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
```