Configs, Commands & Files

This section outlines the following functions/features:

CONFIGS: How to tweak configurable game settings to your liking.
COMMANDS: How to run (in-game) commands relating to SWEM Horses, or allocate inbuilt permissions.
FILES: How to access and interpret files aimed at assisting servers in managing SWEM features.

- Getting Started
- Client Config
- Common Config
- Server Config
- SWEM Commands
- Recipe Config
- Horse Data

Getting Started

Cantazarite

In order to obtain a SWEM horse, the player needs Cantazarite. Its ore is found underground or in the mountains, and once mined it can be used to brew a Cantazarite Potion. This potion is then used on vanilla horses by right clicking them, turning them into SWEM horses.

Tack

SWEM horses cannot be ridden without certain tack. A bridle, saddle blanket, saddle, and girth strap are necessary to control and stay on the horse, although there are many other pieces of optional tack. Most are crafted with refined leather among other items.

Farm structure

In the plains biome, broken-down farm structures spawn on occasion. These come with a house, a few stalls, and a small barn with barrels containing different SWEM items. These items include shavings, bandages, salve, rubber mats, glistening melons, friendly bars, and hitching posts. The structure also includes a well and a small plot growing wheat, oats, timothy grass, and alfalfa. The latter three are used in crafting quality bales and sweet feed for feeding horses.

This structure is especially helpful for a starter home. With a little TLC, it makes a nice house to get started in your journey.

Client Config

The SWEM client config adds an installation-specific configurable settings for QOL settings. These are client-side, so you can adjust them to your liking and they will only affect you. These settings will be the same across all your worlds on that instance, including any servers you join.

MultiMC: Instance > Config Folder (Right Sidebar) > swem-client.toml
CurseForge: Profile > ... (next to play) > Open Folder > config > swem-client.toml
Forge (Windows): `[user]/AppData/Roaming/.minecraft/config/swem-client.toml`
Forge (Mac): `~/Library/Application Support/minecraft/config/swem-client.toml`

Configs Explained

General
Config: Short for configuration, which means to change something to your preference.
Default: Means the one that is preset. If at any time you need to reset, the default config is always okay to return to.
Lines: Configs are read by the computer in lines, like programming code. The lines staying the way they are is very important.
#: Means everything in that line of the config will not be read by the computer. Changes made here will effect nothing.

Remember the primary rule for configs: Do not change ANY text that is not clearly written as a change like true/false, numbers, and lists. These changeable things will be clearly defined and look like test questions.

Wings Transparency

```
[client.wings_tansparency]
# || Set how visible the horse wings should be! 0 = off, 1 = 50%, 2 = 100%
#Range: 0 ~ 2
wingsTransparency = 2
```

This says: How visible the Amethyst Horse Armor wings should be by default.
It must be 0, 1, or 2 (0 = off, 1 = 50%, 2 = 100%). Default is 2.
You can always press . (period key) to toggle this in-game to your preference.

Gait HUD

```
# || Should the gait HUD be enabled?
gaitHudEnabled = true
```

This says: Turn on or off the visibility of the Gait HUD. Must be True or False. Default is True.
If enabled (true) you will see text near your inventory hotbar that displays the current gait of any horse you are riding.

```
# || How much would you like to offset the current X position? (A negative value moves the text up and a
positive value down.)
#Range: > -2147483648
gaitHudX = 0
```

This says: The left-right position of the Gait HUD. Must be a value greater than -2147483648. Default is 0.
If adjusted, the positioning of your Gait HUD will be altered on the X (left to right) axis.

```
# || How much would you like to offset the current X position? (A negative value moves the text up and a
positive value down.)
#Range: > -2147483648
gaitHudX = 0
```

This says: The up-down position of the Gait HUD. Must be a value greater than -2147483648. Default is 0.
If adjusted, the positioning of your Gait HUD will be altered on the Y (up-down) axis.

```
# || What color should the gait HUD be?
#Range: > -2147483648
gaitHudColor = 16777215
```

This says: The color of the Gait HUD in <u>decimal colors</u>. Must be a value greater than -2147483648. Default is 16777215 (white).
If adjusted, the color of the HUD will reflect that value's color in decimal code.

Gender (1.18.2-1.4.0+)

```
# || Should gender icons be shown before horse names?
# || Icons only show if the horse is tamed and has a custom name.
showGenderIcons = true
```

This says: If name-tagged horses display a small gender icon before their name. Must be True or False. Default is True.

```
# || What colour the male icon should appear as.
# || This is a hex value, format: #A1B2C3. (Default is #18C0ED)
maleIconColor = "#4CBB17"
```

This says: The color of the Stallion gender icon (if enabled). Must be a hex color code. Default is #4CBB17 (Blue).
If adjusted, the color of the hovering name (name-tag) will reflect the set hex color.

```
# || What colour the female icon should appear as.
# || This is a hex value, format: #A1B2C3. (Default is #FF4DAC)
femaleIconColor = "#6F2DA8"
```

This says: The color of the Mare gender icon (if enabled). Must be a hex color code. Default is #6F2DA8 (Pink).
If adjusted, the color of the hovering name (name-tag) will reflect the set hex color.

```
# || What colour the icon should appear as, when the horse is infertile.
# || This is a hex value, format: #A1B2C3. (Default is #444269)
infertileIconColor = "#444269"
```

This says: The color of the Stallion gender icon (if enabled). Must be a hex color code. Default is #444269 (Gray).
If adjusted, the color of the hovering name (name-tag) will reflect the set hex color.

Full (Default) Config

1.18.2 [1.4.0 - Food System]

```
# || ========== [Wings Transparency] ========== ||
[wings_tansparency]
# || Set how visible the horse wings should be! 0 = off, 1 = 50%, 2 = 100%
#Range: 0 ~ 2
wingsTransparency = 0

# || ========== [Gait HUD] ========== ||
[hud]
# || Should the gait HUD be enabled?
gaitHudEnabled = true
# || How much would you like to offset the current X position? (A negative value moves the text
up and a positive value down.)
#Range: > -2147483648
gaitHudX = 0
```

```
# || How much would you like to offset the current Y position? (A negative value moves the text
up and a positive value down.)
#Range: > -2147483648
gaitHudY = 0
# || What color should the gait HUD be?
#Range: > -2147483648
gaitHudColor = 16777215

# || =========== [Gender] =========== ||
[gender]
# || Should gender icons be shown before horse names?
# || Icons only show if the horse is tamed and has a custom name.
showGenderIcons = true
# || What colour the male icon should appear as.
# || This is a hex value, format: #A1B2C3. (Default is #18C0ED)
maleIconColor = "#4CBB17"
# || What colour the female icon should appear as.
# || This is a hex value, format: #A1B2C3. (Default is #FF4DAC)
femaleIconColor = "#6F2DA8"
# || What colour the icon should appear as, when the horse is infertile.
# || This is a hex value, format: #A1B2C3. (Default is #444269)
infertileIconColor = "#444269"
```

*If you notice changes you don't like but don't know how to undo the changes you made to the
Config, shut down the game and replace the config with this default one and the config will be
reset. If using an **older release**, delete the config file and relaunch to regenerate it.*

Changelog

View Changes

This is not a complete list of version changes / fixes. It is a changelog of relevant wiki-
related version information.

MC Version	Release	Notes
	1.18.2-1.4.0	Added client configurable
1.18.2	1.18.2-1.0.0	Added client configurable for gait HUD, position and color.

Reorganised config template to be more logical in sections and added helpful explanations for various configurable values.

1.18.2 [1.3.0 - Food System]

```
[client]

# || ========== [Wings Transparency] ========== ||
[client.wings_tansparency]
# || Set how visible the horse wings should be! 0 = off, 1 = 50%, 2 = 100%
#Range: 0 ~ 2
wingsTransparency = 2

# || ========== [Gait HUD] ========== ||
[client.hud]
# || Should the gait HUD be enabled?
gaitHudEnabled = true
# || How much would you like to offset the current X position? (A negative value moves the text
up and a positive value down.)
#Range: > -2147483648
gaitHudX = 0
# || How much would you like to offset the current Y position? (A negative value moves the text
up and a positive value down.)
#Range: > -2147483648
gaitHudY = 0
# || What color should the gait HUD be?
#Range: > -2147483648
gaitHudColor = 16777215
```

1.16.5

```
["Wings transparency"]
    #Set how visible the horse wings should be! 0 = off, 1 = 50%, 2 = 100%
    #Range: 0 ~ 2
    WingsTransparency = 2
```

Common Config

The SWEM common config adds an installation-specific configurable settings for world generation (effective on generation of a new world).

MultiMC: Instance > Config Folder (Right Sidebar) > swem-common.toml
CurseForge: Profile > ... (next to play) > Open Folder > config > swem-common.toml
Forge (Windows): `[user]/AppData/Roaming/.minecraft/config/swem-common.toml`
Forge (Mac): `~/Library/Application Support/minecraft/config/swem-common.toml`

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

Configs Explained

General
Config: Short for configuration, which means to change something to your preference.
Default: Means the one that is preset. If at any time you need to reset, the default config is always okay to return to.
Lines: Configs are read by the computer in lines, like programming code. The lines staying the way they are is very important.
#: Means everything in that line of the config will not be read by the computer. Changes made here will effect nothing.

Remember the primary rule for configs: Do not change ANY text that is not clearly written as a change like true/false, numbers, and lists. These changeable things will be clearly defined and look like test questions.

SWEM Cobble Generation

```
# || Enable SWEMCobble ore generation?
enableSWEMCobbleOre = true
```

This says: Does SWEMCobble spawn at all? Must be True or False. Default is true.
It is recommended to turn this to False is you have SWLM at the same time as SWEM. It will not hurt if they are both on at the same time, but SWEMCobble produces SWEM versions of SWLM items - an unnecessary duplicate.

```
# || SWEMCobble ore vein size
#Range: > 1
swemCobbleVeinSize = 7
```

This says: How many blocks of SWEMCobble can spawn per vein. It must be more than 1. Default is 7.

```
# || SWEMCobble ore vein count per chunk
#Range: > 1
swemCobbleVeinCount = 12
```

This says: How many veins of SWEMCobble will spawn per chunk. It must be more than 1. Default is 12.

```
# || SWEMCobble ore minimum height
#Range: > 1
swemCobbleMinHeight = 50
```

This says: What minimum Y Level (height) SWEMCobble will spawn at. It must be more than 1. Default is 50.

```
# || SWEMCobble ore maximum height
#Range: > 1
swemCobbleMaxHeight = 128
```

This says: What maximum Y Level (height) SWEMCobble will spawn at. It must be more than 1. Default is 128.

Cantazarite Generation

```
# || Enable cantazarite ore generation?
enableCantazariteOre = true
```

This says: Does Cantazarite Ore spawn at all? Must be True or False. Default is true.
It is NOT recommended to turn this to False - this will prevent crafting or repairing many important SWEM items.

```
# || Cantazarite ore vein size
#Range: > 1
cantazariteVeinSize = 4
```

This says: How many blocks of Cantazarite Ore can spawn per vein. It must be more than 1. Default is 4.

```
# || Cantazarite ore vein count per chunk
#Range: > 1
cantazariteVeinCount = 6
```

This says: How many veins of Cantazarite Ore will spawn per chunk. It must be more than 1. Default is 6.

```
# || Cantazarite ore minimum height
#Range: > 0
cantazariteMinHeight = 0
```

This says: What minimum Y Level (height) Cantazarite Ore will spawn at. It must be more than 0. Default is 0.

```
# || Cantazarite ore maximum height
#Range: > 1
cantazariteMaxHeight = 30
```

This says: What maximum Y Level (height) Cantazarite Ore will spawn at. It must be more than 1. Default is 30.

Amethyst Generation

```
# || What is the spawn chance (%) for Shining Amethyst?
#Range: 0 ~ 100
amethystSpawnChance = 25
```

This says: How likely Amethyst shards (in geodes) will grow to be Shining Amethyst Shards. It must be between 1-100. Default is 25.
Higher values will make it more likely to find Shining Amethyst Shards in Amethyst geodes.

Block Of Water

> # || Do the hose and the spigot require a Block O Water?
>
> needBlockOWater = true

This says: This turns on or off the need for a Block of Water in order to use a <u>hose</u> or <u>spigot</u>. *This feature is only for life-like accuracy to require a physical source of water. Disabling it does not effect gameplay.*

Full (Default) Config

Full Default Config 1.18.2 [1.0.0 Pre Food System]

```
#SWEM Ore Generation Settings
[oregen]

# || =========== [SWEMCobble] =========== ||
[oregen.swem_cobble]
# || Enable SWEMCobble ore generation?
enableSWEMCobbleOre = true
# || SWEMCobble ore vein size
#Range: > 1
swemCobbleVeinSize = 7
# || SWEMCobble ore vein count per chunk
#Range: > 1
swemCobbleVeinCount = 12
# || SWEMCobble ore minimum height
#Range: > 1
swemCobbleMinHeight = 50
# || SWEMCobble ore maximum height
#Range: > 1
swemCobbleMaxHeight = 128

# || =========== [Cantazarite] =========== ||
[oregen.cantazarite]
# || Enable cantazarite ore generation?
enableCantazariteOre = true
# || Cantazarite ore vein size
#Range: > 1
cantazariteVeinSize = 4
# || Cantazarite ore vein count per chunk
#Range: > 1
cantazariteVeinCount = 6
# || Cantazarite ore minimum height
#Range: > 0
```

```
cantazariteMinHeight = 0
# || Cantazarite ore maximum height
#Range: > 1
cantazariteMaxHeight = 30


# || ========== [Shining Amethyst] ========== ||
[oregen.amethyst]
# || What is the spawn chance (%) for Shining Amethyst?
#Range: 0 ~ 100
amethystSpawnChance = 25
```

*If you notice changes you don't like but don't know how to undo the changes you made to the Config, shut down the game and replace the config with this default one and the config will be reset. If using an **older release**, delete the config file and relaunch to regenerate it.*

Changelog

View Changes

> This is not a complete list of version changes / fixes. It is a changelog of relevant wiki-related version information.

MC Version	Release	Notes
1.18.2	1.18.2-1.0.0	Added ore gen for Shining Amethyst, removing 1.16 Amethyst ore gen.
		Reorganised config template to be more logical in sections and added helpful explanations for various configurable values.

1.16.5

```
[SWEMOreGen]
    #SWEMCobble ore vein count per chunk
    #Range: > 1
    SWEMCobbleVeinCount = 12
    #SWEMCobble ore minimum height
    #Range: > 1
```

```
SWEMCobbleBottomHeight = 50
#Cantazarite ore minimum height
#Range: > 0
CantazariteBottomHeight = 0
#Amethyst ore maximum height
#Range: > 1
AmethystMaxHeight = 15
#Cantazarite ore maximum height
#Range: > 1
CantazariteMaxHeight = 30
#Enable SWEMCobble ore generation?
EnableSWEMCobbleOre = false
#Amethyst ore vein count per chunk
#Range: > 1
AmethystVeinCount = 2
#Cantazarite ore vein count per chunk
#Range: > 1
CantazariteVeinCount = 6
#Enable cantazarite ore generation?
EnableCantazariteOre = false
#Amethyst ore vein size
#Range: > 1
AmethystVeinSize = 8
#Amethyst ore minimum height
#Range: > 0
AmethystBottomHeight = 0
#Cantazarite ore vein size
#Range: > 1
CantazariteVeinSize = 4
#SWEMCobble ore maximum height
#Range: > 1
SWEMCobbleMaxHeight = 128
#Enable amethyst ore generation?
EnableAmethystOre = false
#SWEMCobble ore vein size
#Range: > 1
SWEMCobbleVeinSize = 7
```

Server Config

The SWEM server config adds world-specific configurable settings for features like needs, tack, skills etc. It can be opened and edited with a simple text editing program like Notepad.

Singleplayer

MultiMC: Instance > Minecraft Folder (Right Sidebar) > Saves > [World Name] > Serverconfig > swem-server.toml
CurseForge: Profile > ... (next to play) > Open Folder > Saves > [World Name] > Serverconfig > swem-server.toml
Forge (Windows): `[user]/AppData/Roaming/.minecraft/saves/[world name]/serverconfig/swem-server.toml`
Forge (Mac): `~/Library/Application Support/minecraft/saves/[world name]/serverconfig/swem-server.toml`

Multiplayer (Server)

[server root]/[world name]/serverconfig/ `swem-server.toml`

If the config file is not in the folder, then try running the world again to generate it.
If its still not there, copy/paste the full default config (below) into a .txt file, edit the config values as you wish, name it 'swem-server.toml', and put the .txt file into the folder. The server should read it upon next start-up.

Configs Explained

General
Config: Short for configuration, which means to change something to your preference.
Default: Means the one that is preset. If at any time you need to reset, the default config is always okay to return to.
Lines: Configs are read by the computer in lines, like programming code. The lines staying the way they are is very important.
#: Means everything in that line of the config will not be read by the computer. Changes made here will effect nothing.

Remember the primary rule for configs: Do not change ANY text that is not clearly written as a change like true/false, numbers, and lists. These changeable things will be clearly defined and look like test questions.

Horse Care

```
# || Do horses need to eat? (Default = True = Yes)
needFood = true
```

This says: Turn on or off the need to eat. Must be True or False. Default is True.
Need for food effects horse ability. If the horse isn't fed often enough, it will not be able to gait up when riding and will lose health.
Turning this off means the horse will no longer be limited by need for food.

```
# || Do horses need to drink? (Default = True = Yes)
needWater = true
```

This says: Turn on or off the need to drink. Must be True or False. Default is True.
Need for water effects horse ability. If the horse isn't fed often enough, it will not be able to gait up when riding and will lose health.
Turning this off means the horse will no longer be limited by need for water.

```
# || Enable Poop ticking on swem horses? (Default = True = Yes)
poopTick = true
```

This says: Turns on or off the need to poop. Must be True or False. Default is True.
This effects nothing but horse care. If you don't want the habit of cleaning stalls, turn this to False.

```
# || Specify range (radius) that the horses search for food/water. The larger the  radius, the more lag it can
cause per horse.
# || We recommend "15" (30b diameter) for servers.
#Range: 5 ~ 40
intakeSearchRadius = 15
```

This says: How far horses will search for food and water. Must be between 5 and 40 (blocks). Default is 15.
This effects how easily horses find accessible food, and choose the best food (further) over available food (nearer). Having a greater search radius is ideal for pasture horses that may not have water sources nearby, however an increased radius can cause lag.

> *Servers or players who experience significant lag should keep this value at default or lower to maximize their performance.*

```
# || Specify in seconds the interval between each poop cycle.
# || We recommend '1800' (30min) for singleplayer, and '2700' (45min) for multiplayer.
#Range: > 1
poopInterval = 1800
```

This says: How often your horses will poop. It must be more than 1. Default is 1800 (30min).
This is in ticks. 20 ticks = 1 second. The higher the number, the less they poop. This time will only pass while the horse is loaded.

```
# || Enable Pee ticking on swem horses? (Default = True = Yes)
peeTick = true
```

This says: Turns on or off the need to pee. Must be True or False. Default is True.
This effects nothing but horse care. If you don't want the habit of cleaning stalls, turn this to False.

```
# || Specify in seconds the interval between each pee cycle.
# || We recommend '1500' (25min) for singleplayer, and '2700' (45min) for multiplayer.
#Range: > 1
peeInterval = 1500
```

This says: How often your horses will pee. It must be more than 1. Default is 930.
This is in ticks. 20 ticks = 1 second. The higher the number, the less they pee. This time will only pass while the horse is loaded.

> *Servers that aim to limit overbreeding or have reproductive 'cycles' should set an extended cooldown period.*

```
# || Specify how many seconds it takes for the foal to growp up?
# || We recommend '1800' (30min) for singleplayer, and '28800' (8hr) for multiplayer.
#Range: > 1
foalAgeInSeconds = 1800
```

This says: How many seconds it takes for a foal to grow up. It must be more than 1. Default is 1800.
1800seconds = 30minutes - this time will only pass while the foal is loaded.

> *Servers that want an extended period of foal care and growth time should extend this according to their needs.*

```
# || Specify how many minutes the Health Booster lasts for?
# || We recommend '600' ~(30mc days) for singleplayer, and '10,000' ~(504mc days / 7irl days) for multiplayer.
#Range: > 1
healthBoosterTime = 600
```

This says: How many minutes a health booster lasts. It must be more than 1. Default is 600.
600 minutes = 10 hours RL or ~30MC days - this time will only pass while the horse is loaded.

Horse Breeding

```
# || Do horses stay in love mode forever? (Default = False = No)
# || If false, horses will only be in love mode for the amount of seconds specified in stallionLoveTime and mareLoveTime.
permanentLoveMode = false
```

This says: This turns on or off love mode being permanent love mode (seeking a partner). Must be True or False. Default is True.

```
# || Specify how many seconds the stallion stays in love mode (Only has an effect if permanentLoveMode is false).
# || We recommend '1800' (30min) for singleplayer, and '28800' (8hr) for multiplayer.
#Range: > 1
stallionLoveTimeInSeconds = 1800
```

This says: How many seconds a stallion will remain in love mode (seeking a partner). It must be more than 1. Default is 1800.
1800seconds = 30minutes - this time will only pass while the horse is loaded. **Overriden if permanent love mode is enabled.**

```
# || Specify how many seconds the mare stays in love mode (Only has an effect if permanentLoveMode is false).
# || We recommend '1800' (30min) for singleplayer, and '28800' (8hr) for multiplayer.
#Range: > 1
mareLoveTimeInSeconds = 1800
```

This says: How many seconds a mare will remain in love mode (seeking a partner). It must be more than 1. Default is 1800.
1800seconds = 30minutes - this time will only pass while the horse is loaded. **Overriden if permanent love mode is enabled.**

```
# || Specify how many seconds it takes for the mare to give birth
# || Set to 1 to disable gestation period, and making the birth instant.
# || We recommend '1800' (30min) for singleplayer, and '28800' (8hr) for multiplayer.
#Range: > 1
mareGestationTimeInSeconds = 1800
```

This says: How many seconds a mare's gestation (pregnancy) lasts. It must be more than 1. Default is 1800.
900seconds = 15minutes - this time will only pass while the horse is loaded.

```
# || Specify how many seconds it takes for the stallion to be able to breed again.
# || We recommend '900' (15min) for singleplayer, and '14400' (4hr) for multiplayer.
#Range: > 1
stallionBreedingCooldownInSeconds = 900
```

This says: How many seconds it takes before a stallion is fertile after breeding. It must be more than 1. Default is 1800.
1800seconds = 30minutes - this time will only pass while the horse is loaded.

```
# || Specify how many seconds it takes for the mare to be able to breed again.
# || We recommend '1800' (30min) for singleplayer, and '28800' (8hr) for multiplayer.
#Range: > 1
mareBreedingCooldownInSeconds = 1800
```

This says: How many seconds it takes before a mare is fertile after birthing. It must be more than 1. Default is 1800.
1800seconds = 30minutes - this time will only pass while the horse is loaded.

```
# || Specify how many times a stallion can breed before it is exhausted.
# || Disable this option by setting it to '0'.
#Range: > 0
maxStallionCovers = 0
```

This says: How many covers a stallion can have before it becomes 'infertile' (capped). It must be more than 0-1+. Default is 0.
0 = no limit.

```
# || Specify how many times a mare can breed before it is exhausted.
# || Disable this option by setting it to '0'.
#Range: > 0
maxMareCovers = 0
```

This says: How many births a mare can have before it becomes 'infertile' (capped). It must be more than 0-1+. Default is 0.
0 = no limit.

```
# || Can the owner geld their own horses? (Default = True = Yes)
# || If false, only op's and people with the permission node (swem.horse.geld) can geld horses.
```

```
⬚ownerCanGeld = true
```

This says: If the owner can geld their horse via command or potion.
Must be True or False. Default is True.

```
⬚# || Specify the chance of a mare giving birth to twins (Default = 1,000 = 0.1%)
⬚# || If the value is higher than 1,000 the odds go down, if the value is lower than 1,000 the odds go up.
⬚#Range: > 1
⬚twinBirthChance = 1000
```

This says: The rarity of a twin foal birth, 1 in # births resulting in twins. It must be more 1. Default is 1000.
1000 = 1 in 1000 births result in twins. The percentage is so low as viable twin births are incredibly rare and risky.

Tack Dependencies

```
⬚# || Is the Bridle slot required before equipping a Blanket? (Default = True = Yes)
⬚needBridle = true
```

This says: This turns on or off the need for the Bridle to equip a Saddle Blanket.
Must be True or False. Default is True.
This feature is only for life-like accuracy. Disabling it does not effect gameplay.

```
⬚# || Is the Blanket slot required before equipping a Saddle? (Default = True = Yes)
⬚needBlanket = true
```

This says: This turns on or off the need for the Saddle Blanket to be placed first before putting the Saddle on.
Must be True or False. Default is True.
This feature is only for life-like accuracy. Disabling it does not effect gameplay.

```
⬚# || Is the Saddle slot required before equipping the Girth Strap,  Breast Collar, and/or Saddlebag? (Default =
True = Yes)
⬚needSaddle = true
```

This says: This turns on or off the need for the Saddle to be placed first before putting the Girth Strap, Breastcollar or Saddlebag on.
Must be True or False. Default is True.
This feature is only for life-like accuracy. Disabling it does not effect gameplay.

> ⬚# || The Rider and Saddle should fall off if there is no Girth Strap equipped. (Default = True = Yes)
>
> ⬚needGirthStrap = true

This says: This turns on or off the need for the Girth Strap to keep the Saddle on.
Must be True or False. Default is True.
This feature is only for life-like accuracy. Disabling it does not effect gameplay.

> ⬚# || Are all Tack slots required before equipping Horse Armor? (Default = True = Yes)
>
> ⬚needAll = true

This says: This turns on or off the need for Horse Armor to require a full (Adventure) Tack Set - all 6 pieces.
Must be True or False. Default is True.
This feature is only for life-like accuracy. Disabling it does not effect gameplay.

> ⬚# || The Bridle is needed to steer the horse. (If disabled, you would still need a saddle). (Default = True = Yes)
>
> ⬚needBridleToSteer = true

This says: This turns on or off the need for the Bridle to steer the horse.
Must be True or False. Default is True.
*Disabling this **does** effect gameplay. If this is False, you will only need a Saddle to command the horse while riding.*

Horse Experience Levels

> ⬚# || Amount of XP required to max a horse's Speed stat.
>
> ⬚# || We recommend '13500' for singleplayer, and '100000' for multiplayer.
>
> ⬚#Range: > 1
>
> ⬚maxSpeedXP = 13500
>
> ⬚# || Amount of XP required to max a horse's Jump stat.
>
> ⬚# || We recommend '13500' for singleplayer, and '100000' for multiplayer.
>
> ⬚#Range: > 1
>
> ⬚maxJumpXP = 13500
>
> ⬚# || Amount of XP required to max a horse's Health stat.
>
> ⬚# || We recommend '13500' for singleplayer, and '100000' for multiplayer.
>
> ⬚#Range: > 1
>
> ⬚maxHealthXP = 13500
>
> ⬚# || Amount of XP required to max a horse's Affinity stat.
>
> ⬚# || We recommend '17000' for singleplayer, and '50000' for multiplayer.
>
> ⬚#Range: > 1
>
> ⬚maxAffinityXP = 17000

This says: How much experience points are required to fully level a skill. Must be greater than 1. Default is 13500 for Speed, Jump and Health, or 17000 for Affinity.
Decrease these values if you would like to spend less time training horses, or increase one/specific/all to spend longer.

> *For multiplayer servers it is highly recommended to increase skills accordingly if the server values commitment to training a horse and/or aims to encourage server competitions being higher prestige the higher a horse's level is.*

> Currently the health skill can only be maxed with XP potions - this feature will be implemented in future.

Server Admin Settings

Settings specifically aimed at Multiplayer servers to help manage or promote survival economies, horse acquisition and population.

```
# || Enable Coat Cycling (via lapis lazuli and redstone)?
# || Do not enable if the server is multiplayer and has an economy.
allowCoatCycling = true
```

This says: Turns on or off the ability to Lapis/Redstone flip through coats. Must be True or False. Default is True.
When disabled, new coats can only be acquired via converting vanilla ponies (if permitted), breeding horses selectively or summon commands.

> *Servers that aim to encourage an economy for horse breeding and sales should disable (set to false) coat cycling.*

```
# || Can Secret Coats be obtained via Secret Items? (Default = True = Yes)
# || Do not enable if the server is multiplayer and has an economy.
allowSecretCoats = true
```

This says: Turns on or off the ability to make secret coats using their special items. Must be True or False. Default is True.
When disabled, secret coats can only be acquired with summon commands and normal conversion items will not work.

> *Servers that intend to restrict all secret coats or for special rewards should disable (set to false) secret coat converting.*

> # || Enable Breeding Tokens? This limits breeding of horses and ponies to Tokens while preventing feed from escalating foal growth time.
>
> # || Enable if the server is multiplayer and has an economy.
>
> tokensBreeding = false

This says: Turns on or off the ability to breed and create SWEM horses normally. Must be True or False. Default is false.

When enabled, SWEM horses can only be bred with breeding tokens or spawned by summon commands. Cantazarite potions will NOT work on vanilla ponies.

> *Servers that aim for all horses to come via sales or rescue (without having to turn off mob spawning to prevent vanilla horses) **or** limit who can breed horses should enable (set to true) breeding tokens. **See also:** Recipe control config for breeding token crafting restrictions HERE.*

> # || Enable the horse's food/water systems to be based off the 24 hour day?
>
> # || This is recommended for servers ONLY.
>
> serverTime = false

This says: Turns on or off needs resetting on a 24hrs (RL) cycle depending on time. Must be True or False. Default is false.

*When enabled, needs will reset at 8AM GMT and be calculated at 9PM GMT each server day **provided the horse is loaded.***

> *Servers that have food/water enabled and enforce care standards should enable this to prevent horses missing many meals or drinks based on MC days while loaded by other players.*

> # || Should xp cost for renaming items in an cantazarite anvil be removed?
>
> removeXpRenameCost = true

This says: Turns on or off cantazarite anvils allowing item renaming at no XP cost. Must be True or False. Default is true.

When enabled, it will be free (requiring no XP levels) to rename items in the cantazarite anvil, permitting players to do harmless functions like set nametags, name tack items, rename their enchanted tools or armor.

Full (Default) Config

Full Default Config 1.18.2 [1.2.8 Food System]

```
# || ========== [Horse Care] ========== ||
[horse_care]
# || Do horses need to eat? (Default = True = Yes)
needFood = true
# || Do horses need to drink? (Default = True = Yes)
needWater = true
# || Enable Poop ticking on swem horses? (Default = True = Yes)
poopTick = true
# || Specify range (radius) that the horses search for food/water. The larger the  radius, the
more lag it can cause per horse.
# || We recommend "15" (30b diameter) for servers.
#Range: 5 ~ 40
intakeSearchRadius = 15
# || Specify in seconds the interval between each poop cycle.
# || We recommend '1800' (30min) for singleplayer, and '2700' (45min) for multiplayer.
#Range: > 1
poopInterval = 1800
# || Enable Pee ticking on swem horses? (Default = True = Yes)
peeTick = true
# || Specify in seconds the interval between each pee cycle.
# || We recommend '1500' (25min) for singleplayer, and '2700' (45min) for multiplayer.
#Range: > 1
peeInterval = 1500
# || Specify how many seconds it takes for the parent to be able to breed again?
# || We recommend '1800' (30min) for singleplayer, and '28800' (8hr) for multiplayer.
#Range: > 1
horseInLoveInSeconds = 1800
# || Specify how many seconds it takes for the foal to growp up?
# || We recommend '1800' (30min) for singleplayer, and '28800' (8hr) for multiplayer.
#Range: > 1
foalAgeInSeconds = 1800
# || Specify how many minutes the Health Booster lasts for?
# || We recommend '600' ~(30mc days) for singleplayer, and '10,000' ~(504mc days / 7irl
days) for multiplayer.
#Range: > 1
healthBoosterTime = 600

# || ========== [Tack Dependencies] ========== ||
[tack_dependencies]
# || Is the Bridle slot required before equipping a Blanket? (Default = True = Yes)
needBridle = true
# || Is the Blanket slot required before equipping a Saddle? (Default = True = Yes)
```

needBlanket = true
# || Is the Saddle slot required before equipping the Girth Strap, Breast Collar, and/or Saddlebag? (Default = True = Yes)
needSaddle = true
# || The Rider and Saddle should fall off if there is no Girth Strap equipped. (Default = True = Yes)
needGirthStrap = true
# || Are all Tack slots required before equipping Horse Armor? (Default = True = Yes)
needAll = true
# || The Bridle is needed to steer the horse. (If disabled, you would still need a saddle). (Default = True = Yes)
needBridleToSteer = true

|| =========== [Horse Experience Levels] =========== ||
[horse_experience_levels]
|| Amount of XP required to max a horse's Speed stat.
|| We recommend '13500' for singleplayer, and '100000' for multiplayer.
#Range: > 1
maxSpeedXP = 13500
# || Amount of XP required to max a horse's Jump stat.
# || We recommend '13500' for singleplayer, and '100000' for multiplayer.
#Range: > 1
maxJumpXP = 13500
# || Amount of XP required to max a horse's Health stat.
# || We recommend '13500' for singleplayer, and '100000' for multiplayer.
#Range: > 1
maxHealthXP = 13500
# || Amount of XP required to max a horse's Affinity stat.
# || We recommend '17000' for singleplayer, and '50000' for multiplayer.
#Range: > 1
maxAffinityXP = 17000

|| =========== [Server Admin] =========== ||
[server_admin]
# || Enable Coat Cycling (via lapis lazuli and redstone)?
# || Do not enable if the server is multiplayer and has an economy.
allowCoatCycling = true
# || Can Secret Coats be obtained via Secret Items? (Default = True = Yes)
# || Do not enable if the server is multiplayer and has an economy.
allowSecretCoats = true
# || Enable Breeding Tokens? This limits breeding of horses to Tokens, prevents feed from escalating foal growth time, and limits use of canatazarite potions.
# || Enable if the server is multiplayer and has an economy.
tokensBreeding = false
# || Enable the horse's food/water systems to be based off the 24 hour day?
# || This is recommended for servers ONLY.

```
serverTime = false
# || Should xp cost for renaming items in an cantazarite anvil be removed?
removeXpRenameCost = true
```

*If you notice changes you don't like but don't know how to undo the changes you made to the Config, shut down the game and replace the config with this default one and the config will be reset. If using an **older release**, delete the config file and relaunch to regenerate it.*

Troubleshooting

"I cannot see the options shown here!"

Check all of the following:

- You are using the correct version of Minecraft for the config you want (e.g., the food options will not be in the 1.16.5 config).
- You are using the latest release of the mod for your version of Minecraft - these values represent configs for the very latest release!

If you have confirmed the above and still do not have the options listed here you will need to reload your config file.

1. Close your world if you are currently in it
2. Go to your server config file for that **specific** world - how to get there is shown at the top of this page
3. Open the file and make note of any values you have set **if** you have adjusted it before (if not, there is no need)
4. Delete the **swem-server.toml** file
5. Load into your Minecraft world to regenerate the config
6. The newly generated config file should be a fresh default config
7. Adjust and settings you need, save the file and reload into your world again to apply the changes!

Changelog

1.18.2 [1.4.0 - Gender Update]

```
# || =========== [Horse Care] =========== ||
[horse_care]
# || Do horses need to eat? (Default = True = Yes)
```

needFood = true
# || Do horses need to drink? (Default = True = Yes)
needWater = true
# || Enable Poop ticking on swem horses? (Default = True = Yes)
poopTick = true
# || Specify range (radius) that the horses search for food/water. The larger the radius, the more lag it can cause per horse.
# || We recommend "15" (30b diameter) for servers.
#Range: 5 ~ 40
intakeSearchRadius = 15
# || Specify in seconds the interval between each poop cycle.
# || We recommend '1800' (30min) for singleplayer, and '2700' (45min) for multiplayer.
#Range: > 1
poopInterval = 1800
# || Enable Pee ticking on swem horses? (Default = True = Yes)
peeTick = true
# || Specify in seconds the interval between each pee cycle.
# || We recommend '1500' (25min) for singleplayer, and '2700' (45min) for multiplayer.
#Range: > 1
peeInterval = 1500
# || Specify how many seconds it takes for the foal to growp up?
# || We recommend '1800' (30min) for singleplayer, and '28800' (8hr) for multiplayer.
#Range: > 1
foalAgeInSeconds = 1800
# || Specify how many minutes the Health Booster lasts for?
# || We recommend '600' ~(30mc days) for singleplayer, and '10,000' ~(504mc days / 7irl days) for multiplayer.
#Range: > 1
healthBoosterTime = 600

|| =========== [Horse Breeding] =========== ||
[horse_breeding]
#
# || Do horses stay in love mode forever? (Default = False = No)
# || If false, horses will only be in love mode for the amount of seconds specified in stallionLoveTime and mareLoveTime.
permanentLoveMode = false
#
|| Specify how many seconds the stallion stays in love mode (Only has an effect if permanentLoveMode is false).
|| We recommend '1800' (30min) for singleplayer, and '28800' (8hr) for multiplayer.
#Range: > 1
stallionLoveTimeInSeconds = 1800
#
|| Specify how many seconds the mare stays in love mode (Only has an effect if permanentLoveMode is false).

```
# || We recommend '1800' (30min) for singleplayer, and '28800' (8hr) for multiplayer.
#Range: > 1
mareLoveTimeInSeconds = 1800
#
# || Specify how many seconds it takes for the mare to give birth
# || Set to 1 to disable gestation period, and making the birth instant.
# || We recommend '1800' (30min) for singleplayer, and '28800' (8hr) for multiplayer.
#Range: > 1
mareGestationTimeInSeconds = 1800
#
# || Specify how many seconds it takes for the stallion to be able to breed again.
# || We recommend '900' (15min) for singleplayer, and '14400' (4hr) for multiplayer.
#Range: > 1
stallionBreedingCooldownInSeconds = 900
#
# || Specify how many seconds it takes for the mare to be able to breed again.
# || We recommend '1800' (30min) for singleplayer, and '28800' (8hr) for multiplayer.
#Range: > 1
mareBreedingCooldownInSeconds = 1800
#
# || Specify how many times a stallion can breed before it is exhausted.
# || Disable this option by setting it to '0'.
#Range: > 0
maxStallionCovers = 0
#
# || Specify how many times a mare can breed before it is exhausted.
# || Disable this option by setting it to '0'.
#Range: > 0
maxMareCovers = 0
#
# || Can the owner geld their own horses? (Default = True = Yes)
# || If false, only op's and people with the permission node (swem.horse.geld) can geld horses.
ownerCanGeld = true
#
# || Specify the chance of a mare giving birth to twins (Default = 1,000 = 0.1%)
# || If the value is higher than 1,000 the odds go down, if the value is lower than 1,000 the
odds go up.
#Range: > 1
twinBirthChance = 1000

# || =========== [Tack Dependencies] =========== ||
[tack_dependencies]
# || Is the Bridle slot required before equipping a Blanket? (Default = True = Yes)
needBridle = true
# || Is the Blanket slot required before equipping a Saddle? (Default = True = Yes)
needBlanket = true
```

# || Is the Saddle slot required before equipping the Girth Strap, Breast Collar, and/or Saddlebag? (Default = True = Yes)
needSaddle = true
# || The Rider and Saddle should fall off if there is no Girth Strap equipped. (Default = True = Yes)
needGirthStrap = true
# || Are all Tack slots required before equipping Horse Armor? (Default = True = Yes)
needAll = true
# || The Bridle is needed to steer the horse. (If disabled, you would still need a saddle). (Default = True = Yes)
needBridleToSteer = true

|| =========== [Horse Experience Levels] =========== ||
[horse_experience_levels]
|| Amount of XP required to max a horse's Speed stat.
|| We recommend '13500' for singleplayer, and '100000' for multiplayer.
#Range: > 1
maxSpeedXP = 13500
# || Amount of XP required to max a horse's Jump stat.
# || We recommend '13500' for singleplayer, and '100000' for multiplayer.
#Range: > 1
maxJumpXP = 13500
# || Amount of XP required to max a horse's Health stat.
# || We recommend '13500' for singleplayer, and '100000' for multiplayer.
#Range: > 1
maxHealthXP = 13500
# || Amount of XP required to max a horse's Affinity stat.
# || We recommend '17000' for singleplayer, and '50000' for multiplayer.
#Range: > 1
maxAffinityXP = 17000

|| =========== [Server Admin] =========== ||
[server_admin]
# || Enable Coat Cycling (via lapis lazuli and redstone)?
# || Do not enable if the server is multiplayer and has an economy.
allowCoatCycling = true
# || Can Secret Coats be obtained via Secret Items? (Default = True = Yes)
# || Do not enable if the server is multiplayer and has an economy.
allowSecretCoats = true
# || Enable Breeding Tokens? This limits breeding of horses to Tokens, prevents feed from escalating foal growth time, and limits use of canatazarite potions.
# || Enable if the server is multiplayer and has an economy.
tokensBreeding = false
# || Enable the horse's food/water systems to be based off the 24 hour day?
# || This is recommended for servers ONLY.
serverTime = false

```
# || Should xp cost for renaming items in an cantazarite anvil be removed?
removeXpRenameCost = true
# || Should the perks provided by the Amethyst Armor (excluding Amethyst Riding Boots) be
disabled?
disableAmethystPerks = false
# || List of coats ids that should not be obtainable
# || Example: [0, 25, 29, 82]
blacklistedCoatIds = []
```

1.18.2 [1.3.0 - Food System]

> This is not a complete list of version changes / fixes. It is a changelog of relevant wiki-related version information.

MC Version	Release	Notes
1.18.2	1.18.2-1.3.0-12	Added config for booster shot duration.
	1.18.2-1.3.0-x (?)	Added config for 24hr feed system (re-implemented for new food/water system)
	1.18.2-1.3.0	Added config for renaming items costing XP in cantazarite anvil.
	1.18.2-1.2.7	Added search radius (blocks) configurable value for food and water.
		Removed hunger and thirst tick value - now dependent on time of day.
		Removed 24hr feed system - not currently possible with new food system.
	1.18.2-5.3.22.2	Added server admin configurables for secret coats and breeding tokens.
		Added saddlebag and breastcollar to saddle configurable.
		Reorganised config template to be more logical in sections and added helpful explanations for various configurable values.

Full Default Config 1.18.2 [1.0.0 Pre Food System]

```
# || =========== [Horse Care] =========== ||
[horse_care]
# || Enable Food need ticking on swem horses? (Default = True = Yes)
foodTick = true
# || Enable Water need ticking on swem horses? (Default = True = Yes)
waterTick = true
# || Make hunger thirst system base on IRL days? ONLY recommended for hyper-realistic
servers.
multiPlayerHungerThirst = false
# || Enable Poop ticking on swem horses? (Default = True = Yes)
poopTick = true
# || Specify in seconds the interval between each poop cycle.
# || We recommend '1800' (30min) for singleplayer, and '2700' (45min) for multiplayer.
#Range: > 1
poopInterval = 960
# || Enable Pee ticking on swem horses? (Default = True = Yes)
peeTick = true
# || Specify in seconds the interval between each pee cycle.
# || We recommend '1800' (30min) for singleplayer, and '2700' (45min) for multiplayer.
#Range: > 1
peeInterval = 930
# || Specify how many seconds it takes for the parent to be able to breed again?
# || We recommend '1800' (30min) for singleplayer, and '28800' (8hr) for multiplayer.
#Range: > 1
horseInLoveInSeconds = 1800
# || Specify how many seconds it takes for the foal to growp up?
# || We recommend '1800' (30min) for singleplayer, and '28800' (8hr) for multiplayer.
#Range: > 1
foalAgeInSeconds = 1800

# || =========== [Tack Dependencies] =========== ||
[tack_dependencies]
# || Is the Bridle slot required before equipping a Blanket? (Default = True = Yes)
needBridle = true
# || Is the Blanket slot required before equipping a Saddle? (Default = True = Yes)
needBlanket = true
# || Is the Saddle slot required before equipping the Girth Strap,  Breast Collar, and/or
Saddlebag? (Default = True = Yes)
needSaddle = true
# || The Rider and Saddle should fall off if there is no Girth Strap equipped. (Default = True =
Yes)
needGirthStrap = true
```

# || Are all Tack slots required before equipping Horse Armor? (Default = True = Yes)
needAll = true
# || The Bridle is needed to steer the horse. (If disabled, you would still need a saddle). (Default = True = Yes)
needBridleToSteer = true

|| =========== [Horse Experience Levels] =========== ||
[horse_experience_levels]
|| Amount of XP required to max a horse's Speed stat.
|| We recommend '13500' for singleplayer, and '100000' for multiplayer.
#Range: > 1
maxSpeedXP = 13500
# || Amount of XP required to max a horse's Jump stat.
# || We recommend '13500' for singleplayer, and '100000' for multiplayer.
#Range: > 1
maxJumpXP = 13500
# || Amount of XP required to max a horse's Health stat.
# || We recommend '13500' for singleplayer, and '100000' for multiplayer.
#Range: > 1
maxHealthXP = 13500
# || Amount of XP required to max a horse's Affinity stat.
# || We recommend '17000' for singleplayer, and '50000' for multiplayer.
#Range: > 1
maxAffinityXP = 17000

|| =========== [Server Admin] =========== ||
[server_admin]
# || Enable Coat Cycling (via lapis lazuli and redstone)?
# || Do not enable if the server is multiplayer and has an economy.
allowCoatCycling = true
# || Can Secret Coats be obtained via Secret Items? (Default = True = Yes)
# || Do not enable if the server is multiplayer and has an economy.
allowSecretCoats = true
# || Enable Breeding Tokens? This limits breeding of horses and ponies to Tokens while preventing feed from escalating foal growth time.
# || Enable if the server is multiplayer and has an economy.
tokensBreeding = false

Full Default Config 1.16.5

[Config]
    #Enable Lapis Lazuli coat cycling?
    lapisCycle = true

```
#Specify in seconds the interval between each poop cycle.
#Range: > 1
poopInterval = 960
#Specify in seconds the interval between each pee cycle.
#Range: > 1
peeInterval = 930
#Enable Food need ticking on swem horses?
foodTick = true
#Enable Pee ticking on swem horses?
peeTick = true
#Enable Water need ticking on swem horses?
waterTick = true
#Make hunger thirst system base on IRL days? (Preferred option for servers.)
multiPlayerHungerThirst = true
#Specify how many seconds it takes for the foal to growp up? (Default is 1800 seconds = 30
minutes)
#Range: > 1
foalAgeInSeconds = 1800
#Specify how many seconds it takes for the parent to be able to breed again? (Default is
1800 seconds = 30 minutes)
#Range: > 1
horseInLoveInSeconds = 1800
#Enable Poop ticking on swem horses?
poopTick = true

[Config."Tack Dependencies"]
    #Enable/Disable the halter, being needed for any other tack.
    HalterDependency = true
    #Enable/Disable the need of a blanket, before saddling up.
    NeedBlanket = true
    #Enable/Disable the rider falling off the horse, in case there is no girth strap equipped.
    RiderFallingOff = true
    #Enable/Disable the need of a bridle in order to steer, the horse. (If disabled, you would
still need a saddle.)
    NeedBridleToSteer = true
    #Enable/Disable the need of putting the saddle on, before you can put a girth strap on.
    NeedSaddleForGirthStrap = true
```

SWEM Commands

To use commands listed below, the following crtieria must be met:

- Commands (cheats) enabled
- User holds key(s) for specific commands.

Basic Commands

These are commands that are accessible to all players by default.

CHANGE OWNERSHIP

> Transfer ownership must be used while riding a horse to have an effect. Only the owner can run this command.

Command	Version	Description
/swem horse transfer <playername>	1.16+	Transfer a horse to a player (new owner).

/swem horse transfer <playername>   Transfer a horse to another player (new owner).

ADD OR REMOVE TRUSTED PLAYERS
This command 'whitelists' player(s) to ride and interact with a horse that is set to Trusted only.

> Trusted player commands must be used while riding a horse to have an effect. Only the owner or OP can run this command.

Command	Version	Description
/swem horse addfriend <playername>	1.16+	Add a player to the horse's trusted list.
/swem horse removefriend <playername>	1.16+	Remove a player from the horse's trusted list.

LIST OWNED
This command is intended for servers that enforce a horse ownership limit.

Command	Version	Description
/swem horse owned list <playername>	1.18+	Displays the total # and names (if named) of owned horses.
/swem horse owned search <limit>	1.18+	Displays a list of any players that **exceed** the stated # owned horses.

TACK RENDERING

This command sets tack to invisible, or re-renders already invisible tack.

It is used to simulate 'bareback' riding or 'wild' horses (invisible rider). Server-side, so changes can be seen by all players.

> Tack render commands must be used while riding a horse to have an effect.

Command	Version	Description
/swem render bridle	1.16+	Toggle visibility of the bridle tack slot.
/swem render blanket	1.16+	Toggle visibility of the blanket tack slot.
/swem render saddle	1.16+	Toggle visibility of the saddle tack slot.
/swem render girth_strap	1.16+	Toggle visibility of the girth strap tack slot.
/swem render all	1.16+	Toggle visibility of all core tack slots.

> Additional tack slots such as leg wraps are not included as they are not required to ride a horse (cosmetic only).

RRP COMMANDS

These commands trigger a single or looped animation to support photos and videos for players and content creators.

This occurs server-side, so triggered animations will be seen by all players **unless** it is a custom animation (pack required).

Looped animations (∞) play continuously until the command is repeated, all others will play one time then stop.

Single animations triggered during a looped animation will play once, then return to the original looped animation.

Animations are visual only and will not have any effects such as damage from bucking or biting.

> RRP commands must be used while riding a horse to have an effect.

Command	Version	Description
/swem rrp bite	1.18+	Horse will lunge forward into a bite once.
/swem rrp buck	1.18+	Horse will buck once (as with taming).
/swem rrp eat	1.16+	∞ Horse will lower their head into a looped grazing animation.
/swem rrp kick	1.16+	Horse will kick out with one rear leg.
/swem rrp lay	1.16+	∞ Horse will lower themselves to the ground (player floats if riding)
/swem rrp rear	1.16+	Horse will rear once.
/swem rrp sad	1.16+	Horse will lower it's head (sad or sick) and use sad walk animations.
/swem rrp stomp	1.18+	Horse will half-rear, lunging forward to stomp their front hooves.
/swem rrp anim StatueBuck	1.20+	Horse will freeze in a bucking statue pose (no idles).
/swem rrp anim StatueCanter	1.20+	Horse will freeze in a canter statue pose (no idles).
/swem rrp anim StatueFloat	1.20+	Horse will freeze in a flying statue pose (no idles).
/swem rrp anim StatueGallop	1.20+	Horse will freeze in a gallop statue pose (no idles).
/swem rrp anim StatueGallop 2	1.20+	Horse will freeze in a gallop (v2) statue pose (no idles).
/swem rrp anim StatueLaunch	1.20+	Horse will freeze in a leaping into flight statue pose (no idles).
/swem rrp anim StatueLaying Down	1.20+	Horse will freeze in a lying statue pose (no idles).
/swem rrp anim StatuePiaffe	1.20+	Horse will freeze in a dressage piaffe statue pose (no idles).
/swem rrp anim StatueRear	1.20+	Horse will freeze in a rearing statue pose (no idles).
/swem rrp anim StatueSit	1.20+	Horse will freeze in a sitting statue pose (no idles).
/swem rrp anim StatueStandIdle	1.20+	Horse will freeze in a standing statue pose (no idles).
/swem rrp anim StatueTrot	1.20+	Horse will freeze in a trotting statue pose (no idles).
/swem rrp anim StatueWalk	1.20+	Horse will freeze in a walking statue pose (no idles).

| `/swem rrp anim <animation name>` | **1.20+** | Horse will play the selected animation on loop. |

> This command supports custom animations added via resource pack.

> Triggered anims may not visually work with riders - not all animations have a player animation (lying down etc).

[EXPAND] Full List Of Default Animations

Bite
Buck
Canter
Dive
EatingHalfHeight
EatingLoop
ExtendedCanter
FloatDown
Flutter
Gallop
GettingUp
GoingUp
HalfHeightLeanIn
HalfHeightLeanOut
JumpLvl1
JumpLvl2
JumpLvl3
JumpLvl4
JumpLvl5
Kick
Launch
LayingDown
LayingDownAsleepIdle
LayingDownLoop
LeanIn
LeanOut
Rear
SadStandIdle
SadWalk
Scratch
Shake
SleepingIn
SleepingOut
SlowDown

SpeedUp
StandIdle
StatueBuck
StatueCanter
StatueFloat
StatueGallop
StatueGallop 2
StatueLaunch
StatueLaying Down
StatuePiaffe
StatueRear
StatueSit
StatueStandIdle
StatueTrot
StatueWalk
Stomp
Swim
TailSwish
Trot
TurnLeft
TurnLeftCycle
TurnRight
TurnRightCycle
Walk
WalkingBackwards

RESOURCES

Command	Version	Description
`/swem wiki`	**1.20+**	Provides a link to this Wiki in chat (client side).

Breeding Commands (1.18.2-1.4.0+)

If configured on **servers**, these commands will only be usable by OPs or with relevant permissions (if enabled).

> Breeding commands must be used while riding a horse to have an effect.

Command	Version	Description

`/swem horse breeding advance`	1.18		Advance a mare's pregnancy to just before birth is due.
`/swem horse breeding change`	1.18		Change a Stallion or Gelding ⇔ Mare
	1.20		Change a Stallion ⇔ Mare `or` Gelding ⇔ Infertile Mare
`/swem horse breeding geld`	1.18		Change a Stallion → Gelding
`/swem horse breeding fertile`	1.20		Change a Gelding → Stallion `or` Infertile Mare → Mare (fertile)
`/swem horse breeding infertile`	1.20		Change a Stallion → Gelding `or` Mare → Infertile Mare
`/swem horse breeding reset cooldown`	1.18+		Reset the breeding cooldown timer to 0.
`/swem horse breeding reset pregnancy`	1.18+		Reset a pregnancy (set to not pregnant).

Summon & Modify Commands

If configured on **servers**, these commands will only be usable by TBC .

> Minecraft /summon command will only summon default (white) horses as of 1.20.1-1.5.0+, use /swem summon instead!

Command	Version	Description
`/swem summon LEGACY <id:coat>`	1.20 1.5	Summon a untamed horse with a specific coat or custom coat.
`/swem summon random LEGACY`	1.20 1.5	Summon an untamed horse with a random coat or custom coat.

> Random coats can only select from non-secret, non-blacklisted default coats or custom coats with `lapis_cyclable: true`

`/swem set coat <id:coat>`	1.20 1.5	Set the horse to use a specific coat or custom coat.

Minecraft Command	Version	Description
`/summon swem:swem_horse`	1.16-18	Summon an untamed horse with a random coat.
`/summon swem:swem_horse ~ ~ ~ {HorseVariant:#}`	1.16-18	Summon an untamed horse with a specific coat variant #.

/summon swem:swem_horse ~ ~ ~ {NoAI:1}	**1.16-18**	Summon an untamed horse with no AI*.
/summon swem:wormieboi	**1.16+**	Summon a worm on a string.
/summon swem:swem_poop	**1.16+**	Summon a horse poop.
/data merge entity @e[type=swem:swem_horse,limit=1,sort=nearest] {HorseVariant:#}	**1.16-18**	Set the nearest horse to use a specific <u>coat</u> variant #.
/data merge entity @e[type=swem:swem_horse,limit=1,sort=nearest] {NoAI:1}	**1.16+**	Modify the nearest horse to have no AI*.
/data merge entity @e[type=swem:swem_horse,limit=1,sort=nearest] {NoAI:0}	**1.16+**	Modify the nearest horse to have AI*.

> * No AI Horses still have needs, can be ridden and led but will not move when unmounted except for idle animations.

> No AI Horses can be returned to normal using a data merge command without being killed + replaced.

Filming Commands

These commands will only be usable to players with the <u>Film key</u> unless disabled in serverconfig (1.20+).

> Wild mode and Max Gallop commands must be used while riding a horse to have an effect.

> **MULTIPLAYER** Wild mode is not recommended for SMPs - it sets max affinity, provides free tack and adjusts gallop limit.

WILD MODE `THIS DOES NOT ACTUALLY MAKE HORSES "WILD"`
This command sets horses to a specific skill level and tack setup intended for **quick filming-ready horses.**

- Instantly tames a horse if it is currently untamed
- Instantly tacks a horse with gray western tack
- Set all tack items invisible
- Set Jump level to 1 to limit max speed for filming
- Set Jump level to 1
- Set Affinity level to 12 (max) to reduce refusals

`WILD MODE CANNOT BE REVERSED`

- Tack visibility is temporary - it will re-render on relog or restart and can be rendered via commands.
- Skills changes are permanent unless retrained or adjusted via commands. **Do not use on personal horses!**
- This command has no effect on riders - it will not make them invisible!

Command	Version	Description
/swem rrp wild	**1.16+**	Set a horse's tack and skills to filming 'wild' mode.
/swem rrp maxgallop	**1.18+**	Reset the gallop cooldown and set max gallop time to 120 seconds.

Moderator Commands

These commands will only be usable to players with the Mod key unless disabled in serverconfig (1.20+).

> Commands requiring a [playername] specified will need to be run while the intended player is online to work.

Command	Version	Description
/swem horse owned list <playername>	**1.18+**	Displays the total # and names (if named) of owned horses.
/swem horse owned search <limit>	**1.18+**	Displays a list of any players that **exceed** the stated # owned horses.
/swem horse tame	**1.18+**	Instantly tame a nearby or ridden (wild) horse.
/swem horse tackup	**1.18+**	Instantly tackup a ridden horse with white Western tack.
/swem horse addfriend <playername>	**1.18+**	Add a player to a horse's trusted list (even if not the owner).
/swem horse removefriend <playername>	**1.18+**	Remove a player from a horse's trusted list (even if not the owner).
/swem horse transfer <playername>	**1.18+**	Transfer a horse to another player (even if not the owner).
/swem set allNeeds <1-5>	**1.18+**	Set horse needs value (health, hunger, thirst) [1-5] 1 Min - 5 Max

`/swem set health <1-5>`	1.18+	Set horse health value [1-5] `HP:` 6 / 10 / 20 / 30 / 40)
`/swem set hunger <1-5>`	1.18+	Set horse hunger state [1-5] `1` Starving - `5` Fully Fed
`/swem set thirst <1-5>`	1.18+	Set horse thirst state [1-5] `1` Exsiccosis - `5` Quenched

Admin Commands

These commands will only be usable to players with the Admin key unless disabled in serverconfig (1.20+).

> Set level commands must be used while riding a horse to have an effect.

Command	Version	Description
`/swem set level affinity <1-12>`	1.18+	Set the affinity skill [1-12]
`/swem set level health <1-5>`	1.18+	Set the health skill [1-5]
`/swem set level jump <1-5>`	1.18+	Set the jump skill [1-5]
`/swem set level speed <1-5>`	1.18+	Set the speed skill [1-5]
`/swem set level all <1-12>`	1.18+	Set all skills [1-12] Choosing 12 will max all skills fully.
`/swem set coat <id:coat>`	1.20+	Set the horse to use a specific coat or custom coat.

Assigning Keys

> Keys do NOT stack - you need all the keys relevant to the desired keys (ie Admin does not inherit the commands of Mod).

As shown in the above sections, some SWEM commands are linked to a role 'key' to prevent misuse of some non-survival friendly commands on servers. Please read the below information carefully:

- **Singleplayer (SP):** All keys can be assigned via the `/swem key assign` command.
- **Multiplayer (MP):** Admin keys must be assigned via **console** access only.
- **MP (Essentials):** Admin keys must be assigned **prior** to opening the world to other players.
- Players with the admin key can assign film and mod keys to other users without requiring OP.

Command	Version	Description
`/swem key assign <playername> swem:film`	**1.18+**	Give a player the film key.
`/swem key assign <playername> swem:mod`	**1.18+**	Give a player the mod key
`/swem key assign <playername> swem:admin`	**1.18+**	Give a player the admin key. **MP:** Must assign via server console.
`/swem key revoke <playername> swem:film`	**1.18+**	Remove the film key from a player. **MP:** Requires Admin+ Key
`/swem key revoke <playername> swem:mod`	**1.18+**	Remove the mod key from a player. **MP:** Requires Admin+ Key
`/swem key revoke <playername> swem:admin`	**1.18+**	Remove the admin key from a player.
`/swem key list`	**1.18+**	List the currently held keys (current player).

Other

Change Ownership
This vanilla command should no longer be needed in 1.18 with OP overrides to horse ownership (when set to none/trusted only) but it is noted in case of any issue with accessing a restricted horse.

`/data modify entity @e[type=swem:swem_horse,sort=nearest,limit=1] Owner set value PLAYERSFULLUUIDHERE`

1. Stand near the target horse - move away any other nearby SWEM horses (to not accidentally edit their data instead)
2. Find the UUID of a (OP) player, you can get it on a website like MCUUID, and edit the command
3. Run the command. You can change the horse to All, mount it and use the normal transfer command

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!

- **[-]** Keys override OP access and cannot be circumvented to set custom role permissions via permission plugins.

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	1.20.1-1.4.0	Removed geld command for fertile/infertile command (either gender).
1.18.2	1.18.2-1.4.0	Added /swem horse breeding commands for 1.4.0 Gender update.
	1.18.2-1.3.0-15	Added /swem horse owner [player] command to list owned + named horses.
	1.18.2-1.2.2	Added /swem horse set commands for needs (part of new feed/water system)
	1.18.2-1.0.0	Added render command for all (render or unrender all tack).
		Added RRP commands for shake, scratch, buck, bit and stomp idles/animations.
		Merged the /swem horse setgalloptime and /swem horse resetgallop commands
		Changed /swem setlevel command to /swem set
		Changed /dev tackup and /dev tame to /swem horse category.

Recipe Config

The SWEM common config adds an installation-specific configurable settings for recipes of items that servers or players might want to restrict access to.

MultiMC: Instance > Config Folder (Right Sidebar) > swem-recipe-control
CurseForge: Profile > ... (next to play) > Open Folder > config > swem-recipe-control
Forge (Windows): `[user]/AppData/Roaming/.minecraft/config/swem-recipe-control.toml`
Forge (Mac): `~/Library/Application Support/minecraft/config/swem-recipe-control.toml`

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

Configs Explained

General
Config: Short for configuration, which means to change something to your preference.
Default: Means the one that is preset. If at any time you need to reset, the default config is always okay to return to.
Lines: Configs are read by the computer in lines, like programming code. The lines staying the way they are is very important.
#: Means everything in that line of the config will not be read by the computer. Changes made here will effect nothing.

Remember the primary rule for configs: Do not change ANY text that is not clearly written as a change like true/false, numbers, and lists. These changeable things will be clearly defined and look like test questions.

Obtaining

> ⬜# || How is Amethyst Weapons and Armor (Player) obtained? 1 = Survival Crafting, 2 = Creative Menu, 3 = /give
>
> ⬜#Range: 1 ~ 3

```
obtainAmethystGear = 1
```

This says: How can players obtain Amethyst Armor or Weapons? Must be 1, 2 or 3. Default is 1 (crafting).
Survival singleplayer users can leave this at 1 if they want to craft Amethyst armor/weapons and will not have access to creative or commands.

> *Servers that want to restrict access to Amethyst Armor for approved users or 'remove' it entirely should limit it to 2 or 3 depending on whether they permit non-staff users creative access. Useful for realistic servers where this armor may be OP.*

```
# || How are Rosettes obtained? 1 = Survival Crafting, 2 = Creative Menu, 3 = /give
#Range: 1 ~ 3
obtainRosettes = 1
```

This says: How can players obtain **basic tier** Rosettes? Must be 1, 2 or 3. Default is 1 (crafting).
Survival singleplayer users can leave this at 1 if they want to craft simple rosettes and will not have access to creative or commands.

> *Servers that want to restrict access to rosettes for recognized/approved events **only** should limit it to 2 or 3 depending on whether they permit non-staff users creative access.*

```
# || How are Two Tailed Ribbons obtained? 1 = Survival Crafting, 2 = Creative Menu, 3 = /give
#Range: 1 ~ 3
obtainTwoTailedRibbons = 2
```

```
# || How are Three Tailed Ribbons obtained? 1 = Survival Crafting, 2 = Creative Menu, 3 = /give
#Range: 1 ~ 3
obtainThreeTailedRibbons = 2
```

```
# || How are Champion and Reserve Champion Ribbons obtained? 1 = Survival Crafting, 2 = Creative Menu, 3 = /give
#Range: 1 ~ 3
obtainChampionshipRibbons = 2
```

```
# || How are Plaques obtained? 1 = Survival Crafting, 2 = Creative Menu, 3 = /give
#Range: 1 ~ 3
obtainPlaques = 2
```

```
# || How are Trophies obtained? 1 = Survival Crafting, 2 = Creative Menu, 3 = /give
#Range: 1 ~ 3
obtainTrophies = 2
```

This says: How can players obtain (various) Rosettes or Awards? Must be 1, 2 or 3. Default is 2 (creative or commands only).
Survival singleplayer users can change this to 1 if they want to craft rosettes etc and will not have access to creative or commands.

> *Servers that want to restrict access to rosettes for recognized/approved events **only** should limit it to 2 or 3 depending on whether they permit non-staff users creative access.*

```
# || How are Breeding Tokens obtained? 1 = Survival Crafting, 2 = Creative Menu, 3 = /give
#Range: 1 ~ 3
obtainTokensBreeding = 3
```

This says: How can players obtain breeding tokens? Must be 1, 2 or 3. Default is 3 (commands only).

This only needs to be changed if the Server Config has breeding tokens set to true (enabled). If disabled, horses can be bred normally with sweet feed and do not require breeding tokens.

> *Servers that want to restrict breeding to approved players or sell tokens to users as part of an economy should set breeding tokens to true in Server Config - and limit recipe to 2 or 3 depending on whether non-staff users are permitted creative access.*

```
# || How are Boosters obtained? 1 = Survival Crafting, 2 = Creative Menu, 3 = /give
#Range: 1 ~ 3
obtainBoosters = 1
```

This says: How can players obtain booster shots? Must be 1, 2 or 3. Default is 1 (crafting).
Survival singleplayer users can leave this at 1 if they want to craft booster shots and will not have access to creative or commands.

> *Servers that want to offer health boosting or offer veterinary treatment as part of a restricted job role or service should limit it to 2 or 3 depending on whether they permit non-staff users creative access.*

Full (Default) Config

Full Default Config 1.18.2

```
# || =========== [Obtaining] =========== ||
[obtaining]
# || How is Amethyst Weapons and Armor (Player) obtained? 1 = Survival Crafting, 2 = Creative
Menu, 3 = /give
#Range: 1 ~ 3
obtainAmethystGear = 1
# || How are Rosettes obtained? 1 = Survival Crafting, 2 = Creative Menu, 3 = /give
#Range: 1 ~ 3
obtainRosettes = 1
# || How are Two Tailed Ribbons obtained? 1 = Survival Crafting, 2 = Creative Menu, 3 = /give
#Range: 1 ~ 3
obtainTwoTailedRibbons = 2
# || How are Three Tailed Ribbons obtained? 1 = Survival Crafting, 2 = Creative Menu, 3 =
/give
#Range: 1 ~ 3
obtainThreeTailedRibbons = 2
# || How are Champion and Reserve Champion Ribbons obtained? 1 = Survival Crafting, 2 =
Creative Menu, 3 = /give
#Range: 1 ~ 3
obtainChampionshipRibbons = 2
# || How are Plaques obtained? 1 = Survival Crafting, 2 = Creative Menu, 3 = /give
#Range: 1 ~ 3
obtainPlaques = 2
# || How are Trophies obtained? 1 = Survival Crafting, 2 = Creative Menu, 3 = /give
#Range: 1 ~ 3
obtainTrophies = 2
# || How are Breeding Tokens obtained? 1 = Survival Crafting, 2 = Creative Menu, 3 = /give
#Range: 1 ~ 3
obtainTokensBreeding = 3
# || How are Boosters obtained? 1 = Survival Crafting, 2 = Creative Menu, 3 = /give
#Range: 1 ~ 3
obtainBoosters = 1
```

*If you notice changes you don't like but don't know how to undo the changes you made to the Config, shut down the game and replace the config with this default one and the config will be reset. If using an **older release**, delete the config file and relaunch to regenerate it.*

Changelog

View Changes

> This is not a complete list of version changes / fixes. It is a changelog of relevant wiki-related version information.

MC Version	Release	Notes
	1.18.2-1.3.0-12	Added config to adjust booster shot crafting.
1.18.2	1.18.2-1.0.0	Implemented recipe enable / disable config for newly added features (awards & tokens).

Horse Data

The Horse Data file (1.18.2+) adds information on horses within the world and allows players or servers to reference information that would otherwise be inaccessible outside of code or NBT explorers / editors.

MultiMC: Instance > Minecraft Folder (Right Sidebar) > Saves > [World Name] > Serverconfig > swem > horsedata.json
CurseForge: Profile > ... (next to play) > Open Folder > Saves > [World Name] > Serverconfig > swem > horsedata.json
Forge (Windows): `[user]/AppData/Roaming/.minecraft/saves/[world name]/serverconfig/swem/horsedata.json`
Forge (Mac): `~/Library/Application Support/minecraft/saves/[world name]/serverconfig/swem/horsedata.json`
Servers: World > Serverconfig > swem > horsedata.json

Horse Data Explained

> Horse Data is **only** a reference source and cannot be changed to adjust entity data or remove entities in game!

Horse Data can be opened via a text editor (ie Notepad) and provides the following information:

Data	Definition
Horse ID	The horse's unique identifier (UUID)
Horse name	Nametagged name or 'SWEM Horse' if N/A
Owner ID	The current owner's unique identifier (UUID)
Owner Name	The name of the current owner as displayed in the horse GUI
Dimension	The dimension they were in (on last info save)
Position	The X, Y and Z coordinates they were at (on last info save)
'Is Dead'	The status of a horse as either alive (false) or deceased (true)
Inventory Data	The data of tack slots (air = no item in slot)
Progression Data	The data of skill levels and training
	Jump / Speed / Affinity default = 0 (level 1), health = 1 (level 1)
	Days 'swiped' = Uses of desensitization items

Desensitization items = ??

> Data is saved routinely and may not reflect changes to information (ie location) post-save. SP worlds require a save / exit to update the data file, whereas servers can usually access info accurate to within a few minutes without a shutdown.

Uses

The horse data has many potential uses - even as a reference only source:

- Find information on current horses in the world, search by specifics such as name / owner ID.
- Moderation: Investigate potential misuse of exploits or rule breaking involving SWEM horses.
- Management: Search by owner to ensure adherence to ownership limits. (See below)
- Management: Facilitate resolving issues (bugs etc) by being able to reinstate evidenced stats or data.
- Resurrection: Reference a deceased horse's last known stats to offer 'resurrection'. (See below)
- Relocation: Find the last known location of a horse to find missing entities or narrow search radius. (See below)

Horse Ownership

World Owners (SP) or Server staff with console access (MP) can of course search (Ctrl+F) for an owner's UUID in horse data and determine currently owned horses - alive or deceased - and information such as location and stats. This may provide useful for servers in moderation where imposed restrictions on number of owned horses exists and there is concern for misuse.

However, horse data and the horse owner data entry offers the most significant feature built into the game; searching by criteria for this specific information. With adequate permissions, the following commands can be run:

`/swem horse owned list <player>` List the number of owned horses (and the names if nametagged) of a **specific** player.

`/swem horse owned search <#>` List the names of players and # of horses owned that **exceeds** the limit of # owned.

Resurrection

> Horses Data was implemented with the intention to enable in-game resurrection further into development.

Horse Data does not currently offer a way to resurrect horses in game, or alter the state of a horse via file editing. However, for servers that want to offer a low exploit-risk resurrection service (free or at cost) the horse data file contains most, if not all, the required information to create a new horse and reinstate the last-known skill levels, equipment and owner.

Similarly, SP users can utilise the information in much the same way if they want to recreate a previous horse as accurately as possible.

Relocation

> Horse Data does not save constantly, so coordinate locations may reflect the **exact** location of a horse on the move.

Horse Data does not currently offer a way to relocate horses in game, or alter the location of a horse horse via file editing. What it can do is provide a good starting location and dimension to conduct a manual search, or to narrow down search radius for searching via Minecraft commands. This information removes the necessity of using external NBT explorers, spending time searching when location commands fail (or cannot be used due to lack of a name / unknown exact name / many entities with the same name), leaving players hoping someone will find them in the future or even futile searching for a horse that may no longer be alive.

Other

The Horse Data file should be safe to delete if it become corrupted or remove outdated information on deceased horses. It will regenerate with data of **new** and **existing** horses (provided they are loaded by a player). It will not reinstate the data of deceased horses prior to resetting the file.

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!

- **[~]** Saving data might occur too frequently, causing console spam and potentially lag on servers.

Changelog

View Changes

This is not a complete list of version changes / fixes. It is a changelog of relevant wiki-related version information.

MC Version	Release	Notes
1.18.2	1.18.2-1.3.0-15	Horses Data logging implemented.