

# 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.

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## 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.*

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## 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.*

*Servers that offer boosters as a veterinary treatment service should increase this value to reflect the ideal duration for the price charged, factoring in that horses loaded very frequently (ie in neighbourhoods) will lose this booster quicker.*

## 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 grow 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 grow 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

---

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