

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).

Revision #7

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