Horse Overview

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

Introduction

Lite horses are Minecraft "re-imagined" equestrian mods. Bigger, tougher and more realistic with moderately expanded functionality.

Details	
Health Points	20-40 `10-20` ❤
Behavior	Passive
Height (B)	**Withers:** 2
	Ears: 3
Width (B)	1.2
Length (B)	2.7

Obtaining

> Lite does **not** support converting horses via cantazerite potions!

Horses can be obtained from:

- Natural Spawning

- Breeding
- Spawn Egg
- Summon Command

Natural Spawns

> Natural spawns for lite **and** vanilla horses is enabled by default in the server config.

- Herds of up to 5 horses may spawn in overworld biomes.
- Herds use a single "color tag" out of 7 options to spawn "similar" coat types.
- Naturally spawning horses are wild until tamed by a player.

Spawn Eggs

Spawn eggs are a creative menu or command only item. It spawns one horse with a random coat variant and gender.

Summon Command

> Lite does **not** support randomization via commands. If you require a random coat, use a spawn egg.

Commands can summon an **adult** horse with a specific coat, and gender (optional). For foals, see here.

More Information: Summon Commands

Permissions

Use of summon commands require cheats enabled, and the relevant user permissions in Multiplayer.

Basics

- Commands must use a valid namespace ID like `swem:`
- Commands must use a valid coat ID
- If `MALE` or `FEMALE` is not set the gender will be random.

Default Coats

It is easy to view all coat options included in lite.

`/swemlite summon swem:`

> Press `?` or `?` to scroll the list, and `Tab` to select the highlighted option. Add `MALE` or `FEMALE` to specify gender.

EXAMPLES	
`/swemlite summon swem:helios_arishant`	Summons the Helios coat with a **random** gender.
`/swemlite summon swem:helios_arishant FEMALE`	Summons the Helios coat as a **female** horse.

Community Pack (Custom) Coats

Community pack file names set the "ID" used in game, so if you have a pack called `my_coats` the ID in game is `my_coats:`

`/swemlite summon pack_name:`

> Press `?` or `?` to scroll the list, and `Tab` to select the highlighted option. Add `MALE` or `FEMALE` to specify gender.

EXAMPLES	
`/swemlite summon custom_coats:arishant_bob`	Summons the `Bob` coat by `Arishant` with a **random** gender.
`/swemlite summon custom_coats:arishant_bob MALE`	Summons the `Bob` coat by `Arishant` as a **male** horse.
> The above examples use an **EXAMPLE** community pack called `custom_coats` with a coat option `arishant_bob`	

Troubleshooting

Use `/swemlite summon` to scroll **all** options.

If the list contains only `swem:` there are **NO** packs installed correctly **OR** it there are no valid coats.

If you summon a coat and it is completely black.

The coat variant is missing a `png` texture file, or it is wrongly specified in the `json` data file.

If a summoned coat uses the default white (gray) coat.

	The coat information was modified - the pack or coat was renamed or removed.

Appearance

> Lite does **not** include any complex coat genetics, breeds or model variants (custom models excluded).

Horses use one of 100+ default adult coats.

Custom Coats

> Community packs do not support foal coats. All foal coats (14) can be replaced using a resource pack.

- You can add custom coats directly into the game using a community pack.
- You can override (replace) the default coats using a resource pack.

Gender

There are no visual or functional gender differences besides the icon displayed with named Horses.

More Information: "Breeds"

Breeds

Lite does **NOT** include breeds, or breed-specific models, excluding custom **community-made** model replacements (overrides).

Behavior

Idle

Horses will idle wander, and occasionally trigger shake, scratch or tail swish idle animations.

Sleep

Horses lay down to sleep every night between 9PM-6AM, unless equipped with a bridle.

Aggression

Horses are passive-neutral and do not "aggro" towards entities or players.

- They can retaliate by bucking if harmed or ridden when untamed.
- Bucking deals **TBC** damage to entities and players in a **TBC** radius.

> Fatal "buck offs" can occur if one horse kicks another, who kicks back etc. It's not an "intentional" risk but it can happen!

Horse Inventory

The horse inventory overviews information on ownership, skills, status and equipment. It is available for all **tamed** horses.
`Shift` + `Right Click` the horse with an empty hand, or press `E` while riding.



1. Horse Name
2. Tank Controls - Green if enabled
3. Owner (Player Name)
4. Jump Skill
5. Speed Skill
6. Health Skill
7. Affinity Skill
8. Gender and Status
9. Trust Status
10. Bridle Slot
11. Saddle Slot
12. Horse Armor Slot
13. Saddlebag Slot
14. Saddlebag Storage Button

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
`1.21.1`	`1.1.1`	**Bug Fix:** Community packs not cross-compatible with full mod. **Discord: Guide for 1.0.0 Packs.**
`1.20.1`	`1.1.1`	**Bug Fix:** Community packs not cross-compatible with full mod. **Discord: Guide for 1.0.0 Packs.**
`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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