Saddle Bag

Description: A saddle bag is an item that can be used for storage on SWEM Horses.

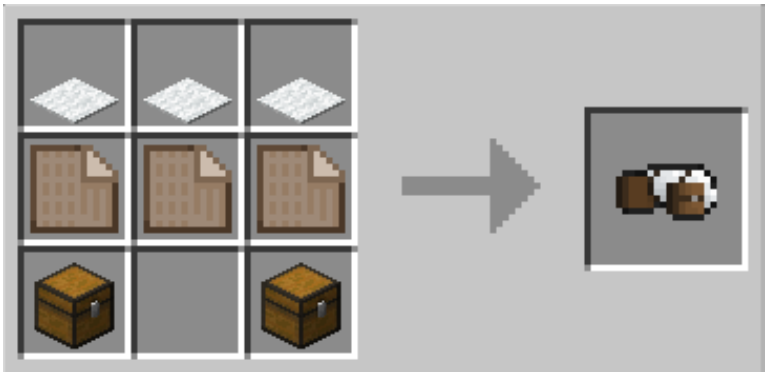
Details:

Rarity color:	Common
Renewable:	Yes
Stackable:	Yes (64)
Durability:	None

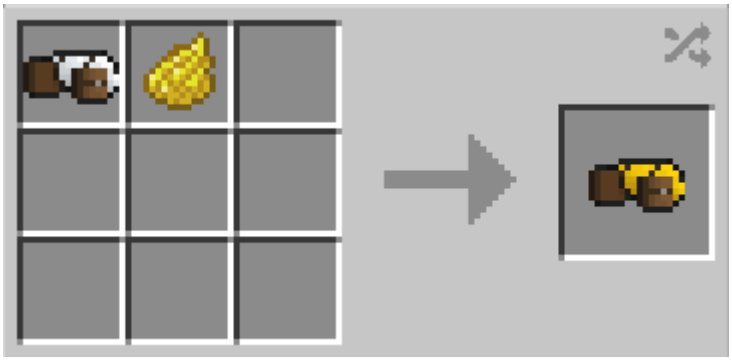
Obtaining

Crafting
Saddlebags come in 16 Minecraft colors.

A Saddlebag is crafted with 2 Chests, 3 Refined Leather and 3 Carpet of the corresponding color.



A Saddlebag can be redyed with 1 Dye of the chosen color.



Usage

Saddle bags are an optional (functional) accessory addition to any tack set. The saddle is a pre-requisite (required) to use it - this can be disabled in configs.

Right click a tamed SWEM Horse with a saddle bag in hand to equip it - or open the horse's GUI menu (shift + right click with an empty hand) to place the item in the designated tack spot. Saddlebags can be combined with any other riding tack pieces to mix English, Western & Adventure.

> Tack-equip order: Bridle > Blanket > Saddle > Girth Strap. Optional: Breast collar, Leg Wraps, Horse Armor, Saddle Bag

Storage

Saddle bags offer storage for the most useful items needed on any adventure. The 31 slots (excluding 1 miscellaneous) are pre-set and only accept a certain object type within it. To open the inventory, press K (default keybind) while mounted on a SWEM Horse that is equipped with a saddle bag.

Saddle bags have a retaining inventory (items are stored 'within' the saddle bag even if it is removed) so they can safely be removed and re-equipped between uses - allowing you to have a go-bag ready for those last-minute adventures!



Items (listed left to right)

Bedroll: Bed, Campfire, Fuel Block, Flint & Steel

Top: Halter, Lead / Lead & Anchor, Bale (Hay, SWEM bales), Sweet Feed, Brush, Pasture Blanket / Armored Pasture Blanket, Half-barrel, Salve / Bandage / Medicated Bandage / Glistening Melon, Tracker.

Middle: Crafting Table, Wood Blocks (Any), Chest, Ingots (Any), Extra Slot (Any item), Bucket / Bucket of Water etc, Mercy Blade, Food (Any), Torch / Soul Torch

Bottom: Bow (Any), Sword (Any), Pickaxe (Any), Axe (Any), Shovel (Any), Shield / Amethyst Shield, Arrows (Any), Cantazarite, Cantazarite Anvil

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Gallery



Shown: Saddlebag (16) variants.

Known Issues

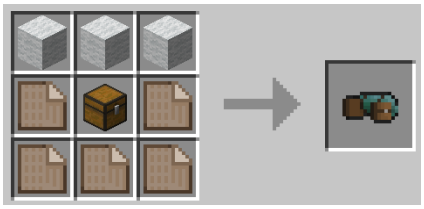
If you find an issue, please report it to our bugs channel on **Discord**. We ask that you look to see if your issue was reported first!

- `1.6.11` Tack unrenders (invisible) on reloading the game or chunks. **Bug Report**
- Saddlebag cannot be 'hotswapped' like other tack pieces.

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`	`1.6.12`	**Bug Fix:** Crash with community pack saddlebags.
		Bug Fix: Compatibility not present for SW plus medical items (bandages etc).
`1.18.2`	`1.3.0-15`	**Bug Fix:** Crash with keybind (K) when using Callable Horses.
	`2-1.0.0`	**Bug Fix:** Saddlebags do not require a saddle to be equipped (configurable).
		Bug Fix: Right-click equipping saddlebags wipes inventory data.
		Tweak: Saddlebag recipe changed to use carpets (and reposition other items).
`1.16.5`	`0.5.3.21`	**LEGACY RECIPE**
		

Bug Fix: Saddlebag duplicates inventory duplication bug when equip/re-equipping.	
`0.5.3.20`	**Bug Fix:** Bale slots will not accept Timothy, Alfalfa and Oat bales.

Data values

swem:saddle_bag_white
swem:saddle_bag_light_gray
swem:saddle_bag_gray
swem:saddle_bag_black
swem:saddle_bag_blue
swem:saddle_bag_cyan
swem:saddle_bag_light_blue
swem:saddle_bag_purple
swem:saddle_bag_magenta
swem:saddle_bag_pink
swem:saddle_bag_red
swem:saddle_bag_orange
swem:saddle_bag_yellow
swem:saddle_bag_brown
swem:saddle_bag_green
swem:saddle_bag_lime

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