Breeding

> Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

Introduction

Breeding is the process of pairing a male and female horse to produce a foal.

Readiness

Breeding requires two horses of opposite genders who are "ready", as indicated by the small icon in the horse inventory.




Ready to breed.




Not ready to breed.

Love Mode

Love mode is a vanilla Minecraft feature that makes entities search for a compatible partner to breed with.

- Love mode lasts for 120 seconds (2 minutes).
- Horses require a sugar cube to activate love mode.
- Horses emit heart particles when love mode is activated successfully.

- Horses will seek out opposite genders also in love mode to breed.
- Successful breeding produces a foal **immediately.**

Cooldown

Horses have a cooldown period of 300 seconds (5 minutes) after breeding, during which they are "unready" to breed.

Hover over the gender icon in the horse inventory to see a tooltip for cooldown duration (seconds).

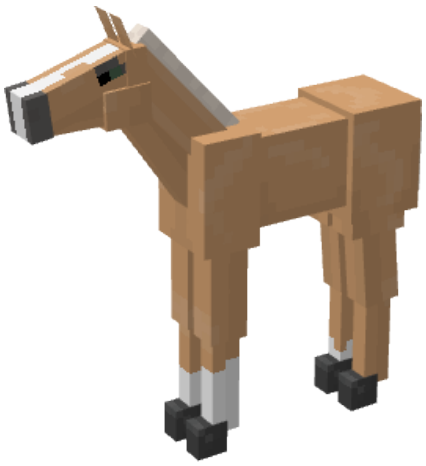
Foals

Appearance

- Adult horses have at least one of seven coat "tags" that apply to their coat texture.
- Foals inherit **one** tag at random from either of their parents.
- Foals can use one of **two** coat textures for their color tag.
- Foals roll for a random coat that uses their tag when growing up.

Foal Coat Options

Tag	Variant	Coat
Creamy	`swem:foal_creamy_0_arishant`	

`swem:foal_creamy_1_arishant`		
`swem:foal_creamy_2_arishant`		
Chestnut	`swem:foal_chestnut_0_arishant`	
	`swem:foal_chestnut_1_arishant`	

`swem:foal_chestnut_2_arishant`		
Brown	`swem:foal_brown_0_arishant`	
	`swem:foal_brown_1_arishant`	
	`swem:foal_brown_2_arishant`	

Dark Brown	`swem:foal_dark_brown_0_arishant`	
	`swem:foal_dark_brown_1_arishant`	
	`swem:foal_dark_brown_2_arishant`	
Black	`swem:foal_black_0_arishant`	

	`swem:foal_black_1_arishant`	
	`swem:foal_black_2_arishant`	
Gray	`swem:foal_gray_0_arishant`	
	`swem:foal_gray_1_arishant`	

`swem:foal_gray_2_arishant`		
White	`swem:foal_white_0_arishant`	
	`swem:foal_white_1_arishant`	

`swem:foal_white_2_arishant`	

Behavior

Foals will follow **any** adult horse, and may idle wander in a small radius. If no adult is around, they will stand or wander.

Interaction

TBC Foals can be led by their owner, this is automatically set to the player who owns the mare (mother).
Foals do not have an accessible inventory menu so cannot be equipped with any tack items.

Growth

Foals grow up after 20 minutes, equivalent to 24000 ticks. Growth can be accelerated with sugar cubes.

More Information: Age (Foal Growth), Summon Commands

Age

Lite does not offer any configs for foal growth time. However, this can be set for individual foals in-game using commands.

```
/data modify entity @e[type=swem:swem_horse,sort=nearest,limit=1] Age set value -#
```

> Change `#` to the number of ticks until age up. `6000` is equal to 5 minutes. Use `-999999999` for "permanent" foals.

Summon

You can summon foals with specific coats and growth durations using commands.

```
/summon swem:swem_horse ~ ~ ~ {Age: -#, Behaviors: [{Id: "swem:coat", Coat: "swem:foal_TYPE"}]}
```

> Change `#` as above and add a valid coat entry for `swem:foal_TYPE`. See **Foal Coat Options** (dropdown) above.

Transfer

You can transfer ownership of foals using commands.

```
/data modify entity @e[type=swem:swem_horse,sort=nearest,limit=1] Owner set value PLAYERSFULLUUIDHERE
```

> Change `PLAYERSFULLUUID` to that of a valid player using MCUUID.

This does not automatically update the `ownerName` value, which is displayed in the horse inventory (adult horses).
Owner name gets set automatically when horses are tamed or transferred using **mod** commands, but not with the above option.

```
/data modify entity @e[type=swem:swem_horse,sort=nearest,limit=1] ownerName set value PLAYERNAME
```

> Change `PLAYERNAME` to that of a player. It should not cause any issues if invalid, but aim to use valid names anyway.

Additional

- Breeding has a very small chance (1/1000) of a twin birth.

Known Issues

You can report any mod issues to our bugs forum on **Discord** - please check for duplicate reports first!

- Foals cannot be summoned using `/swemlite summon <id:coat>` - shows adult coat with broken foal texture.
- Foal variant `black_2` is potentially invalid (unable to be obtained).

Changelog

View Changes

> This is not a complete list of changes or features. It is a log of wiki-related version information and may be outdated.

MC Version	Release	Notes
`1.21.1`	`1.1.3`	**Bug Fix:** Breeding fails to produce a foal in some cases.
		Bug Fix: Breeding does not trigger a cooldown for stallions.
`1.20.1`	`1.1.1`	Page established - Information prior to `1.1.1` is not specifically included but is likely the same.

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