

# Gender

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

## Introduction

Gender is a data value assigned to all horses, even if untamed. It is part of a simple [breeding](#) feature.

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## Identifying Gender

Gender is shown as an icon in the [horse inventory](#) for all **tamed** horses, and an icon next to **any** name tagged horse.



## Gender Potions

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Lite does**not** include infertility potions for geldings (or infertile mares).

Gender can be changed at any time using [gender potions](#).

## Gameplay

There are no gender-specific differences in appearance, behavior or functions. Gender is only relevant to [breeding](#).

## Additional

Gender data can be revealed via command if the player has access.

```
/data get entity @e[type=swem:swem_horse,sort=nearest,limit=1] Behaviors[9].Female
```

Output will show the gender icon of the horse, and the value `1b` for female, or `0b` for male.

```
♀ SWEM Horse has the following entity data: 1b  
♂ SWEM Horse has the following entity data: 0b
```

## 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 It is a log of wiki-related version information and may be outdated.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
1.20.1	1.1.1	Page established - Information prior to 1.1.1 is not specifically included but is likely the same.
1.20.1	1.1.0	<b>Bug Fix:</b> All horses spawn male.

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