

SewCraft

SewCraft is a tech-focused modpack. It mainly focuses on Create 6 +compat mods, ComputerCraft +compat mods, FarmerDelight +addons, and other tech and QOL mods. This is a server for tinkerers like me. Almost every mod added is compatible with Create in some fashion. This is a hybrid Arclight server, only featuring plugins for useful server commands, moderation, chat formatting, and discord integration.

- Land Claiming
- Economy
- Connecting

Land Claiming

On SewCraft we're taking a unique take on land claiming.

How Do Claims Work







We use OPAC for land claiming. Lands are claimed by opening the world map using the `M` key. From there you can make rectangular selections using the right mouse button and choose the `claim selected` option on the context menu that pops up.

What's the Catch?? ☐☐

So, while you are able to have claims, the catch is...none of your inventories/doors will do anything. Doors, chests, barrels, etc are all impossible to protect using land claims. In order to protect your belongings you'll have to utilize Security Craft

Economy

I have focused heavily on the economy of SewCraft. I want player to have every method they need to manage their funds properly. That's why SewCraft uses a dual Physical/Virtual currency: `Gears`. The denominations are as follows:

- Spur  (1x)
- Bevel  (8x)
- Sprocket  (16x)
- Cog  (64x)
- Crown  (256x)
- Sun  (32,768x)

How do I manage my funds?

You have a few ways to manage your money.

- You can use a `depositor` from Create: Numismatics mod to hold your physical money. It will stay there as long as no one steals it...
- Deposit your money or withdraw it using the `/money [deposit | withdraw] <amount>` command syntax.

Connecting