# Saddle Bags

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

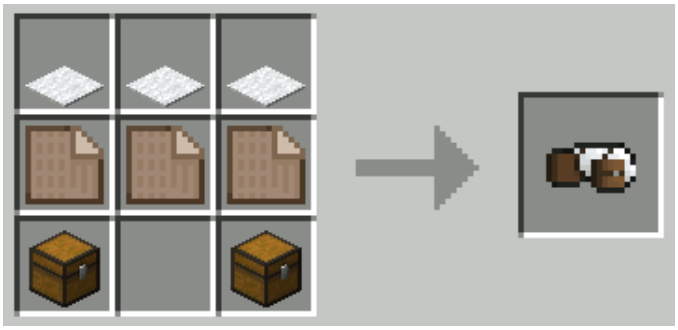
## Introduction

Saddle Bags add a storage space you can access while riding, and are equipped in the horse inventory saddle bag slot.

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## Crafting

Saddle bags have 16 dyed color options.



Saddle Bag

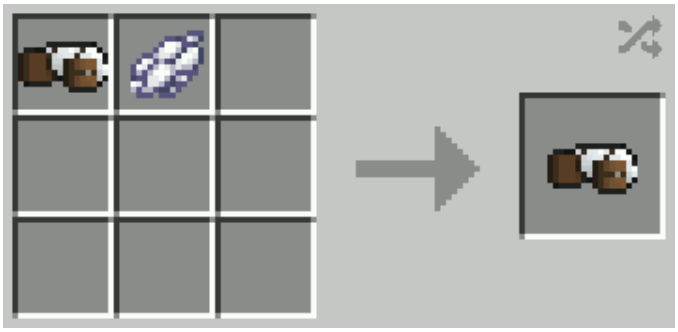
Carpet (1)

Refined Leather (1)

Chest (2)

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## Recoloring



### Saddle Bag

Saddle Bag (Any) `(1)`

Dye `(1)`

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# Usage

> Lite does not require tack to be equipped in any specific order, but it can only be equipped on a **tamed** horse.

> Saddle bags **cannot** be hot-swapped using `Shift` + `Right Click` to minimize exploit risk.

Saddle Bags can be equipped several ways:

- Place a saddle bag in the horse inventory saddle bag slot (#4).
- `Right Click` a **tamed** horse with a saddle bag in hand.

## Inventory

The saddle bag must be equipped to open it, using `K` while mounted, or with the horse inventory saddlebag button.

- Slots are filtered to specific items, or **tags** (ie logs = any logs, bow = modded or "vanilla").
- Slots allow a **full stack** of any items that support it.
- Bed Roll contains 4 slots for camping supplies.
- Saddlebag contains 27 slots for general adventure supplies.
- Hover over the slot to view a tooltip (info label).

`Bed Roll` `Row 1` `Row 2` `Row 3`



| | | | |
|---|---|---|---|
| Bed | Lead | Crafting Table | Bow |
| Campfire | Whistle | Log | Arrow |
| Fuel | Brush | Chest | Sword |
| Flint & Steel | Horse Heal Potion | Ingots | Pickaxe |
| | Sugar Cube | Refined Leather | Axe |
| | Flight Feather | Bucket | Shovel |
| | Horse Armor | Shining Amethyst | Hoe |
| | Glistening Melon | Food | Shield |
| | Cowboy Hat | Torch | Riding Boots |

# 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` | `1.3.3` | **Bug Fix:** Crash with community pack saddlebags. **Unknown status (assume applied) on Lite.** |
| | | **Bug Fix:** Compatibility not present for SW plus medical items (bandages etc). |
| | | **Bug Fix:** Saddlebag GUI shows torch icon for food slot (and vice versa). |
| `1.21.1` | `1.3.0` | **Bug Fix:** Saddle bags filter slots to items that cannot be obtained (do not exist) in lite. |
| | `1.1.3` | **Bug Fix:** Tack items disappear (visual only) on reload and void TP. |

| | | |
|---|---|---|
| `1.20.1` | `1.1.4` | **Bug Fix:** Saddle bags filter slots to items that cannot be obtained (do not exist) in lite. |
| | `1.1.1` | Page established - Information prior to `1.1.1` is not specifically included but is likely the same. |

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