

Ring Hitch

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

Introduction

Ring hitch is a connection point for leads.

Crafting



Ring Hitch

[Iron Nugget](#) (3)

[Cobblestone \(Any\)](#) (1)

Usage

Ring hitch is a **permanent** version of the hitch used when right clicking **any block** with a lead (attached entity).

[Right Click](#) with a ring hitch in hand to place it on the side, surface or underside of an solid block.

[Right Click](#) with a lead (attached to an entity) in hand to tether it.

More Information: Advanced Uses

World Edit

Ring hitches can be mounted on to almost anything with **World Edit** (mod) for expanded designs.



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 It is a log of wiki-related version information and may be outdated.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	1.1.3	Bug Fix: Lead connections disconnect (snap) after a few seconds.
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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