

Hitching Posts

Description: A hitching post is a block similar to fences that leads can be used on to tether a led animal or entity. It comes in English, western and pasture variants, with mini versions of each.

Details:

Renewable:	Yes
Stackable:	Yes (64)
Tool:	Pickaxe (Any) - Western/English Axe (Any) - Pasture Fence
Blast Resistance:	N/A
Hardness:	N/A
Luminant:	No
Transparent:	Partially
Flammable:	No
Flammable (Lava):	No

Obtaining

Crafting

English Hitching Post

English Hitching Posts come in 1 (black & white) color.

An English Hitching Post is crafted with 1 Iron Ingot and 2 Planks (any).



English Hitching Post Mini

English Hitching Post (Mini) does not have a crafting recipe. Right click an English Hitching Post with shears to yield 2 mini versions - the tall hitching post will be consumed on use.

Western Hitching Post

Western Hitching Posts come in a 1 (black & white) color.

A Western Hitching Post is crafted with 1 Iron Nugget and 2 Logs (any).



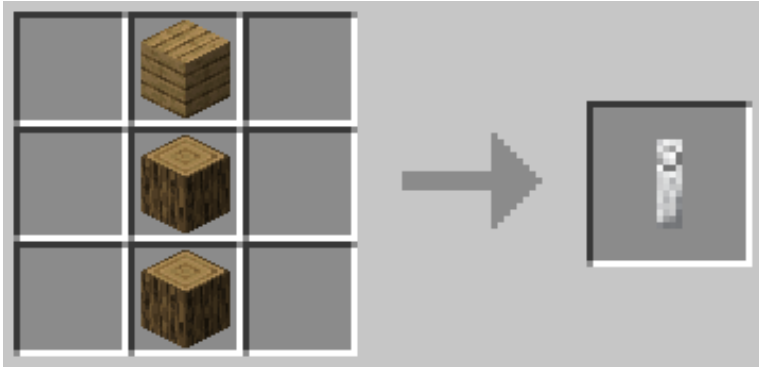
Western Hitching Post Mini

Western Hitching Post (Mini) does not have a crafting recipe. Right click a Western Hitching Post with shears to yield 2 mini versions - the tall hitching post will be consumed on use.

Pasture Hitching Post

Pasture Hitching Posts come in 1 (whitewash) color.

A Pasture Hitching Post is crafted with 1 Plank (any) and 2 Logs (any).



Pasture Hitching Post Mini

Pasture Hitching Post (Mini) does not have a crafting recipe. Right click a Pasture Hitching Post with shears to yield 2 mini versions - the tall hitching post will be consumed on use.

Usage

Hitching posts function like fences when right clicked with a lead, and have an equestrian-style designs for various purposes. Mini versions are shorter and ideal for placing on the ground and atop fences or walls.

Right click a hitching post while holding an attached lead to connect the entity's lead to the hitch. Multiple entities can be connected to a single hitching post if enough leads are owned. Right click the hitching post again to disconnect - the lead(s) will drop on the ground nearby. SWEM hitching posts have a custom connection added, so the loops of custom hitching does not show the vanilla rope knot texture.

Cross ties ([SWEM Horse](#) only) can connect to two hitching posts - disconnecting will drop 2 leads.

Learn more about cross ties [here](#).

Known Issues


If you find an issue, please report it to our bugs channel on [Discord](#). We ask that you look to see if your issue was reported first!

- `1.21.1` Cross ties are broken pending a future rewrite. [Bug Report](#)
- Hitching post does not lose the connected (rope) texture when not in use, or when right-clicked.

Changelog

View Changes

This is not a complete list of version changes / fixes. It is a changelog of relevant wiki-related version information.

MC Version	Release	Notes
1.21.1	1.6.3	Bug Fix: Lead connections disconnect (snap) after a few seconds.
1.18.2	1.3.0	Bug Fix: Cross ties do not render both leads.
		Bug Fix: Hitching posts drop normal and mini version if sheared.
		Bug Fix: Hitching post (mini) does not display connected texture when in use.
1.0.0	1.0.0	Bug Fix: Hitching post top and bottom section no longer do not connect.
		Tweak: New design and removal of mini post base for seamless use on walls/fences.
		Tweak: English Hitching Post recipe changed from logs to planks.
		<p>Deprecated Recipe</p> 

1.16.5	0.5.3.20	Bug Fix: Mini Pasture Hitching do not match whitewash texture of full-size ones.
	0.5.2.7	Bug Fix: Hitching posts do not drop when mined or destroyed by TNT.

Data values

swem:english_hitching_post
swem:english_hitching_post_mini
swem:western_hitching_post
swem:western_hitching_post_mini
swem:pasture_hitching_post
swem:pasture_hitching_post_mini

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