

Community Packs

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: <code>/swem set coat <id:coat></code>
Coats appear white via /summon	Coats cannot be summoned via Minecraft's /summon. New Command: <code>/swem summon LEGACY swem:sweetboi</code> Default coats <code>/swem summon LEGACY</code> <code>pack_name:coat_artist</code> Custom coats <code>/swem summon random LEGACY</code> 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

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.

USE ON SAVES & SERVERS

❑ 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`

<code>config</code>	<code>swem</code>	<code>community-packs</code>	<code>pack_1</code>	<code>jsons</code>	<code>coats</code>	<code>coat1_artist.json</code>	
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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 an 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 <code>pack.png</code>
[] 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	freija_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 be 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.

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 be used in content (images, videos) - credits are optional but appreciated.

→ This creation be used privately in singleplayer or a small private group.

→ This creation be used publicly in multiplayer.

→ This creation be used in reasonable commercial services 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 be reuploaded consent credits 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

Revision #12

Created 30 June 2024 21:55:11 by Delphi

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