Horse Whistle

Description: An item used to call your horse to you.

Details:

Rarity color:	Common
Renewable:	Yes
Stackable:	No
Durability:	None

Obtaining

Crafting

Horse Whistles come in a single (purple) color.

A horse whistle can be crafted with 1 Shining Amethyst Shard, 1 Star Worm, 1 Enderpearl, and 1 Bone.



Usage

Binding

Whistles can be bound to a **single** horse by right-clicking on the horse with the whistle in hand. Once bound, the whistle will display the horse's name when hovering over the item in an inventory - if the horse is not named it will state SWEM Horse instead. Bound whistles can be rebound to a new horse at any time by repeating the normal binding method.
If lost or destroyed, a new whistle can be made and re-bound.

Calling A Horse

Horse Whistles work similar to bows in that they can be charged by the length of time held triggered (charged). To trigger a whistle quickly, right-click the whistle; this will call the bound horse to the player in a trot. Triggering the whistle for longer by holding right-click will call the horse at a canter instead. This can be changed while in effect by increasing or decreasing the trigger to make a horse approach slower or faster. Each use of the whistle has a 5 second cooldown.

Called horses will path directly to the player's current position - or as close as they can get if the player's current position is not accessible to them. If the player is moving, the horse will continue to follow until they get close enough to the player, allowing both horse and rider to move together without leads if required - particularly useful for getting horses into spaces where leads might be inconvenient (such as through wooded areas, into stalls or around obstacles that would normally break a lead connection).

> Horse whistles (summon) will not work on horses that are **unloaded** (too far away), sleeping, untamed or have noAI.

> Horses that are unable to reach the player will be unable to fulfill any other goals (food etc) until they get close enough.

Uses

- Call horses to places where leads may be inconvenient due to obstacles or small, difficult to navigate spaces.
- Call horses in from large pastures, or bring turned-out horses in to food outside their search radius.
- Call horses that have wandered away while the rider is dismounted.

Note: Pathing has limitations, and the horse will choose the most direct way of getting closest to the player - which might mean avoiding routes further out that allow them to get directly to the player. For example, a horse can get closer to the player quicker by running directly to them even if they can only get as far as a fence instead of running further out to go through a gate and around to get to the player. In short, they path best in a direct route with line of sight to the player and will not be running any mazes. **Horses will not path through or across dangerous items such as cactus, sweet berries, magma blocks or lava.**

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!

- **[-]** In higher gaits, the horse often turns erratically. Slower gaits like trot have a more steady approach.
- **[-]** Horses may occasionally stop their approach to play idle animations (shake, itch, tail swish) but will resume after.

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
1.18.2	1.18.2-1.3.0 [Beta]	Added whistle function to summon horses to the player.
	1.18.2-1.0.0	Horse Whistle uses new Shining Amethyst Shards.
1.16.5	1.16.5-5.3.21	**[Deprecated Recipe]** 

Data values

swem:whistle

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