

Breeding

UP TO DATE FOR LITE RELEASE VERSION 1.20.1-

UNDER CONSTRUCTION - INFORMATION MAY BE INCOMPLETE

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	TBC
	swem:foal_creamy_1_arishant	TBC
Chestnut	swem:foal_chestnut_0_arishant	TBC
	swem:foal_chestnut_1_arishant	TBC
Brown	swem:foal_brown_0_arishant	TBC
	swem:foal_brown_1_arishant	TBC
Dark Brown	swem:foal_dark_brown_0_arishant	TBC
	swem:foal_dark_brown_1_arishant	TBC
Black	swem:foal_black_0_arishant	TBC
	swem:foal_black_1_arishant	TBC
Gray	swem:foal_gray_0_arishant	TBC
	swem:foal_gray_1_arishant	TBC

White	<code>swem:foal_white_0_arishant</code>	TBC
	<code>swem:foal_white_1_arishant</code>	TBC

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

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  
PLAYERSFULLUIDHERE
```

Change `PLAYERSFULLUID` 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!

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
<code>1.21.1</code>	<code>1.1.3</code>	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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