_coats:spirit_arishant_legacy`

  Coat(s) have registered.
  Coats have not registered OR specific coat(s) are invalid. **Go to solutions [4].**

[5] JSON -> TEXTURE PATH

- Summon coat(s) from the pack
  → Do coat(s) have a texture that is correct for that horse?

  Coat(s) have the correct texture
  `Black Texture` Texture path or file name is invalid or missing. **Go to solutions [5].**
  `Multiplayer` Player is missing the pack or no texture for that coat path. **Go to solutions [5].**
  `Wrong Coat` Texture path or file name is incorrect. **Go to solutions [4].**
  `Looks Wrong` Texture or UV map error. **Contact Coat Artist or request help.**

[6] OTHER

- `Lapis Cycling`
  → If you cannot cycle **any** coats using lapis or redstone, it is disabled in server config.

→ If you can cycle coats, but some options are missing, it is disabled in the coat **.json** file.

- White Texture
  → If a coat is white, the pack or coat .json files were removed or renamed
  → If that is not the case, information in .json may have an error (invalid format) **Go to solutions [5].**
- Texture Error
  → If a coat appears broken (color in wrong places, missing pixels, marker blocks) it needs a texture or UV fix.
  → If you are not the coat artist, contact the original creator.
- Error On Load / Crashing
  → Too many potential causes

  → Paste your **latest.log** file in [Tech Help](#) in our Discord with a description of the issue(s).

SOL

ALWAYS SHUT DOWN THE GAME + RELOAD AFTER MAKING CHANGES

> **It is not recommended to modify packs from a Creator <u>unless</u> you intend to customize it and solve any issues.**
> ⬜ You should follow this troubleshooting guide to identify your likely issue first.
> ⬜ You should notify Creator's of potential problems with the **default pack** (might need a fix or update).
> ⬜ You should NOT expect Creator's to troubleshoot an issue you might have caused by altering files!

⬜ ISSUE [3]

- Check the community pack:
  → Pack is directly in config > swem > community-packs
  → Pack is a **folder** and not a zip file!
  → Pack has a valid **lowercase** name with **no spaces** artist_kofi [Artist Kofi Coats
  → Pack includes at least one .json and .png file in the **correct folder**
  ⬜⬜ jsons > ⬜⬜ coat JSON FILES HERE
  ⬜⬜ textures > ⬜⬜ coats > ⬜⬜ lega PNG FILES HERE

  If this is **ALL** correct the issue is not the community pack structure. **Go back to Step [4] above.**

⬜ ISSUE [4]

- Identify a coat that is missing in game

- Check the **.json** file for the coat
  - → File is listed as a `JSON File` type
  - → File is directly in `community-packs > artist_packname > jsons > coats`
  - → File has a valid **lowercase** name with **no spaces** `coatname_artist` `[ Coat - Artist`
  - → File texture path uses `[ "legacy": "legacy/coatname_artist.png"` `[]` `"legacy": "default:legacy/`

  If this is correct, the most likely issue is formatting (invalid json).
  - → Compare your json to the template and note any missing `"` `,` or `{ }` or different indentation
  - → If unsure, delete and rewrite the .json file using a blank template
  - → Reload the game and repeat **Step [4]** above.

  If this is **ALL** correct or changes did not work, paste your **.json** file in [Tech Help](#) in our Discord

ISSUE [5]

- Identify a coat with a black (missing) texture
- Check the **.json** file for the coat
  - → File uses `legacy` model line (not any for future models)
  - → File texture path uses `[ "legacy": "legacy/coatname_artist.png"` `[]` `"legacy": "**default:**legacy/`
  - → File texture path has the **exact** name used by the coat texture **.png** file

- Check the .png file for the coat
  - → File is listed as a `PNG File` type
  - → File is directly in `community-packs > artist_packname > textures > coats > legacy`
  - → File has a valid **lowercase** name with **no spaces** `coatname_artist` `[ Coat - Artist`

- `MULTIPLAYER SERVERS`
  → Client (player) has community pack(s) with the same name (ID) as those on the server.
  → Client (player) has **.png** files with the same names as those in the server pack.

  If you cannot check this due to permissions, you will need to contact server admins.

[6] OTHER<u>OR</u> NOTHING WORKED

- Create a post in [Tech Help](#) in our Discord
  - → Describe your issue(s) and **what you have tried**
  - → Upload your latest.log file to provide info that may help others assist you

  DO NOT UPLOAD PAID/PRIVATE PACKS WITH TEXTURES FROM CREATORS WITHOUT CONSENT

Adding Custom Tack

This guide will not cover how to create tack, for information please read our [RESOURCES] on Discord.

[EXPAND] Files & Naming Format

> This is the standard format used in the Beta pack. It is recommended to use a consistent naming format as shown here.

Type	Texture + Name	Comment
Bridle	`name_bridle_icon`	Inventory Icon
	`name_bridle_legacy`	Horse Texture
	`name_bridle_bit_legacy`	Horse Texture
	`rack_bridle_name_blanket`	Bridle Rack Texture
Blanket	`name_blanket_icon`	Inventory Icon
	`name_blanket_legacy`	Horse Texture
	`rack_saddle_name_blanket`	Saddle Rack Texture
	`rack_saddle_5_name_blanket`	Blanket Rack (5X) Texture
Saddle	`name_saddle_icon`	Inventory Icon
	`name_saddle_legacy`	Horse Texture
	`rack_saddle_name_saddle`	Saddle Rack Texture
	`rack_horse_armor_name_saddle`	Armor Rack Texture
Girth Strap	`name_girth_strap_icon`	Inventory Icon
	`name_girth_strap_legacy`	Horse Texture
	`rack_saddle_name_girth_strap`	Saddle Rack Texture

Breast Collar	`name_breast_collar_icon`	Inventory Icon
	`name_breast_collar_legacy`	Horse Texture
Leg Wraps	`name_leg_wraps_icon`	Inventory Icon
	`name_leg_wraps_legacy`	Horse Texture
	`name_leg_wraps_hoof_legacy`	Horse Texture (hoof)
Saddlebag	`name_saddle_bag_icon`	Inventory Icon
	`name_saddle_bag_legacy`	Horse Texture
Horse Armor	`name_horse_armor_icon`	Inventory Icon
	`name_horse_armor_legacy`	Horse Texture
	`name_horse_armor_wings_legacy`	Horse Texture **Optional (Default: Amethyst Tier)**
	`rack_horse_armor_name_horse_armor`	Armor Rack Texture
Halter	`name_halter_icon`	Inventory Icon
	`name_halter_legacy`	Horse Texture
	`rack_halter_lead_name_halter`	Lead Rack Texture
Pasture Blanket	`name_pasture_blanket_icon`	Inventory Icon **Optional (One or Both)**
	`name_pasture_blanket_armored_icon`	Inventory Icon **Optional (One or Both)**
	`name_pasture_blanket_legacy`	Horse Texture **Optional (One or Both)**
	`name_pasture_blanket_armored_legacy`	Horse Texture **Optional (One or Both)**
	`rack_pasture_blanket_3_short_name`	Pasture Blanket Rack (3X) Texture
	`rack_pasture_blanket_5_long_name`	Pasture Blanket Rack (5X) Texture

STEP ONE: CREATE OR DOWNLOAD TACK ICONS

This is the icon that will display in inventory slots of when held in hand. Each tack item needs ONE icon.

1. Save or rename the files as `name_type_icon`
   → Use the recommended naming in **Files & Naming Format** above.
   → Name should relate to in-game name ⬚Midnight Saddle → `midnight_saddle_icon`

   → Type should match a valid tack type ⬚ `midnight_blanket_icon` `midnight_girth_strap_icon`
   → The file type should display as `PNG File`
   → Icons should be default 16 x 16 pixels
2. Paste this file into your community pack `artist_packname > textures > tack > [type] > name_type_icon.png`
   → Type should use the relevant folder **Example** Midnight Saddle → `textures > tack > saddle`

CREATE OR DOWNLOAD TACK TEXTURES

This is the texture for the tack on the horse. Note, there are a few optional variations:

- Bridles need a texture for both the 2D components **and** the 3D bit.
- Leg wraps require `leg_wraps` **and** `leg_wraps_hoof` for hoof rendered textures.
- Horse armor has `horse_armor` for default tiers up to diamond and `horse_armor_wings` for default amethyst tier
  → Custom armor can support wings **without** being amethyst tier, **or** non-winged armor at amethyst tier.
- Pasture Blanket has `pasture_blanket` (cosmetic only) and `pasture_blanket_armored` with amethyst tier armor protection.

1. Save or rename the files as `name_type_artist`
   → Name and Type means the same as in Step One.
   → Legacy is optional, but recommended to indicate it is for the original horse model.
   → The file type should display as `PNG File`
2. Paste this file into your community pack `artist_packname > textures > tack > [type] > name_type_artist.png`
   → Type means the same as in Step One.

CREATE OR DOWNLOAD RACK TEXTURES

This is the texture for the tack on compatible storage racks. Not all tack supports rack storage.

- Bridles and halters can be stored on Bridle Racks `rack_bridle`
- Halters can be stored on Halter & Lead Racks `rack_halter_lead`
- Blankets (Saddle Pads) can be stored on Blanket Racks `rack_saddle_5`
- Saddles, Blankets (Saddle Pads) and Girth Straps can be stored on Saddle Racks `rack_saddle`

- Saddles and Horse Armor can be stored on [Armor Racks](#) `rack_horse_armor`
- Pasture Blankets can be stored on [Pasture Blanket Racks](#) `rack_pasture_blanket_3_short` `rack_pasture_blanket_5_long`
- Breast Collars, Leg Wraps and Saddle bags do not support any tack storage racks.

Rack textures are **default** for blankets (saddle pads), girth straps and pasture blanket.

- They can support a premade grayscale template with a color overlay.
- The texture template can be copied from `assets > swem > textures > block`
- The color code (RGB code) is specified in the tack `.json` file
- You can make a custom texture instead; retexture the template.
- If you create a custom texutre, use [255, 255, 255] (white) overlay in .json to disable the overlay.
- If you create a custom grayscale texture, use the RGB color overlay as normal.

Rack textures are **custom** for bridles, halters, saddles and horse armor.

- **[TBC]** They use a modified version of the horse tack texture.
- **[TBC]** This can be found in...

1. Save or rename the files as `racktype_name_type`
   → Name and Type means the same as in Step One.
   → Rack Type means the compatible storage type (see list above)
   → The file type should display as `PNG File`
2. Paste this file into your community pack
   → `artist_packname > textures > tack > [type] > racktype_name_type_artist.png`
   → Type means the same as in Step One.

STEP FOUR: **CREATE JSON FILE(S)**

This is the information file that registers custom tack as an item in game, and specifies its properties.

1. Open a blank text editor file using Notepad (Windows) or TextEdit (Mac)
2. Copy the template code for your tack item (below)
3. Edit the template to your coat
   → You only need to edit the **BOLDED PURPLE** text - leave the rest unless you know what you're doing!
   → `credits` the name of the texture artist(s) `[ "credits": "Arishant",`
   → `inspiration` optional notes on inspiration or reference `[ "inspiration": "Midnight Tack Set",`
   → `coin` tier of coin required to purchase at EQ Shop `[ "coin": "iron"`
      Note: Valid tiers are `copper` > `iron` > `emerald` > `gold` > `diamond` > `netherite` > `amethyst`
   → `amount` number of tokens required to purchase at EQ Shop `[ "amount": 2`
   → `name` item name (ID) in **lowercase** letters `[ "name": "midnight_bridle"`
   → `icon` texture path for the inventory icon `[ "icon": "bridle/midnight_bridle_icon.png"`

→ `type` the tack type and tack slot it is equipped in 〖 `"type": "bridle"`

→ `model_type` if it is western or english tack (specific items) - input ONE type 〖 `"model_type": "western"`

→ `color` RGB color code overlay for rack textures (specific items) 〖 `"color": [0, 51, 102],` <- Dark Blue

   Note: Custom rack textures should use a white overlay [255, 255, 255] to not alter colors.

→ `tier` tier of horse armor (inherits the [benefits](#) of all previous tiers) 〖 `"tier": "amethyst"`

   Note: Valid tiers are `cloth` > `iron` > `gold` > `diamond` > `amethyst`

→ `can_wear_armor` if it supports [armor equipping](#) (specific items) - set to true or false 〖 `"can_wear_armor": false`

→ `textures` texture path for the horse texture 〖 `"bridle": "bridle/midnight_bridle_bit_legacy.png"`

   Note: The path and textures required vary by tack type - only modify the template where shown!

→ `rack` texture path for tack storage racks (specific items) 〖 `"bridle": "bridle/rack_bridle_name_bridle.png"`

   Note: The path and supported storage racks vary by tack type - only modify the template where shown!

4. Save the file as a .json file by using `save as` and naming the file `name_type.json`
   → Use the **Files & Naming Format** guide (above)
   → The file type should display as `JSON File`
5. Paste this file into your community pack `artist_packname > jsons > tack > [type] > name_type.json`
   → Type should use the relevant folder **Example** Midnight Bridle → `textures > tack > bridle`

[EXPAND] Bridle Template

```
{
  "display": {
    "name": "Name Bridle",
    "credits": "Artist(s)",
    "inspiration": "N/A"
  },
  "cost": {
    "coin": "iron",
    "amount": 2
  },
  "meta": {
    "name": "name_bridle",
    "icon": "bridle/name_bridle_icon.png",
    "type": "bridle",
    "data": {
      "model_type": "western / english (select one)",
      "can_wear_armor": true
```

```
    },
    "textures": {
     "horse": {
      "legacy": {
       "bridle": "bridle/name_bridle_bit_legacy.png",
       "halter": "bridle/name_bridle_legacy.png"
      }
     },
     "rack": {
      "bridle": "bridle/rack_bridle_name_bridle.png"
     }
    }
   }
  }
```

[EXPAND] Blanket Template (Saddle Pad)

```
{
 "display": {
  "name": "Name Blanket",
  "credits": "Artist(s)",
  "inspiration": "N/A"
 },
 "cost": {
  "coin": "iron",
  "amount": 2
 },
 "meta": {
  "name": "name_blanket",
  "icon": "blanket/name_blanket_icon.png",
  "type": "blanket",
  "data": {
   "color": [255, 190, 0],
   "can_wear_armor": true
  },
  "textures": {
   "horse": {
    "legacy": {
     "blanket": "blanket/name_blanket_legacy.png"
    }
   },
   "rack": {
    "saddle": "blanket/rack_saddle_name_blanket.png",
```

```
        "blanket_5": "blanket/rack_blanket_5_name_blanket.png"
      }
    }
  }
}
```

[EXPAND] Saddle Template

```
{
  "display": {
    "name": "Name Saddle",
    "credits": "Artist(s)",
    "inspiration": "N/A"
  },
  "cost": {
    "coin": "gold",
    "amount": 4
  },
  "meta": {
    "name": "name_saddle",
    "icon": "saddle/name_saddle_icon.png",
    "type": "saddle",
    "data": {
      "model_type": "western / english (select one)",
      "can_wear_armor": true
    },
    "textures": {
      "horse": {
        "legacy": {
          "saddle": "saddle/name_saddle_legacy.png"
        }
      },
      "rack": {
        "saddle": "saddle/rack_saddle_name_saddle.png",
        "horse_armor": "saddle/rack_horse_armor_name_saddle.png"
      }
    }
  }
}
```

[EXPAND] Girth Template

```
{
 "display": {
  "name": "Name Girth Strap",
  "credits": "Artist(s)",
  "inspiration": "N/A"
 },
 "cost": {
  "coin": "copper",
  "amount": 3
 },
 "meta": {
  "name": "name_girth_strap",
  "icon": "girth_strap/name_girth_strap_icon.png",
  "type": "girth_strap",
  "data": {
   "color": [255, 190, 0],
   "can_wear_armor": true
  },
  "textures": {
   "horse": {
    "legacy": {
     "girth_strap": "girth_strap/name_girth_strap_legacy.png"
    }
   },
   "rack": {
    "saddle": "girth_strap/rack_saddle_name_girth_strap.png"
   }
  }
 }
}
```

[EXPAND] Breast Collar Template

```
{
 "display": {
  "name": "Name Breast Collar",
  "credits": "Artist(s)",
  "inspiration": "N/A"
 },
 "cost": {
  "coin": "copper",
  "amount": 5
 },
```

```
    "meta": {
      "name": "name_breast_collar",
      "icon": "breast_collar/name_breast_collar_icon.png",
      "type": "breast_collar",
      "data": {
        "can_wear_armor": true
      },
      "textures": {
        "horse": {
          "legacy": {
            "breast_collar": "breast_collar/name_breast_collar_legacy.png"
          }
        },
        "rack": {
          "blanket": ""
        }
      }
    }
  }
}
```

```
{
  "display": {
    "name": "Name Wraps",
    "credits": "Artist(s)",
    "inspiration": "N/A"
  },
  "cost": {
    "coin": "iron",
    "amount": 1
  },
  "meta": {
    "name": "name_leg_wraps",
    "icon": "leg_wraps/name_leg_wraps_icon.png",
    "type": "leg_wraps",
    "data": {
      "can_wear_armor": true
    },
    "textures": {
      "horse": {
        "legacy": {
          "leg_wraps": "leg_wraps/name_leg_wraps_legacy.png",
```

```
      "hoof": "leg_wraps/name_leg_wraps_hoof_legacy.png"
     }
    },
    "rack": {
     "blanket": ""
    }
   }
  }
 }
```

[EXPAND] Saddle Bag Template

```
{
 "display": {
  "name": "Name Saddle Bag",
  "credits": "Artist(s)",
  "inspiration": "N/A"
 },
 "cost": {
  "coin": "gold",
  "amount": 1
 },
 "meta": {
  "name": "name_saddle_bag",
  "icon": "saddle_bag/name_saddle_bag_icon.png",
  "type": "saddle_bag",
  "data": {
   "color": [255, 190, 0]
  },
  "textures": {
   "horse": {
    "legacy": {
     "saddle_bag": "saddle_bag/name_saddle_bag_legacy.png"
    }
   },
   "rack": {

   }
  }
 }
}
```

[EXPAND] Horse Armor Template

```
{
 "display": {
   "name": "Name Horse Armor",
   "credits": "Artist(s)",
   "inspiration": "N/A"
 },
 "cost": {
   "coin": "amethyst",
   "amount": 4
 },
 "meta": {
   "name": "name_horse_armor",
   "icon": "horse_armor/name_horse_armor_icon.png",
   "type": "horse_armor",
   "data": {
    "tier": "amethyst"
   },
   "textures": {
    "horse": {
     "legacy": {
       "armor": "horse_armor/name_horse_armor_legacy.png",
       "wings": "horse_armor/name_horse_armor_wings_legacy.png"
      }
     },
     "rack": {
      "horse_armor": "horse_armor/rack_horse_armor_name_horse_armor.png"
     }
    }
   }
  }
```

[EXPAND] Halter Template

```
{
 "display": {
   "name": "Name Halter",
   "credits": "Artist(s)",
   "inspiration": "N/A"
 },
 "cost": {
   "coin": "emerald",
```

```json
      "amount": 4
    },
    "meta": {
      "name": "name_halter",
      "icon": "halter/name_halter_icon.png",
      "type": "halter",
      "data": {
        "color": [255, 190, 0],
        "can_wear_armor": true
      },
      "textures": {
        "horse": {
          "legacy": {
            "halter": "halter/name_halter_legacy.png"
          }
        },
        "rack": {
          "halter_lead": "halter/rack_halter_lead_name_halter.png"
        }
      }
    }
  }
```

[EXPAND] Pasture Blanket Template

```json
{
  "display": {
    "name": "Name Pasture Blanket",
    "credits": "Artist(s)",
    "inspiration": "N/A"
  },
  "cost": {
    "coin": "emerald",
    "amount": 4
  },
  "meta": {
    "name": "name_pasture_blanket",
    "icon": "pasture_blanket/name_pasture_blanket_icon.png",
    "type": "pasture_blanket",
    "data": {
      "color": [255, 190, 0]
    },
    "textures": {
```

```json
      "horse": {
       "legacy": {
        "pasture_blanket": "pasture_blanket/name_pasture_blanket_legacy.png"
       }
      },
      "rack": {
       "pasture_blanket_long_5": "pasture_blanket/rack_pasture_blanket_5_long_name.png",
       "pasture_blanket_short_3": "pasture_blanket/rack_pasture_blanket_3_short_name.png"
      }
     }
    }
   }
```

[EXPAND] Armored Pasture Blanket Template

```json
{
 "display": {
  "name": "Armored Name Pasture Blanket",
  "credits": "Artist(s)",
  "inspiration": "N/A"
 },
 "cost": {
  "coin": "diamond",
  "amount": 2
 },
 "meta": {
  "name": "name_pasture_blanket_armored",
  "icon": "pasture_blanket/name_pasture_blanket_armored_icon.png",
  "type": "pasture_blanket",
  "data": {
   "color": [255, 190, 0],
   "is_armored": true
  },
  "textures": {
   "horse": {
    "legacy": {
     "pasture_blanket": "pasture_blanket/name_pasture_blanket_armored_legacy.png"
    }
   },
   "rack": {
    "pasture_blanket_long_5": "pasture_blanket/rack_pasture_blanket_5_long_name.png",
    "pasture_blanket_short_3": "pasture_blanket/rack_pasture_blanket_3_short_name.png"
   }
```

```
    }
  }
}
```

It is recommended to check your pack early after doing just one or two items to ensure you have followed instructions correctly.

1. Paste the community pack file in `config > swem > community-packs`

   → Read [here](#) if this is your first time installing a community pack.
2. Load the game
3. Open a test world with cheats enabled
4. Place an EQ Shop Block
5. Give yourself some tokens
   → Choose a type that is a valid currency for your tack (as specified in .json)
6. Place the tokens into the input slot
7. Check your tack items display and can be purchased
8. Check the tack item has the correct inventory icon
9. Check the tack can be equipped and:
   → The tack has the expected texture
   → The tack has the expected features (ie supports armor if it should, armor tier, wings etc)
10. Check the tack can be placed on supported racks (if relevant) and displays the correct texture

[EXPAND] Troubleshooting Errors

COMMUNITY PACK TROUBLESHOOTING
FOLLOW <u>EACH STEP</u> CAREFULLY + NOTE ISSUES AS YOU GO. ONLY REQUEST HELP <u>AFTER</u> USING THIS!

⬜ [1] MOD VERSION

- **Double check** you are using the latest 1.20.1 Beta version.
  → Even if you feel sure, go and check it. It's the most common error!
  → `Curseforge App` Will not auto-install beta files, go to `mod's page > versions > install`
  → `Multiplayer Servers` Check server is on latest release
  → `Multiplayer Users` Check client + server use same version
  ⚠ **Community Packs are for 1.20.1-1.5 and above only.**

⬜ [2] COMMUNITY PACK LOADING

- Open the game and load into a world

- Type `/give @p <id:>` Example `/give @p artist_packname:`
  → Is the command valid? (displays autofill options)

  ⬜ Pack is recognized
  ⬜ Pack is not recognized or has failed to register at least one item. **Go to solutions [2].**

⬜ [3] ITEM REGISTERED

- Type `/give @p <id:>` Example `/give @p artist_packname:`
  → Is every item you expect to see registered listed?

  ⬜ Items are registered
  ⬜ Item(s) have invalid or missing files. **Go to solutions [3].**

⬜ [4] JSON -> TEXTURE PATH

- Give yourself an item from the pack
  → Does it have the correct inventory texture?
  → Does it have the correct horse texture (when equipped)?
  → Does it apply to the required parts of the horse or tack model (ie Bridle bit)?
  → Does it have the correct rack texture (if supported)?

  ⬜ Item texture paths are correct
  ⬜ `Missing Texture` Texture path or file name is invalid or missing. **Go to solutions [4].**
     `Multiplayer` Player is missing the pack or no texture for that coat path. **Go to solutions [4].**
  ⬜ `Wrong Texture` Texture path or file name is incorrect. **Go to solutions [4].**
  ⬜ `Looks Wrong` Texture or UV map error. **Contact Coat Artist or request help.**
  ⬜ `Wrong Perks / Protection / Features` JSON information is incorrect.

⬜ [5] OTHER

- `Texture Error`
  → If a texture appears broken (color in wrong places, missing pixels, marker blocks) it needs a texture or UV fix.
  → If you are not the texture artist, contact the original creator.
- `Error On Load / Crashing`
  → Too many potential causes
  → Check you have no duplicate JSON files
  → Check no JSON information uses the same item name as another item in the pack (ie midnight_saddle x 2)

  → Paste your **latest.log** file in Tech Help in our Discord with a description of the issue(s).

- Pasture Blanket Rack Textures (Black or Wrong Texture)
  → Check the rack texture path uses `5_long` or `3_short` and not `long_5` or `short_3`
- `All Text Appears as ⯑ in Minecraft` Potentially caused by invalid packs.

<div style="background:purple">SOL</div>

ALWAYS SHUT DOWN THE GAME + RELOAD AFTER MAKING CHANGES

> **It is not recommended to modify packs from a Creator <u>unless</u> you intend to customize it and solve any issues.**
> ⯑ You should follow this troubleshooting guide to identify your likely issue first.
> ⯑ You should notify Creator's of potential problems with the **default pack** (might need a fix or update).
> ⯑ You should NOT expect Creator's to troubleshoot an issue you might have caused by altering files!

⯑ ISSUE [2]

- Check the community pack:
  → Pack is directly in `config > swem > community-packs`
  → Pack is a **folder** and not a zip file!
  → Pack has a valid **lowercase** name with **no spaces** `artist_tackpack` `[ Artist: Tack Pack!`
  → Pack includes at least one `.json` and `.png` file in the **correct folder**
    ⯑⯑ jsons > ⯑⯑ tack > ⯑⯑ [typ `JSON FILES HERE`
    ⯑⯑ textures > ⯑⯑ tack > ⯑⯑ [ty `PNG FILES HERE`

  If this is **ALL** correct the issue is not the community pack structure. **Go back to Step [3] above.**

⯑ ISSUE [3]

- Identify an item that is missing in game
- Check the **.json** file for the tack item
  → File is listed as a `JSON File` type
  → File is directly in `community-packs > artist_packname > jsons > tack > [type]` <- Correct folder for the tack type
  → File has a valid **lowercase** name with **no spaces** `name_type` `[ Itemname - Type`
  → File information uses the correct template for the tack type
  → Folder contains **.json** files only - **no .pngs or any other file type**

  If this is correct, the most likely issue is formatting (invalid json).
  → Compare your **.json** to the template and note any missing `"` `,` or `{ }` or different indentation
  → If unsure, delete and repaste the .json file text from a valid template for the specific

tack type
→ Reload the game and repeat **Step [3]** above.

 KNOWN ISSUE Opening or modifying a pack on a Mac creates a .DS_store file.

→ This is usually invisible to Mac users and prevents the pack from working. **Discord: Bug Report**

If this is **ALL** correct or changes did not work, paste your **.json** file in Tech Help in our Discord

⬜ ISSUE [4]

- Identify an item with a missing or incorrect texture
- Check the **.json** file for the coat
  → File uses the correct path:
    `"icon":` for inventory textures
    `(horse > legacy >) "type":` for horse textures
     Note: Specific items have more than one texture, such as bridles (bit = halter + bridle) and leg wraps (wraps + hoof)
  → File texture path has the **exact** name used by the coat texture **.png** file

- Check the .png file for the coat
  → File is listed as a `PNG File` type
  → File is directly in `community-packs > artist_packname > textures > tack > [type]`
  → File has a valid **lowercase** name with **no spaces** `name_type` `[ Item Name - Tack Type`
  → File uses the correct naming format (see **Files & Naming Format**)

- `MULTIPLAYER SERVERS`
  → Client (player) has community pack(s) with the same name (ID) as those on the server.
  → Client (player) has **.png** files with the same names as those in the server pack.

  If you cannot check this due to permissions, you will need to contact server admins.

⬜ [5] OTHER OR NOTHING WORKED

- Create a post in Tech Help in our Discord
  → Describe your issue(s) and **what you have tried**
  → Upload your latest.log file to provide info that may help others assist you

  DO NOT UPLOAD PAID/PRIVATE PACKS WITH TEXTURES FROM CREATORS WITHOUT CONSENT

[EXPAND] Checking JSON Validity

It is easy to make small errors when creating or editing JSON files. Even a simple missing `{` can make your pack invalid.
There is a simple way to check if your JSON files have any formatting errors, using an online validator.

1. Open an online validator like THIS
2. Paste in the contents of your JSON file
3. Click `Validate JSON` to check the file
4. View the output below

```
1  {
2      "display": {
3          "name": "Name Halter",
4          "credits": "Artist(s)",
5          "inspiration": "N/A"
6      },
7      "cost": {
8          "coin": "emerald",
9          "amount": 4
10     },
11     "meta": {
12         "name": "name_halter",
13         "icon": "halter/name_halter_icon.png",
14         "type": "halter",
15         "data": {
16             "color": [
17                 255,
18                 190,
19                 0
20             ],
21             "can_wear_armor": true
22         },
23         "textures": {
24             "horse": {
25                 "legacy": {
26                     "halter": "halter/name_halter_legacy.png"
27                 }
28             },
29             "rack": {
30                 "halter_lead": "halter/rack_halter_lead_name_halter.png"
31             }
32         }
33     }
34 }
```

Validate JSON   Clear   Compress

JSON is valid!

> This is a valid JSON File with no formatting errors!
> → Packs can still fail to register or work if the files and folders are incorrect or duplicated.
> → Packs can still fail to register if other files have format errors, or files have invalid or missing data.

```json
{
    "display": {
        "name": "Name Halter",
        "credits": "Artist(s)",
        "inspiration": "N/A"
    },
    "cost": {
        "coin": "emerald",
        "amount": 4
    },
    "meta": {
        "name": "name_halter",
        "icon": "halter/name_halter_icon.png",
        "type": "halter",
        "data":
            "color": [
                255,
                190,
                0
            ],
            "can_wear_armor": true
    },
    "textures": {
        "horse": {
            "legacy": {
                "halter": "halter/name_halter_legacy.png"
            }
        },
        "rack": {
            "halter_lead": "halter/rack_halter_lead_name_halter.png"
        }
    }
}
```

Validate JSON   Clear   Compress

Invalid JSON!

```
Error: Parse error on line 16:
...         "color": [
---------------------^
Expecting 'EOF', '}', ',', ']', got ':'
```

This is an invalid JSON where the `{` is missing after `"data":` making `"color":` invalid
→ You may not necessarily understand what it is telling you, but you can use this section to compare to examples.
→ If you cannot resolve your issue, sharing a screenshot of this output may assist helpers in tech help to find your issue.

Adding Custom Animations

It is recommended to provide a command list with Animation Packs, as they will not auto-fill in game.

This guide will not cover how to create tack, for information please read our [RESOURCES] on Discord.

1. Create your custom animations in blockbench
2. Create an animation resource pack
   → Replace `assets > swem > animations > swem_horse.json` with a custom animation file
   → This must include all the existing animations **and** any new animations
3. Install the resource pack in the `resourcepack` folder
4. Use `/swem rrp anim <Animation Name>` to trigger the animation

Additional information:

- Animations cannot be triggered via keys (like gaits) but must use a command.
  → Default animations can still be replaced if you want to override gaits
- Animations will loop until the command is re-run to stop it.
- All clients (players) must install the resource pack to view triggered animations
- `TBC` Multiplayer Servers

Resources

Creating Tack Textures [WIP]

> **Credits:** Jenny

1. Download a copy of the latest SWEM .jar (mod file)
2. Unzip the .jar file to access the SWEM files
3. Download / Open Blockbench
4. File > Open Model
   → Open Horse Model: `assets > swem > geo > entity > horse > swem_horse`
5. View the blocks menu on the bottom right
6. Toggle all blocks to Off using the eye icon
   → This is to prevent accidental texturing of the wrong element
   → Each tack type renders specific blocks - ie painting neck for leg wraps will not show!
7. Toggle on only relevant elements for your chosen tack type
   → This might include multiple blocks - see chart below
8. `TBC` Create a new texture that is 512 x 512 pixels (16x)
   → Alternatively, import a base texture to use as a template
     `Note:` These are found in `assets > swem > textures > entity > horse > [type]`
9. Switch to the paint tab and texture
10. Right click the completed texture in the texture menu > `save as`
11. Save the file as `name_type` or `name_type_descriptor` [`midnight_blanket` `midnight_blanket_blue`
    → Using a descriptor is useful for multiple variant sets [`blanket_blue` `blanket_red`

> Blockbench has a search function (magnifying glass) in the outliner (blocks) menu to search by name or keyword.

Tack Type	Group	Element(s)
Bridle (Western)	Front > Neck > NeckJoint1 > Head > WesternBridle > WesternBridleLeftBit	WesternBridleLeftBit (5X)
	Front > Neck > NeckJoint1 > Head > WesternBridle > WesternBridleLeftRein	WesternBridleLeftRein
	Front > Neck > NeckJoint1 > Head > WesternBridle > WesternBridleLeftRein1	WesternBridleLeftRein1
	Front > Neck > NeckJoint1 > Head > WesternBridle > WesternBridleLeftRein2	WesternBridleLeftRein2
	Front > Neck > NeckJoint1 > Head > WesternBridle > WesternBridleRightBit	WesternBridleRightBit (5X)
	Front > Neck > NeckJoint1 > Head > WesternBridle > WesternBridleRightRein	WesternBridleRightRein
	Front > Neck > NeckJoint1 > Head > WesternBridle > WesternBridleRightRein1	WesternBridleRightRein1
	Front > Neck > NeckJoint1 > Head > WesternBridle > WesternBridleRightRein2	WesternBridleRightRein2
	TBC: HEADPIECE	
Bridle (English)		
Bridle (Adv)		

Blanket	Middle > BlanketMiddle	Blanket Middle (2X)
Saddle (Western)	Middle > WesternSaddle	WesternSaddle
	Middle > WesternSaddle > WesternSaddleMiddle	WesternSaddleMiddle (10X)
	Middle > WesternSaddle > WesternSaddleLeftSide	WesternSaddleLeftSide (3X)
	Middle > WesternSaddle > WesternSaddleRightSide	WesternSaddleRightSide (3X)
Saddle (English)	Middle > EnglishSaddle > EnglishSaddleMiddle	EnglishSaddleMiddle (3X)
	Middle > EnglishSaddle > EnglishSaddleRightSide	EnglishSaddleRightSide (4X)
	Middle > EnglishSaddle > EnglishSaddleLeftSide	EnglishSaddleLeftSide (4X)
Saddle (Adv)	Middle > AdventureSaddle	AdventureSaddle
	Middle > AdventureSaddle > AdventureSaddleMiddle	AdventureSaddleMiddle (6X)
	Middle > AdventureSaddle > AdventureSaddleLeftSide	AdventureSaddleLeftSide (3X)
	Middle > AdventureSaddle > AdventureSaddleRightSide	AdventureSaddleRightSide (3X)
Girth Strap	Middle > Belly > GirthStrapBelly	GirthStrapBelly (2X)
	Middle > GirthStrapMiddle	GirthStrapMiddle (2X)
Breast Collar	Front > BaseFront > BreastCollarBase	BreastCollarBase (2X)
	Front > BaseFront > BreastRight > BreastCollarBreastRight	BreastCollarBreastRight
	Front > BaseFront > BreastLeft > BreastCollarBreastLeft	BreastCollarBreastLeft
	Front > BaseFront > FrontLeft > BreastCollarFrontLeft	BreastCollarFrontLeft (3X)
	Front > BaseFront > FrontRight > BreastCollarFrontRight	BreastCollarFrontRight (3X)
	Middle > BreastCollarBelly	BreastCollarBelly

	Middle > BreastCollarMiddle	BreastCollarMiddle
Leg Wraps	Front > FrontLeft > FrontLeftLeg > .. > .. > LegWrapsFrontLeftHoof	LegWrapsFrontLeftHoof
	Front > FrontLeft > FrontLeftLeg > .. > .. > LegWrapsFrontLeft	LegWrapsFrontLeft
	Front > FrontRight > FrontRightLeg > .. > .. > LegWrapsFrontRightHoof	LegWrapsFrontRightHoof
	Front > FrontRight > FrontRightLeg > .. > .. > LegWrapsFrontRight	LegWrapsFrontRight
	Back > BackLeft > .. > .. > .. > .. > LegWrapsBackLeftHoof	LegWrapsBackLeftHoof
	Back > BackLeft > Bone4 > KneeLeft > Bone6 > LegWrapsBackLeft	LegWrapsBackLeft
	Back > BackRight > .. > .. > .. > .. > LegWrapsBackRightHoof	LegWrapsBackRightHoof
	Back > BackRight > Bone7 > KneeRight > .. > LegWrapsBackRight	LegWrapsBackRight
	Front > Neck > NeckJoint1 > Head > Skull > LegWrapsSkull	LegWrapsSkull
	Front > . > . > . > Skull > BridgeOfNose > LegWrapsBridgeOfNose	LegWrapsBridgeOfNose
Saddle Bag	Back > Base > SaddleBag > SaddleBagLeft	SaddleBagLeft
	Back > Base > SaddleBag > SaddleBagRight	SaddleBagRight
	Back > Base > BedRoll	BedRoll (7X)
Horse Armor	Front > FrontLeft > ArmorLeftShoulder	ArmorLeftShoulder (4X)
	Front > FrontRight > ArmorRightShoulder	ArmorRightShoulder (4X)
	Front > Neck > NeckJoint1> MainNeck1 > ArmorNeck > ArmorNeck1	ArmorNeck1 (3X)
	Front > Neck > NeckJoint1 > Head > ArmorHead > ArmorHead1	ArmorHead1 (8X)
	Middle > ArmorCloth > ArmorClothLeft	ArmorClothLeft
	Middle > ArmorCloth > ArmorClothRight	ArmorClothRight
	Back > Base > ArmorButt > 10X	ArmorButt (10X)

Wings	Front > BaseFront > WingsScapular > LeftGROUP > WingsScapularLeft	WingsScapularLeft
	Front > BaseFront > WingsScapular > LeftGROUP > WingsMarginalLeft	WingsMarginalLeft
	Front > BaseFront > WingsScapular > LeftGROUP > WingsMarginalLeft2	WingsMarginalLeft2
	Front > BaseFront > WingsScapular > LeftGROUP > WingsMarginalLeft2 > WingsAlulaLeft	WingsAlulaLeft
	Front > BaseFront > WingsScapular > LeftGROUP > WingsMarginalLeft2 > WingsAlulaLeft > WingsFlightFeathersLeft	WingsFlightFeathersLeft
	Front > BaseFront > WingsScapular > RightGROUP > WingsScapularRight	WingsScapularRight
	Front > BaseFront > WingsScapular > RightGROUP > WingsMarginalRight	WingsMarginalRight
	Front > BaseFront > WingsScapular > RightGROUP > WingsMarginalRight2	WingsMarginalRight2
	Front > BaseFront > WingsScapular > RightGROUP > WingsMarginalRight2 > WingsAlulaRight	WingsAlulaRight
	Front > BaseFront > WingsScapular > RightGROUP > WingsMarginalRight2 > WingsAlulaRight > WingsFlightFeathersRight	WingsFlightFeathersRight
Halter	Front > Neck > NeckJoint1 > Head > Skull > HalterSkull	HalterSkull
	Front > Neck > NeckJoint1 > Head > Skull > BridgeOfNose > HalterBridgeOfNose	HalterBridgeOfNose
	Front > Neck > NeckJoint1 > Head > Skull > Cheeks > HalterCheeks	HalterCheeks
	Front > Neck > NeckJoint1 > Head > Mouth > HalterMouth	HalterMouth
Pasture Blanket	Front > FrontLeft > PBFrontLeft	PBFrontLeft (4X)
	Front > FrontRight > PBFrontRight	PBFrontRight (4X)
	Middle > PBMiddle	PBMiddle (5X)

	Back > Base > PBBack	PBBack (6X)

1. Download / Open Blockbench
2. File > New > Image
   → Set name as `name_type_icon` [`midnight_blanket_icon`
   → Set resolution as default 16x16 pixels
3. Confirm
4. Create an icon to represent your tack in inventory slots
   → Alternatively, drag a default icon texture to use as a template
   → Select `Add Image` from options
      Note: These are found in `assets > swem > textures > item [item_name]`
5. **TBC** Saving

COMING SOON

Known Issues

Credits

Special thanks to the following contributors:

- Quarris for feature documentation, example pack and wiki information support
- Jenny for creator resources, testing and documentation
- Neehra for creator resources, testing and Mac information
- Legend for recommending JSON validation resources

Coats [NEW]

> This feature is available in **1.20.1-1.5+** and will **NOT** be backported to any outdated versions.

Features

Community packs add NEW custom coats in-game without overriding the default variants.

- Supports simple breeding "color tags"
- Supports lapis / redstone cycling (if enabled)
- Supports summon command
- Supports natural spawning **via compatible community datapacks**

Important - Update Changes

This update has made changes to coat NBT data, summon commands as well as some smaller (less gameplay significant) changes.
Expand the drop-down to read more about specific changes and how that might impact you as a player or creator.

[EXPAND] Changelog

Feature	Changes

Summon	Minecraft `/summon` spawns white horses only (cannot randomize).
	
	 `NEW` **SWEM SUMMON COMMANDS**
	
	 `/swem summon LEGACY swem:coat` Summon a default coat. **EX:** `swem:sweetboi`
	
	 `/swem summon LEGACY pack_name:coat_artist` Summon a custom coat. **EX:** `kofi:hidalgo_arishant`
	
	 `/swem summon random LEGACY` Summon a random coat

| Coat Data | Removed `Variant: #` NBT and changed to `Behaviors[6].Coat`

Data values for coat must set a value using `<id:coat>` (see below for info)

`NEW` SWEM COAT CHANGE COMMANDS

`/swem set coat` Displays a list of all valid choices

`/swem set coat swem:coat` Change to a default coat. **EX:** `swem:sweetboi`

`/swem set coat pack_name:coat_artist` Change to a custom coat. **EX:** `kofi:hidalgo_arishant`

MINECRAFT COMMANDS (OP)

> *MC Commands are exempt from role keys (ie swem:mod) - which may be useful to servers.*

Identify a coat (ID)

`/data get entity @e[type=swem:swem_horse,sort=nearest,limit=1] Behaviors[6].Coat`

Change a coat

`/data modify entity @e[type=swem:swem_horse,limit=1,sort=nearest] Behaviors[6].Coat set value <"id:coat">` |
|---|---|
| Model | Coats and commands must state a supported model - this will be expanded in future.

`LEGACY` Default model and the only one currently implemented. |

Frequently Asked Questions

This section has drop-downs for FAQs and expanded information about Community Pack Coats.

If your question is not answered here, check out [General Information.](#)

[EXPAND] FAQs

⯁ CAN COMMUNITY PACKS ADD NEW FOAL VARIANTS?

No. The current system allows for 1 foal per color tag; support for additional foals will require an expanded breeding system.

CAN COMMUNITY PACKS MODIFY DEFAULT SWEM COATS?

No. Information such as obtainable by breeding, color tags, lapis cycling is hard coded for default coats (included in SWEM).

You can use a resource pack to override any coat texture if you want to replace it.

CAN COMMUNITY PACKS ADD NEW MODELS?

No. It should continue to work with resource packs that override the SWEM model.

This feature will support the new Destrier model (and any others) when it is released in future.

CAN CUSTOM COATS APPEAR NATURALLY ON HORSES?

Yes. If the coat information (json) file allows breeding and cycling, it can occur when a horse is summoned or converted.

CAN CUSTOM COATS NATURALLY SPAWN?

No. Neither default nor custom coats naturally spawn in the wild (replace MC horses) unless you use a custom datapack.

> This update has been modified to continue support for Ace's Datapack found **HERE** in our Discord.

CAN CUSTOM COATS SUPPORT LAPIS / REDSTONE CYCLING?

Yes. This must be set to true for `lapis_cycling` in the coat json file, and `allowCoatCycling` in the [server config](#) file.

CAN CUSTOM COATS APPEAR FROM BREEDING DEFAULT +/- CUSTOM COATS?

Yes. This must be set to true for `obtainable_by_breeding` in the coat json file. You must set at least one `base_colors` tag - this will determine which color tags your horse can pass on if bred, as well as which foal color(s) can grow up into this coat.

CAN I MAKE A CUSTOM COAT 'SECRET'?

Yes, but not in the same way as special default coats. You can set `lapis_cycling` and `obtainable_by_breeding` to **false** in the coat json file, which will prevent cycling and appearance by breeding or converting. **The coat will only appear if summoned via command.** If you have the right kind of knowledge, you could probably create a custom datapack or redstone system loop to check for and convert horses that meet 'secret coat criteria' (ie height and name), or other crafty ways to achieve this result.

Using A Community Pack

To install a Content Pack or **PREMADE** Community Pack, see [General Information](#).

[EXPAND] Community Pack vs Content Pack

 WHAT IS A COMMUNITY PACK?

Community Packs are folders that include all the files necessary to add NEW assets and are ready to play once installed.

 WHAT IS A CONTENT PACK?

Content Packs is also a Community Pack, but usually with less content. It will merge into any Community Packs with the same name, like an 'expansion' pack or add-on.

Creating A Community Pack Coat

To create or modify a Content Pack or Community pack, see [Creators' Corner](#).

Troubleshooting

If you experience an issue with content packs in game, please follow this troubleshooting guide.

[EXPAND] Troubleshooting Errors

COMMUNITY PACK TROUBLESHOOTING

FOLLOW <u>EACH STEP</u> CAREFULLY + NOTE ISSUES AS YOU GO. ONLY REQUEST HELP <u>AFTER</u> USING THIS!

 [1] MOD VERSION

- **Double check** you are using the latest 1.20.1 Beta version.
  - → Even if you feel sure, go and check it. It's the most common error!
  - → `Curseforge App` Will not auto-install beta files, go to `mod's page > versions > install`
  - → `Multiplayer Servers` Check server is on latest release
  - → `Multiplayer Users` Check client + server use same version
  - ⚠ **Community Packs are for 1.20.1-1.5 and above only.**

 [2] OFFICIAL COMMUNITY PACK VERSION

- Skip this step if you are not using the official Community Pack.
  - → Check you have `swem_community_pack_beta_5` or above.
  - → Check this is the latest version posted - it may have a new release!
  - → `Multiplayer Servers` Check server has the correct pack
  - → `Multiplayer Users` Check clients have the same pack name + contents as server

▢ [3] COMMUNITY PACK LOADING

- Open the game and load into a world
- Type `/swem summon LEGACY`
  → Is the pack listed?
  → Is **any** pack listed (excluding `swem:`)

  ▢ Pack(s) are recognized
  ▢ Pack(s) are not recognized, specific packs are invalid or have no valid files. **Go to solutions [3].**

▢ [4] COAT REGISTERED

- Type `/swem summon LEGACY packname:`
  → Is the coat(s) you expect to see listed? **Example** `kofi_coats:spirit_arishant_legacy`

  ▢ Coat(s) have registered.
  ▢ Coats have not registered OR specific coat(s) are invalid. **Go to solutions [4].**

▢ [5] JSON -> TEXTURE PATH

- Summon coat(s) from the pack
  → Do coat(s) have a texture that is correct for that horse?

  ▢ Coat(s) have the correct texture
  `Black Texture` Texture path or file name is invalid or missing. **Go to solutions [5].**
  `Multiplayer` Player is missing the pack or no texture for that coat path. **Go to solutions [5].**
  `Wrong Coat` Texture path or file name is incorrect. **Go to solutions [4].**
  `Looks Wrong` Texture or UV map error. **Contact Coat Artist or request help.**

▢ [6] OTHER

- `Lapis Cycling`
  → If you cannot cycle **any** coats using lapis or redstone, it is disabled in server config.
  → If you can cycle coats, but some options are missing, it is disabled in the coat **.json** file.
- `White Texture`
  → If a coat is white, the pack or coat .json files were removed or renamed
  → If that is not the case, information in .json may have an error (invalid format) **Go to solutions [5].**
- `Texture Error`
  → If a coat appears broken (color in wrong places, missing pixels, marker blocks) it needs a texture or UV fix.
  → If you are not the coat artist, contact the original creator.

- Error On Load / Crashing

  → Too many potential causes

  → Paste your **latest.log** file in [Tech Help](#) in our Discord with a description of the issue(s).

ALWAYS SHUT DOWN THE GAME + RELOAD AFTER MAKING CHANGES

> **It is not recommended to modify packs from a Creator <u>unless</u> you intend to customize it and solve any issues.**
> ⮕ You should follow this troubleshooting guide to identify your likely issue first.
> ⮕ You should notify Creator's of potential problems with the **default pack** (might need a fix or update).
> ⮕ You should NOT expect Creator's to investigate issues you might have caused by altering their original files!

⬜ ISSUE [3]

- Check the community pack:
  → Pack is directly in `config > swem > community-packs`
  → Pack is a **folder** and not a zip file!
  → Pack has a valid **lowercase** name with **no spaces** `artist_kofi` [`Artist Kofi Coats`
  → Pack includes at least one `.json` and `.png` file in the **correct folder**
  　▢▢ jsons > ▢▢ coat `JSON FILES HERE`
  　▢▢ textures > ▢▢ coats > ▢▢ lega `PNG FILES HERE`

  If this is **ALL** correct the issue is not the community pack structure. **Go back to Step [4] above.**

⬜ ISSUE [4]

- Identify a coat that is missing in game
- Check the **.json** file for the coat
  → File is listed as a `JSON File` type
  → File is directly in `community-packs > artist_packname > jsons > coats`
  → File has a valid **lowercase** name with **no spaces** `coatname_artist` [`Coat - Artist`
  → File texture path uses [`"legacy": "legacy/coatname_artist.png"`] `"legacy": "default:legacy/`

  If this is correct, the most likely issue is formatting (invalid json).
  → Compare your json to the template and note any missing `"` `,` or `{ }` or different indentation
  → If unsure, delete and rewrite the .json file using a blank template

→ Reload the game and repeat **Step [4]** above.

If this is **ALL** correct or changes did not work, paste your **.json** file in [Tech Help](#) in our Discord

☐ ISSUE [5]

- Identify a coat with a black (missing) texture
- Check the **.json** file for the coat
  → File uses `legacy` model line (not any for future models)
  → File texture path uses `"legacy": "legacy/coatname_artist.png"` `[` `"legacy": "`**default:**`legacy/`
  → File texture path has the **exact** name used by the coat texture **.png** file

- Check the .png file for the coat
  → File is listed as a `PNG File` type
  → File is directly in `community-packs > artist_packname > textures > coats > legacy`
  → File has a valid **lowercase** name with **no spaces** `coatname_artist` `[` `Coat - Artist`

- `MULTIPLAYER SERVERS`
  → Client (player) has community pack(s) with the same name (ID) as those on the server.
  → Client (player) has **.png** files with the same names as those in the server pack.

If you cannot check this due to permissions, you will need to contact server admins.

☐ [6] OTHER <u>OR</u> NOTHING WORKED

- Create a post in [Tech Help](#) in our Discord
  → Describe your issue(s) and **what you have tried**
  → Upload your latest.log file to provide info that may help others assist you

  DO NOT UPLOAD PAID/PRIVATE PACKS WITH TEXTURES FROM CREATORS WITHOUT CONSENT

Tack [WIP]

This feature is available in **1.20.1-1.5+** and will **NOT** be backported to any outdated versions.

Features

Community packs add NEW custom tack in-game without overriding the default variants.

- Supports in-game purchase via tokens at an EQ Shop
- Supports use on storage items such as tack racks (compatible items)
- Supports buffs on armor items, including tier-specific perks and flight

Important - Update Changes

This update has not made any significant changes to default tack obtaining or use.

Custom tack can be purchased via the **EQ Shop Block** using craftable **coins** .

Frequently Asked Questions

This section has drop-downs for FAQs and expanded information about Community Pack Tack.

If your question is not answered here, check out General Information.

[EXPAND] FAQs

 CAN COMMUNITY PACKS ADD NEW TACK SLOTS AND TYPES?
No. Creators must use the same default tack types and slots, but with some creative effort they can expand on the limited set to suit almost any need.

CAN COMMUNITY PACKS MODIFY OR REMOVE DEFAULT SWEM TACK?
No. Default tack sets are hard coded.
You can use a resource pack to retexture, rename or modify the crafting requirements of core tack items.

CAN COMMUNITY PACK TACK SUPPORT REDYING FEATURES?

No. This only works for core tack which has one type per discipline (English, Western) and all 16 color variants.

CAN THE EQ SHOP SUPPORT TOKEN PURCHASING OF CORE TACK?

No.

CAN THE EQ SHOP EXCHANGE UNWANTED TACK FOR TOKENS (REFUND)?

No.

CAN THE EQ SHOP EXCHANGE TOKENS FOR MATERIALS?

No, however 4 tokens can be uncrafted into (most of) the original items in a crafting table or player inventory.

Using A Community Pack

To install a Content Pack or **PREMADE** Community Pack, see [General Information](#).

[EXPAND] Community Pack vs Content Pack

WHAT IS A COMMUNITY PACK?
Community Packs are folders that include all the files necessary to add NEW assets and are ready to play once installed.

WHAT IS A CONTENT PACK?
Content Packs is also a Community Pack, but usually with less content. It will merge into any Community Packs with the same name, like an 'expansion' pack or add-on.

Creating A Community Pack Tack Set

To create or modify a Content Pack or Community pack, see [Creators' Corner](#).

Troubleshooting COMING SOON

If you experience an issue with community packs in game, please follow this troubleshooting guide.

[EXPAND] Troubleshooting Errors

FOLLOW <u>EACH STEP</u> CAREFULLY + NOTE ISSUES AS YOU GO. ONLY REQUEST HELP <u>AFTER</u> USING THIS!

 COMING SOON

  DO NOT UPLOAD PAID/PRIVATE PACKS WITH TEXTURES FROM CREATORS WITHOUT CONSENT

Animations [WIP]

> This feature is available in **1.20.1-1.5+** and will **NOT** be backported to any outdated versions.

Features

This update can support adding custom animations with or without overriding the default variants. It was not possible to add animations via community pack, **they require a resource pack.**

- Animations must be triggered via the command `/swem rrp anim <Animation>`
- Animations will loop (repeat) until the command is repeated
- Animations will not auto-fill (list possible options), creators should provide the valid options
- Animations will be seen by any player with the animation pack installed

Important - Update Changes

This update has not made any significant changes to default animations.

Frequently Asked Questions

This section has drop-downs for FAQs and expanded information about Animation Resource Packs.

If your question is not answered here, check out **General Information.**

[EXPAND] FAQs

 CAN ANIMATIONS BE TRIGGERED WITHOUT COMMANDS?
No. While this is not ideal for discipline specific commands (ie dressage moves), there is currently no way to support keybind(s) to trigger custom animations.

 CAN ANIMATION PACKS MODIFY DEFAULT ANIMATIONS?
Yes, this was already possible and several packs exist to override specific default animations.

 CAN I INSTALL MULTIPLE ANIMATION PACKS AT ONCE?
[TBC] Yes. Animation packs must include both the default animations **and** any custom

animations, so if you install more than one pack, you should load any that override default animations at the top.

Example If you have an animation pack that adds new dressage moves **and** modifies default gait or jump animations, you should load this **above** any other packs that only add new animations. Since they include the unaltered default animations, they will override your modified defaults unless lower in the list.

 WHERE CAN I SEE A LIST OF ANIMATION NAMES FOR THE TRIGGER COMMAND?
Animation names will not auto-fill when using the command. Short of opening up the files, it is recommended to confirm valid options with the creator. Check their content or site(s) for a list of valid commands before contacting them directly.

 CAN I INSTALL ANIMATION PACKS IN A MULTIPLAYER SERVER?
[TBC] Animation packs should work on multiplayer servers, but all players require the resource pack to view the triggered animations. This should all work client-side, servers should not need to make any alterations to support custom animations (ie not required on the server).

 HOW DO ANIMATION PACKS WORK ON MULTIPLAYER SERVERS WITH KEYS / PERMISSIONS?
[TBC]

 HOW DO ANIMATION PACKS APPEAR IF A PLAYER IS MISSING THE RESOURCE PACK?
[TBC]

Using An Animation Resource Pack

To install an animation resource pack, paste it into the `resourcepack` folder.
If you have multiple animation packs, put any packs that override **default** animations at the top.

Creating A Community Pack Tack Set

To create an animation resource pack, see [Creators' Corner](#).

Troubleshooting **COMING SOON**

If you experience an issue with animation packs in game, please follow this troubleshooting guide.

[EXPAND] Troubleshooting Errors

FOLLOW <u>EACH STEP</u> CAREFULLY + NOTE ISSUES AS YOU GO. ONLY REQUEST HELP <u>AFTER</u> USING THIS!

 COMING SOON

 DO NOT UPLOAD PAID/PRIVATE PACKS WITH FILES FROM CREATORS WITHOUT CONSENT

Community Packs [OLD]

This page is **OUTDATED** and information is relevant to 1.20.1-1.5 **Beta 7**.

For 1.20.1-1.5 Public Release, please see the community pack category for updated pages. It is public to accept feedback and external input from creators prior to final additions and corrections.
This page will remain public until the new category is completed.

Community Packs are available for SWEM **1.20.1-1.5+**. This feature will not be backported to older releases!

Update Changes - Important

The community pack feature allows users to add NEW coats to the game instead of overriding existing coats (texture pack).
To support this feature, the following changes were made:

Change	Information
Coats are named, not numbered	Coats cannot be altered via Variant NBT **New Command:** `/swem set coat <id:coat>`
Coats appear white via /summon	Coats cannot be summoned via Minecraft's /summon. **New Command:** `/swem summon LEGACY swem:sweetboi` Default coats `/swem summon LEGACY pack_name:coat_artist` Custom coats `/swem summon random LEGACY` Random coat
Coats apply to a specific model	Continue to use legacy (original) until new models are supported.

Updating An Existing World

Please read this information carefully and **backup your save** (recommended) **before** updating to 1.20.1-1.5.0+.

- Existing coats should be unaffected.
- Texture packs (swem override) should be unaffected.

- Datapack (fan-made) for [naturally spawning horses](#) is patched to work as normal!
- Config will need to be copied (or edited again) in new folders to keep settings:
  → Common, Client and Recipe configs now generate in `config/swem`
- **THIS UPDATE WILL PROBABLY BREAK ADD-ONS: PLEASE BE PATIENT AS CREATORS UPDATE THEIR MODS!**
  → Reported: Tre's Tackshop, Bagek's, Blossom EQ

Frequently Asked Questions (Dropdown)

FAQs

SUPPORT & FEATURES

⬚ NEW MODELS?
It is planned to expand on the models as part of development, but breeds will not be added.
This update will not break texture packs that override the SWEM model.

⬚ NEW ANIMATIONS?
Support for new animations is planned for a later date.

⬚ NEW TACK?
Support for new tack is in progress and will be released in the near future.

⬚ NEW FOALS?
Foals are limited to 7 variants, one per possible color tag inherited from breeding.
Support for additional foals will require an expanded genetics system - this is planned for future development.

⬚ MODIFYING DEFAULT COAT INFO?
Information such as obtainable by breeding, color tags, lapis cycling cannot be edited for default coats, only custom coats.

⬚ NATURALLY SPAWNING HORSES?
Custom coats can appear on converted vanilla or RHG horses, but default **or** custom coats do not naturally spawn in the wild.

This update supports the community creation [datapack](#) for naturally spawning horses.

⬚ BREEDING AND LAPIS CYCLING?
Custom coats can be obtained from lapis cycling or breeding if set to enabled in the coat json file.
Coat cycling must be enabled in serverconfig to allow the use of lapis or redstone cycling coats.

⬜ EXISTING SAVES?
Community packs should be safe to use with existing save files.

⬜ DIFFERENT SAVE FILES?
Community packs apply to **all** saves for that instance or profile. It is not possible to have save-specific community packs without manually changing switching them each time.

⬜ MULTIPLAYER SERVERS?
Community packs should work on servers, provided all players have the community pack.
Please be mindful of creators and do not distribute or use content in a way that is not explicitly permitted!

⬜ MULTIPLAYER SERVERS (SERVER SIDE ONLY)?
Community packs on server only may not be possible and would likely violate the terms of use for custom content.

⬜ OVERRIDE MULTIPLAYER SERVER COATS?
Community packs are essentially a resource pack when you are a client. You can replace png(s) with different textures, provided they are named the same. This will only be visible to you.

⬜ MODIFY THE JSON INFO OF A CUSTOM COAT ON MULTIPLAYER SERVERS?
Community packs use the data of the server or host - client side edits will only apply to your singleplayer saves.

⬜ PLAY SERVERS (NO CUSTOM COATS) WITH A COMMUNITY PACK INSTALLED?
TBC. Probably fine.

MODIFYING A COMMUNITY PACK

⬜ ADD NEW COATS (EXISTING SAVE)
You can add a new coat at any time, but need to close and reload the game to apply the new coats.

⬜ MODIFY COATS (EXISTING SAVE)
You can modify coats at any time, but need to close and reload the game for changes to apply.
  → If you rename a coat, it will be registered as a NEW coat and any horses using it will turn white.
  → If you modify the model path, any horses using it will appear fully black unless a valid texture is provided.
  → If you alter json information, it will only apply to future instances (ie breeding colors to pass on).

→ **DO NOT REMOVE CREDITS** (original creator) or falsely claim ownership (plagiarism / art theft).

⬜ REMOVE COATS (EXISTING SAVE)

You can remove coats at any time, but need to close and reload the game for changes to apply.
  → If you remove a coat, any horses using retains their coat ID but becomes white unless a new coat is assigned.
  → If you only remove the PNG, any horses using it will appear fully black unless a texture is provided.

⬜ FIX ACCIDENTALLY REMOVED COATS (EXISTING SAVE)

You can fix white horses (default coat) by re-adding community packs or coat file(s) to restore them on next reload.

⬜ REASSIGN REMOVED COATS (EXISTING SAVE)

You can change coats easily with `/swem set coat <id:coat>` or cycle with lapis (if enabled). An alternative command is:

`/data modify entity @e[type=swem:swem_horse,limit=1,sort=nearest] Behaviors[6].Coat set value <id:coat>`

OTHER

⬜ SEE COAT NAME?

It is not currently possible to find out the name or artist for a coat in-game without using a command:

`/data get entity @e[type=swem:swem_horse,sort=nearest,limit=1] Behaviors[6].Coat`

Using Community Packs

To add a **prepared** (ready to use) community pack:

STEP ONE: GENERATE THE NEW FOLDERS (FIRST TIME LOAD)

1. Install the mod update.
2. Load the game to the menu screen.
3. **Exit the game.**

STEP TWO: DOWNLOAD A COMMUNITY PACK

1. Download a community pack.

   → A prepared community pack including FREE coat donations can be found [here](#)!
2. Unzip (if necessary) so the file is a folder.
   → You should have a folder with `pack_name > json / textures etc`
   → Check the folder is NOT embedded inside another ie `pack_name > pack_name`

3. Cut or copy the `pack_name` folder.
4. Go to `config > swem > community-packs` and paste it.
   → It should look like: `config > swem > community-packs > pack_name > json / textures etc`

OTHER INFORMATION

- You can have multiple packs but they must have a **unique** name ie `pack_1` and `pack_2`
- You can rename a texture pack, but you should not if it is already **in use**.
  → Community packs must be in lowercase with underscores for any spaces.
  → `[ kofi_coats` `[ Kofi Coats`
- You can add, alter or remove from community packs - see **FAQ** above.
- You can access coats in game by the following methods:
  → Converting vanilla or RHG horses **if** `breeding tokens` config is **FALSE.**
  → Cycling coats **if** `cycle coat` in config **and** `lapis_cyclable` in json is **TRUE.**
  → Breeding **if** `obtainable_by_breeding` in json is **TRUE.**
  → Summon via `/swem summon LEGACY pack_name:coat_artist`

> If you have not altered configs already, you probably do not need to do so, these should all be DEFAULT settings.

Creating & Modifying Custom Community Packs

To create a **new** community pack:

OPTION A: DOWNLOAD THE TEMPLATES (DISCORD)

- A downloadable (blank) Community Pack and JSON can be found HERE.

OPTION B: CREATE A COMMUNITY PACK

1. Inside `config > swem > community-packs` :
   → Create a folder with the pack name `[ kofi_coats` `[ Kofi Coats`
2. Inside `pack_name` :
   → Create a folder called `jsons`
   → Create a folder called `textures`
3. Inside `jsons` :
   → Create a folder called `coats`
4. Inside `textures` :
   → Create a folder called `coats`
5. Inside `textures > coats` :
   → Create a folder called `legacy`

To add content to a new or existing community pack:

1. Create or download the coat **.png** file
   → Name it using `coat_artist_model` format `hidalgo_arishant_legacy` `Hidalgo Arishant-legacy`
   → Put this in `community-packs > pack_name > textures > coats > legacy`
2. Create or download a **.json** file with the coat credits and information
   → Name it the same as the coat .png!
   → Put this in `community-packs > pack_name > jsons > coats`

📁 config	📁 swem	📁 community-packs	📁 pack_1	📁 jsons	📁 coats	📄 coat1_artist. json	
				📁 textures	📁 coats	📁 legacy	📄 coat1_artist. png
			📁 pack_2	📁 jsons	📁 coats	📄 coat2_artist. json	
						📄 coat3_artist. json	
				📁 textures	📁 coats	📁 legacy	📄 coat2_artist. png
							📄 coat3_artist. png

> Shown: The file structure for community packs, this example shows 2 packs (1 + 2) with 3 total coats.

File Type	Location	Description
📄 .png	`config > swem > community-packs > textures > coats > legacy`	Texture to be used for the custom coat.
📄 .json	`config > swem > community-packs > jsons > coats`	Information on artist(s) and obtaining.

JSON files

JSON is a file that contains the important information SWEM needs to integrate a custom asset into the game and systems such as coat cycling or breeding. This is essentially **code** and needs to be filled out carefully to avoid causing errors!

- Type within the quotations `" "` unless directed to do otherwise.
- Keep all formatting including brackets `( ) { } [ ]`
- Separate coat tags by a comma (delete as applicable) **until the final variable.**
  `["white","chestnut"]` `["white","chestnut",]`
- `lapis_cyclable` and `obtainable_by_breeding` must be `true` or `false`
- `base_colors` must use valid color tags options
  `["black","gray","white","creamy","brown","dark_brown","chestnut"]` `["buckskin","dun"]`

Credits	The artist(s) to credit. This can be one, or multiple separated by a comma.
Inspiration	The inspiration or reference, ie "*Secretariat*" or "*Bay Roan Sabino*"
Models	The horse model it uses, this should use **legacy model (original)** until Destrier+ is added!
Lapis Cyclable	Obtainable by cycling with lapis and redstone, if enabled.
Obtainable By Breeding	Obtained by breeding, using color tags (below).
Base Colors	Determines 'genetics' to pass on to foal, and selection of adult coats on growing up.

> Set tags you would expect to **get a coat from** (**IE:** black foal -> black horse) and **NOT** the genetics the horse might **pass on**. Color tags and breeding outcomes are very basic and realism (**IE:** bay = red + black will result in unrealistic breeding and coat selection outcomes such as chestnut foal -> bay horse).

Default JSON

```
{
  "credits": "Artist(s)",
  "inspiration": "N/A",
  "models": {
    "legacy": "default:coats/legacy/coatname_artist_legacy.png",
    "destrier": "",
    "heavy_draft": "",
    "western_sport": "",
    "english_sport": "",
    "riding_pony": ""
  },
  "lapis_cyclable": true,
  "obtainable_by_breeding": true,
  "base_colors": ["black","gray","white","creamy","brown","dark_brown","chestnut"]
}
```

Example JSON

```
{
  "credits": "Bob Jones, Jon Bobs",
  "inspiration": "Inspired by Valegro (Dressage Horse)",
  "models": {
    "legacy": "default:coats/legacy/valegro_bobjones_legacy.png",
```

```
  "destrier": "",
  "heavy_draft": "",
  "western_sport": "",
  "english_sport": "",
  "riding_pony": ""
},
"lapis_cyclable": false,
"obtainable_by_breeding": true,
"base_colors": ["brown","dark_brown"]
}
```

PNG files

To create a new coat, or edit and existing one for the SWEM horse model you will need to use a program like Blockbench. The resources for this are pinned in our blockbench channel on [Discord](#).

Overriding Default Coats

You will still need to use a texture pack to override **default** SWEM coats. This has not changed with this update.

Texturepack: Coat Overrides

📁 TXP_name	📁 assets	📁 swem	📁 textures	📁 entity	📁 horse	📁 coats	📁 coat_name.png
	📄 pack.png						📄 coat_name.png
	📄 pack.mcmeta						📁 foal **(optional)**

> Shown: The file structure for texture packs overriding default horse +/- foal coats.

File Type	Description	Note
📁 TXP_name	A folder with the name of your texture pack	

🗎 pack.png	PNG image for your pack - displayed in game.	This must remain named `pack.png`
🗎 pack.mcmeta	Info on your pack's credits, description and version(s)	This is a text-type document (ie notepad)
🗎 coat_name.png	PNG for the coat to override.	This must be named as in swem files

Coat names in SWEM files might not accurately align to in-game values. Example:
`swem:sweetboi` = `13_m_sweetboi`

🗎 1_v_white	🗎 asteria_arishant	🗎 freyja_arishant	🗎 mystic_arishant	🗎 shwoompl_markiplier
🗎 2_v_gray	🗎 avalanche_arishant	🗎 gooseberry_justpeachy	🗎 nero_stardust	🗎 sonata_arishant
🗎 3_v_black	🗎 bandit_arishant	🗎 guardian_bay_gray_hauket	🗎 orion_arishant	🗎 swift_wind_she_ra
🗎 4_v_chestnut	🗎 birdie_arishant	🗎 heartbreaker_arishant	🗎 panama_malli	🗎 symphony_arishant
🗎 5_v_brown	🗎 blue_roan_fortune_stardust	🗎 helios_arishant	🗎 paramount_cytris	🗎 syracuse_arishant
🗎 6_v_roan	🗎 bob_free_rein	🗎 hibiscus_arishant	🗎 paris_arishant	🗎 titus_arishant
🗎 7_v_buckskin	🗎 calihan_malli	🗎 hurricane_arishant	🗎 phantom_arishant	🗎 toothbrush_boaty
🗎 8_v_paint	🗎 calihope_zorse_dark_hauket	🗎 ibis_arishant	🗎 pharoah_arishant	🗎 trigger_roy_rogers
🗎 9_v_palomino	🗎 carnelian_arishant	🗎 inferno_arishant	🗎 polaris_malli	🗎 tyra_cytris
🗎 10_m_nobuckle	🗎 carousel_arishant	🗎 joergen_pewdiepie	🗎 poppy_arishant	🗎 us_marshall
🗎 11_m_wildandfree	🗎 champion_arishant	🗎 joey_this_esme	🗎 primrose_arishant	🗎 valegro
🗎 12_m_talldarkandhandsome	🗎 citrine_arishant	🗎 kharema_cytris	🗎 rapidash_pokemon	🗎 vulcan_arishant
🗎 13_m_sweetboi	🗎 courier_calico_hauket	🗎 kodiak_delphi	🗎 ripple_brooke	🗎 wren_arishant
🗎 14_m_appy	🗎 dahlia_arishant	🗎 lady_guinevere_arishant	🗎 riptide_peacock_hauket	
🗎 15_m_golden	🗎 delta_malli	🗎 lady_jenny	🗎 rivera_arishant	
🗎 16_m_leopard	🗎 dollar_john_wayne	🗎 lucy_hannah	🗎 roach_witcher	
🗎 17_m_galaxy	🗎 domino_arishant	🗎 lunar_arishant	🗎 romeo_arishant	
🗎 18_m_rainbow	🗎 dustar_malli	🗎 man_o_war	🗎 rosita_arishant	
🗎 abyss_arishant	🗎 el_cazador_malli	🗎 maple_arishant	🗎 royal_brindle_hauket	
🗎 agro_soc	🗎 epona_zelda	🗎 marzapa_arishant	🗎 rumble_arishant	
🗎 angel_riley	🗎 farcah_zorse_dark_hauket	🗎 masquerade_arishant	🗎 salamarty_arishant_cytris	
🗎 annie_lace	🗎 farcah_zorse_tan_hauket	🗎 mia_eric	🗎 sarine_zorse_paint_hauket	
🗎 antique_arishant	🗎 finbar_foaley_jacksepticeye	🗎 mika_stardust	🗎 secretariat	
🗎 aphrodite_arishant	🗎 frank_stevecv	🗎 monty_arishant	🗎 sergeant_reckless	
🗎 arials_malli	🗎 freighter_malli	🗎 mr_ed	🗎 shadowmere_oblivion	

Shown: Coat file names for all default SWEM coats in 1.20.1-1.5.0

Note To Content Creators

This update will support you in sharing your content to a wider audience, as players no longer have to carefully pick and choose for a limited number of coats to override, and your coats can integrated into breeding and coat cycling (if enabled). To transition properly away from texture packs, we recommend:

- Upload your content in an appropriate format, such as a pack or individual json and png files.
  → Continuing to provide texture packs is up to you!
- Set **simple, clear and easy to follow** terms of use (TOU) **or** fair-use guidelines.

TOU Info + Example

WARNING

By sharing your content publicly, you should acknowledge that **there is very limited legal recourse to enforce appropriate use of your content, license or not.** Using a highly restrictive terms of use is setting yourself up for frustration when it is inevitably violated, so for your sake and enjoyment of players we encourage sharing in a similar way to mods; allow anyone to use it for public or private use **provided downloads or support goes directly to the creator** (ie via Kofi).

RECOMMENDATIONS

Avoid **editing** an agreement or expecting users to remain informed of any minor (or major) alterations.

Post your agreement where it can be **easily referenced** when browsing or downloading your content.
→ It is ideal to have a public reference (ie Kofi post) and provide it with files or included in descriptions.
→ It is not recommended to require access to an external source (ie Discord server) **unless you host files there!**

Avoid **requiring** credit for use in media; it should be encouraged but **no credits does not equal insult!**
→ **It is not standard practice to credit every creation (ie mods!)** in images you upload; nice if you do, but optional!
→ It should only be "required" that users **credit where appropriate** (inspiration or reference), and **not falsely claim.**

Avoid **prohibiting** inspiration or reference; **similarity is not proof of plagiarism!**
→ It is possible for users to have the same idea, share the same reference, or take respectful inspiration!
→ It should be expected that any work **clearly and directly** referenced or inspired by your creation is credited.

Avoid **restrictive** use policies that are difficult to monitor and enforce.
→ It is an unfortunate reality that players +/- servers will violate agreements, especially if they are restrictive.
→ There is limited legal recourse to address this; so state what you are **willing and able to action if necessary!**

Consider providing content in a compact format with **minimal individual downloads**!
→ It is your choice, but players and servers will be less likely to distribute (or more likely to use) **easily** accessible files.
→ It is suggested to provide creator pack(s) in bundles such as 'Bays', 'Pintos', '2023 Coats'

Avoid uploading to **unsafe file hosting sites** or encouraging users to engage in **unsafe internet habits**.
→ It is recommended to use popular sites such as Kofi, Google Drive.

EXAMPLE TERMS OF USE (NOT A LEGAL CONTRACT OR LICENSE)

- OWNERSHIP & AGREEMENT
  → The creator (name) retains all rights of ownership to this content
  → The right to use this content is granted to you (player) in accordance with this agreement
- USE
  → This creation `can/not` be used in content (images, videos) - credits are optional but appreciated.
  → This creation `can/not` be used privately in singleplayer or a small private group.
  → This creation `can/not` be used publicly in multiplayer.
  → This creation `can/not` be used in reasonable commercial services `with/without` consent.
     ⬚⬚ Offered as part of a service (ie random / selected coat change) requiring real money
     ⬚⬚ Offered as a prize or reward for activity or events requiring real money
     ⬚⬚ Offered as an unlock via crowdfunding or engagement (ie server cost covered -> unlock)

NOTE: Commercial services must abide by Minecraft's EULA

- DISTRIBUTION
  → This creation can/not be reuploaded with/without consent and/or credits and/or payment.
    - ☐☐ Limited private use by friends or small groups
    - ☐☐ Custom Community Packs (folder)
    - ☐☐ Custom Modpacks (zip)
    - ☐☐ Exceptions: Paid vs Free, Commissions (paid) or Gifts (prizes)
    - ☐☐ Other: File Hosting Sites, Discord Servers etc
- ALTERATIONS
  → This creation can/not be altered with/without consent and with/without credits for public/private use.
    - ☐☐ Texture
    - ☐☐ Information (json: name, description, color tags etc)
    - ☐☐ Other conditions

Known Issues

If you find an issue, please report it to our bugs channel on Discord. We ask that you look to see if your issue was reported first!

- Community Packs not loading - fixed in swem-1.20.1-1.5-beta-5 **(COMING ASAP)**

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