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

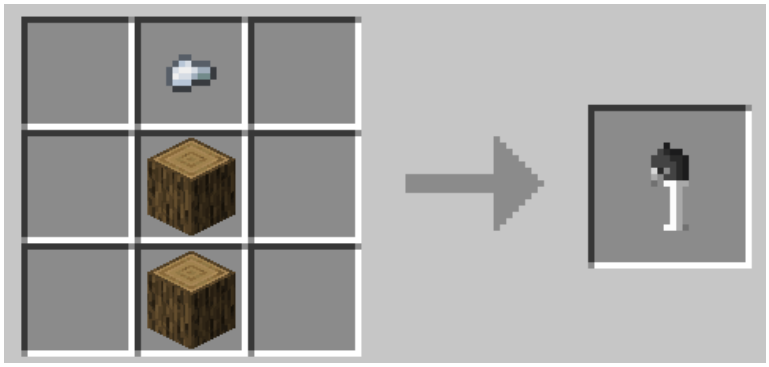
English Hitching Post
English Hitching Posts come in 1 (black & white) color. An English Hitching Post is crafted with 1 Iron Ingot and 2 Planks (any).



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

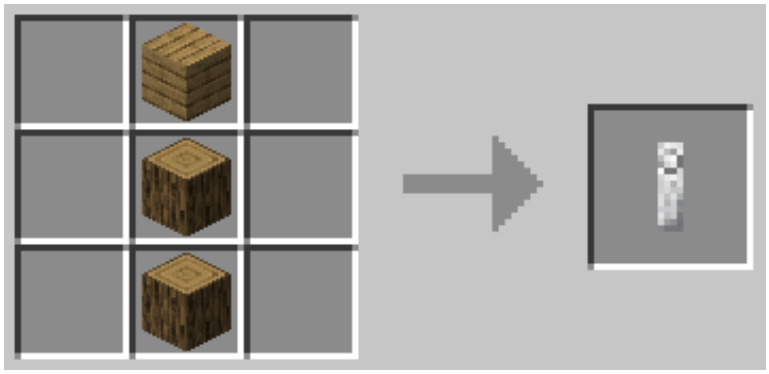
Western Hitching Posts come in a 1 (black & white) color.
A Western Hitching Post is crafted with 1 Iron Nugget and 2 Logs (any).



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

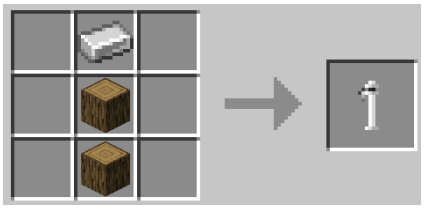
If you find an issue, please report it to our bugs channel on **Discord**. We ask that you look to see if your issue was reported first!

- `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.
		Bug Fix: Hitching post top and bottom section no longer do not connect.
	`1.0.0`	**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.
		Deprecated Recipe 

`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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