

Tack

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

Introduction

Tack is equipment used in [horse inventory](#) slots to control a ridden horse, add protective armor and provide inventory storage.

Options

Lite includes a **reduced** selection of tack options and tack slots compared to the "full" Star Worm Equestrian Mod.



There are four item slots in the [horse inventory](#):

1. [Bridle](#)
2. [Saddle](#)
3. [Armor](#)
4. [Saddle Bag](#)

The last icon is a button to access the saddlebag storage.

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 It is a log of wiki-related version information and may be outdated.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: Tack items disappear (visual only) on reload and void TP.
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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