Horse Whistle

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

Introduction

Horse whistles can call a horse to the player from a distance.

Crafting

Horse whistles have a single variant.



Horse Whistle

Ender Pearl `(1)`

Shining Amethyst Shard `(1)`

Bone `(1)`

Star Worm `(1)`

Usage

Binding

Horse whistles can be bound to a single **tamed** horse.

- `Shift` + `Right Click` a horse with the whistle in hand to bind it to them.
- `Shift` + `Right Click` on another horse to re-bind it - displays a confirmation notice.

Summon

> Whistles do not replace Callable Horses and cannot call horses that are not **in render distance** (visible).

Horse whistles can be "charged" like a bow to increase the gait (speed) a horse uses to reach the player.

- `Right Click` to call them in a trot.
- **Hold** `Right Click` and release to call them in a canter.

Following

Horses can be made to "follow" the player over longer distances without a lead, if the player keeps moving at a reasonable pace.

More Information: Benefits (Uses), Pathfinding Limitations

Benefits (Uses)

- Call horses to "follow" the player over long distances where leads may be inconvenient (ie forested areas).
- Call horses (one or more) to "follow" the player naturally on a trail ride or during an adventure.
- Call horses to the player if they wander away when dismounted.
- Call horses to a food source that is outside their search radius.
- Call horses in from a large pasture.

Pathfinding Limitations

Horses will choose the most direct route to the player as possible, which can result in **invalid routes.**
`Example` Running to the player in a straight line (blocked by a fence), versus going around the fence.

Horses attempt to avoid *most* danger sources such as harmful plants, blocks or holes.

Blocked (Stuck)

Horses may get "stuck" on the goal of reaching the player until they get within range if:

- Blocked by terrain or barriers such as fences or walls.
- Blocked by damage sources.

Known Issues

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

- `1.0.0` Horses turn (change directions) erratically in canter, but are more "steady" in trot.
- `1.0.0` Horses may occasionally stop to play idle animations while pathfinding to the player.

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`	`1.3.0`	**Bug Fix:** Missing crafting recipe(s).
`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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