

Horse

All about the SWEM horse.

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Horse Overview

Description: SWEM horses are passive mobs that can be ridden and trained in various skills - a complete rework of Minecraft horses from the ground up. Your horse not only offers you a number of perks in health, jump and speed ability, but can be visually adorned with realistic tack and accessories, bonded with an require a (configurable) amount of care to stay safe, happy and healthy!

Details:

Health points:	20-40 (10-20 Hearts)
Armor points:	--
Behavior:	Passive
Hitbox size:	Adult: Baby:
Spawn:	Right-clicking vanilla horse with Cantazarite Potion

Appearance

Height: 2 Blocks (Withers) - 3 Blocks (Ears)

Width: 1.2 Blocks

Length: 2.7 Blocks

Coats: All 100+ coat options can be viewed in the [Coat Directory](#).

Coat Variations

Coat cycling can be disabled on singleplayer or multiplayer worlds in the [server config](#) - preventing use of lapis/redstone

Converted horses will have a coat related to the simplified coat genetics of the vanilla horse. This coat selection can be cycled (changed) forward with Lapis or backwards with Redstone:

- Must be done on a **tamed** horse
- Must be done by the owner (or a player with the admin key)
- Consumes one ore each use (each coat skipped)

Drops

On death horses only drop tack and items they were equipped with. Unlike vanilla horses, no leather is dropped on death.

Behavior



Wandering

Horses engage in idle wandering or standing still and looking around most of the time, occasionally displaying idles such as tail swishing, itching and shaking. Other idle animations like grazing and laying down are accessible only via [RRP commands](#). Occasionally horses will pee or poop (resulting in pee puddles and poop piles) on the ground or any [shavings](#) nearby.

Eating & Drinking

When hungry or thirsty, horses will seek out [food](#) and [water](#) and can be seen eating or drinking from these sources.

Sleeping

Horses will lie down to sleep at night, or during thunderstorms.

Damage

When attacked or taking damage, horses can rear or kick. Kicks deal  damage.

Harmed horses may kick others nearby, who might kick back. This can cause a potentially fatal kick-off if not intercepted.

Interaction - Particles

When interacting with a SWEM Horse, there are 5 different particles that can appear.



Red <i>Angry</i>	Orange <i>Unhappy</i>	Grey <i>Okay</i>	Green <i>Happy</i>	Purple <i>Love</i>
"Bad"	"Ech"	"Meh"	"Yay"	"Woot"

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!

Other information

Continue reading this chapter to learn more about our Horses!

Obtaining

Spawning

(SWEM) Horses do not spawn naturally in the world and will not override vanilla horses. Wild horses will be later in V2+

Potions will not work if breeding tokens are set to **true** (required) in the [server configs](#) to limit horse breeding/conversion.

Right-click one a compatible entity with a [Cantazarite Potion](#) to immediately convert them. This includes:

- Horse (Minecraft)
- Horse or Pony ([Realistic Horse Genetics](#))

Converted horses will have a coat related to the simplified coat genetics of the vanilla horse. This coat selection can be cycled (changed) forward with Lapis or backwards with Redstone:

- Must be done on a **tamed** horse
- Must be done by the owner (or a player with the admin key)
- Consumes one ore each use (each coat skipped)
- **If coat cycling is set to false in [server configs](#) this will be disabled (no coat cycling)**

Summoning

Players must have sufficient permissions (OP or ranks on MP servers) or cheats enabled (SP) to use commands.

Summon a SWEM horse with one of the following commands:

```
/summon swem:swem_horse
```

Summons an (untamed) SWEM horse in a random color.

```
/summon swem:swem_horse ~ ~ ~ {HorseVariant:##}
```

Summons an (untamed) SWEM horse of a certain coat variant. Replace the `##` with the coat's [data](#)

[value](#).

```
/summon swem:swem_horse ~ ~ ~ {NoAI: 1}
```

Summons an (untamed) SWEM horse with no AI. The horse will not move besides playing idles. It can still be ridden, but when unmounted or not being led it will just stand still. It will not seek out food, but still requires feed and water to avoid deterioration.

```
/data merge entity @e[type=swem:swem_horse,limit=1,sort=nearest] {NoAI:0}
```

Removes the NoAI tag from a horse, making them function as normal horses.

```
/data merge entity @e[type=swem:swem_horse,limit=1,sort=nearest] {NoAI:1}
```

Adds the NoAI tag to an **existing** horse, so they will not move besides playing idles.

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!

- **[-]** Foals cannot be nametagged without swem mod or admin keys (Multiplayer).
 - **[-]** Converting vanilla horses to SWEM horses will erase the name they currently have.
 - **[-]** Untamed horses (including foals) cannot be given a nametag. **Fixed (unknown version) - tested in 1.20.1.**
 - **[~]** Servers experience issues spawning horses via spawn eggs - use a vanilla horse spawn egg and Cantazarite Potion.
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Other information

Continue reading this chapter to learn more about our Horses!

Genders

Overview

Horses can be born or generated as Male (Stallion) or Female (Female), and Stallions can be gelded to no longer breed.

Genders were added to 1.18.2-1.4.0 / 1.20.1-1.4.0+ and will **NOT** receive a backport to 1.16.5 (unsupported).

Genders

On birth or spawning all horses will be allocated a random gender of either Stallion (M) or Mare (F). This will apply to untamed horses and foals too.

Mare / Filly

On birth or spawning, there is 50% chance a horse will be a female. A female foal is a Filly and an adult is a Mare.

Mares become fertile on reaching adulthood and are able to gestate and give birth to foals if bred to a stallion. Unlike stallions, mares cannot be made infertile (changed in 1.20.1), however a maximum number of births (breedings) can be specified via [configs](#). Once this has been reached, the horse will no longer be able to breed unless the cap is increased or removed.

Stallion / Colt

On birth or spawning, there is 50% chance a horse will be a male. A male foal is a Colt and an adult is a Stallion.

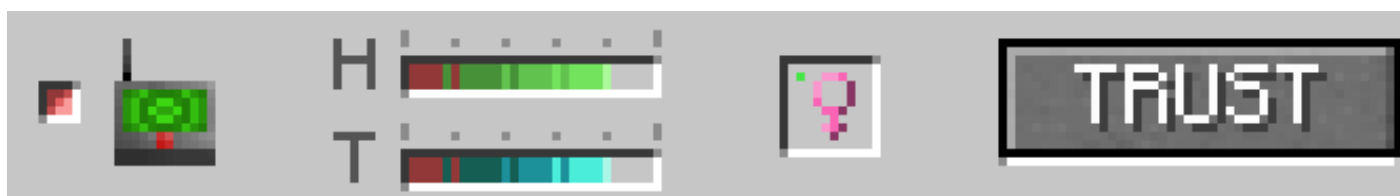
Stallions become fertile on reaching adulthood and are able to offer covers to a fertile Mare, or they can be made **permanently** infertile via [commands](#) or an **Infertility Potion**. Additionally, a maximum number of covers (breedings) can be specified via [configs](#). Once this has been reached, the horse will remain a stallion but will no longer be able to breed unless the cap is increased or removed.

Horse Info

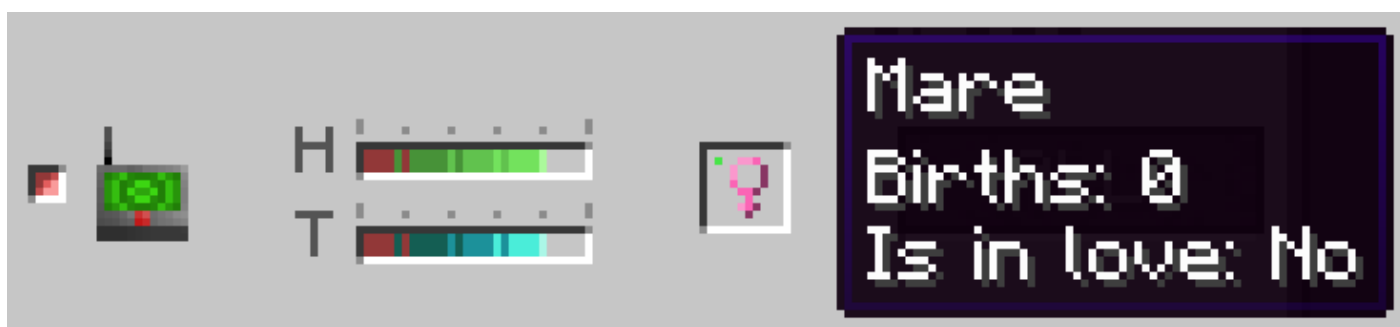
Horses do not (and will never) have any Male or Female features - distinguishing info will be icon or GUI based **only**.

View information about a horse's gender and stats by:

- Right-clicking a horse with a [vet bag](#) in hand to display various info, including gender.
- Shift + right-clicking a tamed horse to view the Horse Inventory GUI and gender icon (female / male / gelding).
- Hovering over the GUI gender icon displays both specific gender and breeding information.
- [Optional - [Client Config](#)] View gender icons with unique colors for M/F/G when named with a name tag.



Shown: Icons for Stallion (Male), Mare (Female) and Gelding (Neutered Male)



Shown: Information for Gender, Births / Covers / Love Mode (Breeding) status.



Shown: Named horses displaying custom color per-gender icons (Stallion / Mare / Gelding).

Fertility

A horse is considered fertile (ready to breed) once they become an adult. The exceptions to this are:

Gelding

If gelded, a male horse can no longer breed to females.

If made infertile, a mare can no longer become pregnant. (1.20.1-1.4.0)

Pregnancy & Cooldown

A [pregnant](#) mare, or mare or stallion that has bred/birthed recently must wait for a [cooldown](#) period to become fertile again.

Breeding Cap

Maximum breeding limits (per gender) can be set in [configs](#). Once this cap is reached, horses will no longer be able to activate love mode via breeding items unless the cap is increased or removed.

Gelding

Only the owner, OP player or role with permissions can geld a horse - this is to prevent accidental or unpermitted gelding.

Geldings cannot be born or spawned - they are only obtained using **commands** or an **Infertility Potion** on a stallion.

Geldings are **permanently** infertile and therefore cannot breed with mares. They will accept breeding items like Rose Feed as food, but will not go into 'love mode' to search for a partner. Attempting to use a breeding token on a gelding will be rejected with gray "meh" particles so the item is not wasted.

Mares can be made infertile (1.20.1-1.4.0+) via command **commands** or an **Infertility Potion** to prevent accidental or intentional breeding attempts. This is not realistically done for mares, but is added for user convenience or RRP of naturally infertile mares.

/swem horse breeding geld

1.18.2 Make a stallion a gelding.

/swem horse breeding fertile

1.20.1 Make a gelding a stallion, or an infertile mare fertile mare.

/swem horse breeding infertile

1.20.1 Make a stallion a gelding, or a mare an infertile mare.

Changing Genders

Only an OP player or role with permissions can change gender - this is to support realism or special services on MP servers.

Command

1.18 Changing gender via **command** will alter the male/female state, turning Stallion/Gelding <--> Mare. If changed, geldings will become (fertile) Mares and can be changed back to Stallion in the same way (to reverse the otherwise permanent gelding).

1.20 Changing gender via **command** will alter the male/female **and** the fertile State, turning Stallion <--> Mare **OR** Gelding <--> Infertile Mare. Infertile horses can only be reversed via **command**.

Changing a horse's gender will not erase their birth/cover stats; a horse that has offered 2 covers as a Stallion will have 2 as a Mare to prevent circumventing the maximum capacity for breeding. However, they will be subject to the configured cap for their current gender, so if they reached maximum as a mare but stallions are permitted more breedings, they would become viable to breed again on gender change. If converting back to the opposite gender, their stats might state above the maximum cap for this reason (ie 5/2 covers).

Changing the gender on a pregnant female will terminate the pregnancy!

/swem horse breeding change

Change the gender of a horse.

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!

- **[-] Visual Only:** Decreasing the breeding cap will show horses who have exceeded that as over the limit - ie 5/3 Covers.

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
1.20.1	1.20.1-1.4.0	Added infertile status for mares.
		Removed geld command for fertile/infertile command (either gender).
1.18.2	1.18.2-1.4.0	Genders update adding Mares, Stallions and Geldings.
		Gender commands are not restricted to SWEM keys and have conventional permission nodes, allowing servers to assign custom permissions (ie 'vets' being able to geld horses even if not the owner).

Taming & Interaction

Taming

Horses need to be tamed in order to be interacted with, until that time a player cannot:

- Brush or interact with desensitization items to gain affinity
- Access the inventory of a horse (GUI)
- Equip any accessories or tack
- Ride the horse

To tame a 'wild' horse you must ride it until it no longer refuses the attempts. A horse will either rear or buck when refusing an attempt to tame them; throwing the player off in the process. Rearing is harmless, whereas bucking can cause significant damage to both player and nearby entities if within their damage radius.

If successfully tamed after one or more riding attempts, the horse will emit hearty particles and the horse inventory will become accessible (E) to equip tack.

A frightened and bucking horse can harm nearby entities and players. Horses may kick back if harmed, which can initiate a fatal 'kick-off'. It is recommended you tame wild horses in a controlled area such as an (unoccupied) arena or round-pen.

Horse Info & Inventory

Once tamed, a horse has a unique inventory, needs and skills that were previously not available when untamed - an overview of these can be seen in the Horse Inventory. Access this GUI by shift + right clicking the horse with an empty hand, or press (E) while mounted to see important information on a horse's status and well-being:

- **[1]** Name - Set by using a nametag on a horse. If the horse is not named, it will specify 'SWEM Horse'
- **[2]** Owner - The name of the player that tamed or currently owns the horse. Changes if [transferred](#) to a new owner.
- **[3]** [Jump](#) Level (I-V) and experience points towards that level
- **[4]** [Speed](#) Level (I-V) and experience points towards that level
- **[5]** [Health](#) Level (I-V) and current / maximum health or hitpoints (HP)
- **[6]** [Affinity](#) Level (Unwilling to Bonded) and experience points towards that level

- **[7]** [Tack slots](#) - Hover over each slot to see what it accepts or equip tack in slots
- **[8]** Tracker Status - Red indicator (untracked) or green indicator (connected to a tracker)
- **[9]** [Food Status](#) - An indicator of a horse's feed status from starving (empty) to fully fed (full)
- **[10]** [Thirst Status](#) - An indicator of a horse's water status from exsiccosis (empty) to quenched (full)
- **[11]** Trust Status - An interactive button that changes a horse's trust setting from All > Trust > None



Shown: Horse Inventory GUI displaying current stats, skills, status and equipment.

Trust

On Multiplayer servers, it is strongly recommended to set personal horses to Trust or None.

There are three trust levels for Horses that can be toggled by the owner in the Horse Inventory. Trust is a setting that determines what access other players can have to your horse, from full (relatively) unrestricted access, all the way to not being able to interact with the horse at all.

Trust Level	Restrictions
All	Anyone can ride and interact with this horse.
Trust	Only rider(s) who were added as trusted via a command can ride and interact with this horse.

None	Only the owner can ride and interact with this horse.
Staff with the Moderator key perm will be able to override Trust or None settings on Multiplayer servers.	

Health & Healing

Some healing items listed are now in [SWPM](#). This light-weight Quality of Life mod pairs well with SWEM.

Horses may take damage when faced with hostile mobs attacking a player, negative splash potion or magic effects, harmful plants like cactus and sweet berry, attacks from other horses (kicking), falling from a great height etc. When harmed, they will lose [health](#) points and require healing. Health will regenerate slowly over time **unless** the horse is missing any meals or drinks (1.18.2-1.2.8+) - during that time they are incredibly vulnerable to damage or even death as their current and maximum health values decrease.

- Bandage ♥
- Salve ♥♥
- Medicated Bandage ♥♥♥♥
- Glistening Melon ♥♥♥♥♥♥
- Fly Spray: 15 seconds of healing
- Splash Potion of Healing

Brushing

Brush a horse each day to increase the affinity (bond) experience. Brushing is not a requirement and has no negative debuffs for neglecting to brush them regularly. It is a small quality of life feature to help players bond with their horses and undertake highly requested realistic care tasks such as grooming. More expansive grooming mechanics will be implemented in later releases.

Sleep (1.18.2-1.2.8+)

Horses sleep every night from 9PM-6AM. Sleep is not currently a requirement and has no negative debuffs if they are unable to do so. Sleeping each night gives a horse an opportunity to lie down for realism and to take a break from eating. This is a good time to check the needs and general wellbeing of your horses with the [Vet Bag](#) before turning in for the night.

- Horses can sleep with a [halter](#) or [pasture blanket](#)
 - Horses will not sleep when wearing a [bridle](#), but will lie down and sleep with other tack
 - Horses can be woken up from sleep by equipping a [bridle](#)
-

Other

Horse pee and poo is a [configurable](#) value - if it is **disabled** none of your horses will excrete waste.

Pee & Poo

Horses [pee](#) and [poop](#) approximately every 25-30 minutes provided they are not starving or critically dehydrated. This waste will need cleaning from stalls, pastures or around the property. Waste products (currently) have no negative effect on horse health.

Welfare Standards

The use of [welfare standards](#) for horses in stall and pasture sizing, doorway and walkway height is encouraged. Currently these standards - or lack of them - do not have any effect on the horse so are optional in singleplayer games or non-SWEM servers. In our official SWE and VIP servers these standards of care and accommodation are considered mandatory for all players.

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!

- **[-]** Sleeping horses do not react to taking harm
 - **[-]** Sleeping horses will go to sleep where they stand, even if that means lying down semi-floating, in water etc.
 - **[~]** Foals cannot be led or name-tagged in multiplayer unless the player holds an enhanced key.
-

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
1.18.2	1.18.2-1.3.0 [Beta]	Must own the horse to use breeding tokens - cannot breed foals from others' horses without the owner present and consenting if tokens are enabled.
		Fly spray added as a healing item for horses.
		Horses avoid dangers such as cactus, sweet berries, magma and lava.
	1.18.2-1.2.8	Must own the horse to add or remove trusted players via commands.
		Horses sleep at night between 9PM and 6AM.
		[Bug Fix] Horses should pee on servers + decreased default frequency (config).
1.16.5	1.16.5-0.5.3.20	[Deprecated Information] Horses pee roughly every 15 minutes when their chunk is loaded . Horses poo roughly every 16 minutes when their chunk is loaded .

Tacking-Up & Riding

Tacking Up

Horses have an inventory (GUI) for equipping tack and viewing their current needs and skills. Access a horse's inventory by shift + right-clicking the horse - ideally with an empty hand as some items have a shift + right click functionality.

The slots allow riders to equip a [Halter](#) or [Bridle](#), [Blanket](#), [Saddle](#), [Girth Strap](#), [Breast Collar](#), [Leg Wraps](#), [Horse Armor](#) or [Pasture Blanket](#), and [Saddlebag](#). Some of these items are required to ride the horse:

- Without a bridle and saddle a rider will not be able to steer (control) the horse
- Without a girth both rider and saddle will fall off the horse within a few seconds

Much like in real life, tack needs to be equipped in a logical order; bridle first, blanket, saddle then girth. Breastcollar and wraps are optional. If the horse is already wearing one of these item types, you can 'hotswap' it out with another version by shift + right-clicking the horse with that item in hand without having to open the GUI.

A horse's inventory cannot be accessed while they are sleeping. Right-click with a bridle in hand (or shift + right-click if they are wearing a halter) to equip it; this will wake the horse up if you need to interact with them overnight.

Tack dependencies (such as saddles requiring blankets) are a configurable value and can be adjusted in the [server config](#).



Shown: A Horse wearing adventure tack and a saddlebag.

Riding

Right-click a tacked horse to mount it. If properly equipped, you can steer the horse with the standard directional controls (WASD) and mouse, jump with spacebar or dismount by pressing shift.

Horses have a gaits which are patterns of movement that occur at different speeds and rhythms. In SWEM, horses have 5 different gaits; walk, trot, canter, extended canter and gallop. On first mounting the horse, they will always start at a walk. To increase the gait, press H. To decrease once more, press G. Each use will change the current gait by one level up, or one level down.

The gait will reset to Walk when a rider no longer moves the horse forward (pressing W) or following a refusal.

Gait	Speed	Universal	Notes
Walk	3bps	Yes	A horse that is starving or in exsiccosis can only walk.
Trot	5bps	Yes	---
Canter	11bps	Yes	A horse that is malnourished or dehydrated can only go up to a canter.

Extended Canter	13-17bps	No	A horse that is malnourished or dehydrated (or worse) cannot ext. canter.
Gallop	13-27bps	No	Gallop can be used for a set amount of time, dependent on speed level. It has a cooldown after use, during which time the horse cannot gallop.
Swimming	N/A	Yes	Horses will swim when the water depth is greater than 1 Block <ul style="list-style-type: none">• Will swim even if dismounted - can be remounted• Will not change gaits - speed level has no bearing on swimming• Will not take drowning damage if submersed underwater• Will require a 1 block step up out of the water

Universal speed refers to a gait that is unaffected by the speed level. This is implemented to allow players to ride together (trails, team sports) on servers regardless of their horse's skills.



Dual Riding

Two players can ride a horse if the horse settings are set to all or trusted, which requires the player to be set as trusted via commands. When the primary rider dismounts, the secondary rider will take control of the horse.

Carrying Entities

Ctrl + Right Click is the default keybind, if you set a different key for sprinting you would use [sprint key] + right click.

A player can place a **single** passive entity, such as livestock or villagers, on the back of their horse. To place an entity on a horse, the rider must be mounted and looking at the entity - press (default) Ctrl + Right-click to mount the animal on the back of a horse. To dismount an entity from your horse, stand on the ground, hold Ctrl + Right-click the horse (remount) which will remove the entity. Alternatively, use a lead on the mounted entity to remove them. You can safely mount and dismount normally without ejecting the carried entity.

Frost & Lava Walk

Lag and chunkloading can delay ice/magma spreading and drop the horse into water/lava. **Moving slower may help.**

Horses can safely be ridden across water and even lava if wearing [horse armor](#) of a **specific tier or higher**. For Frost Walker, gold tier horse armor must be used, which creates a layer of ice underneath them at the same y-level they were on if water is present. For Lava Walk, diamond tier horse armor must be used, which creates a layer of magma underneath them at the same y-level they were on if lava is present. Horses wearing diamond tier armor will take no damage from lava even if submerged, and the armor does not deteriorate in condition.

Flight (1.20.1-1.3.0+)

Flight is not steered by mouse direction as with normal riding, the player will need to carefully give WASD commands.

Flight requires a horse to be equipped with [Amethyst-tier armor](#) - this includes the special variant armors (anything with wings).

To initiate flight, mount an armored horse and press **J** to toggle flight.

Flight Controls (Default)

Flight is simpler than it might seem, however different combinations of keys or different movement can result in different flight actions. These display to the right of the hotbar, telling the rider what action and animation the horse is currently doing.

Key	Action	Description
J	Launching	Toggles flight by launching the horse 7B into the air.
	Glide	Default state without any key commands - slowly flies forward and decreases altitude (height).
W	Accelerate	Increases the speed (up to max) - remains at the same altitude.

A	Bank Left	Rotates the horse in a gradual left turn - decreases altitude unless moving forward (holding W).
D	Bank Right	Rotates the horse in a gradual right turn - decreases altitude unless moving forward (holding W).
Space	Elevate	Increases the altitude without moving forward.
Space	Rise	Increases the altitude while moving forward (holding W).
L Shift	Flutter	Decreases the altitude without moving forward if not using W. Shift + S to slow to a flutter.
L Shift	Dive	Decreases the altitude rapidly while moving forward (holding W).
S	Float	Decreases the speed to a stop - remains floating (hover) at the same altitude.
	Landing	The horse will land when they touch a block - this includes on collision with blocks (terrain).

Simple Summary:

J to start flying, **W** to move forward, **A/D** to move left and right, **Shift** to decrease height, **Space** to increase height. It's similar to creative flying but without the mouse movement to steer.

Leading

Horses can be led using a lead, or [lead and anchor](#). The leading mechanics are the same as Minecraft - SWEM plans to overhaul leadrope options and leading AI in future.

Cross Ties

Horses can be cross tied between two hitching posts, fences or ring hitches. Attach the horse to one connection as normal, take a second lead and use on the horse. Connect to the second hitching point and the horse will be pulled into a somewhat central position between both connections. On right clicking either connection, both leads will be disconnected and dropped at the horse's feet.

Horses cannot be lunged - this feature was planned in future. Any marketing or RRP videos appearing to demonstrate feature this will generally have used a horse with unrendered tack and an invisible rider (multiplayer server).

Gallery



Shown: A Horse wearing adventure tack and a saddlebag.

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!

- **[~] 1.18** Horses sink in lava (if magma walk lags), but will not die in diamond+ armor.
 - **[~] 1.20** Flight has some animation oddities with the player sometimes clipping inside the horse.
 - **[~] 1.18** Horses get stuck swimming - cannot be led or lifted out. Remove water with sponge to break the animation.
 - **[~]** Horses do not reset to walking and will steps up a gait when next changed (ie start at canter > move to gallop).
 - **[~]** Second rider mounting and unmounting horse slows the current gait to a walk.
 - **[~]** Horses bucking with a mounted entity will damage and potentially kill them.
 - **[~]** Mounted entities occasionally get stuck on the back of a horse and cannot be dismounted.
-

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
1.20.1	1.20.1-1.4.0	Initial flight toggle launches 7B into the air, instead of previous 11B.
		[Bug Fix] Speedy reversing (back up) no longer occurs when pressing S.
		[Bug Fix] Cannot dismount mid-air in flight as either primary or second rider.
	1.20.1-1.3.2	[Bug Fix] Gait changes cannot be used in flight - no in-air refusal animations.
	1.20.1-1.3.0	Flight implemented.
		Horses swim in Lava and will not take damage if wearing Diamond+ armor.
1.18.2	1.18.2-1.3.0-15	Horses can no suffocate in blocks to prevent ice suffocation during lag spikes.
	1.18.2-1.3.0	[Bug Fix] Cross ties render both leads.

Other Information

Continue reading this chapter to learn more about our Horses!

Bonding and Skills

Skills

The SWEM horse has the capacity to upgrade 'skills' that increase their stats or abilities in various areas. These skills start at 0 when a horse is tamed and experience points are gained through various training methods, increasing until the horse reaches the next level. It is the increase of levels themselves that result in stat or ability upgrades and not the experience amount of a level.



Shown: Horse Inventory GUI showing current skill levels and experience points accumulated.

Speed

Speed is the skill that dictates how fast your horse can move at certain [gaits](#). It is also important to note that Walk, Trot, and Canter are **universal speeds** and are not altered by speed leveling - these universal speeds were added for convenience of multiplayer servers where certain disciplines or leisure activities might require players to ride at a uniform speed.

Speed skill can be increased by:

- Riding the horse (particularly in faster gaits)
- Using [Speed or All XP potions](#) found in loot chests or acquired from the creative inventory

	Level 1	Level 2	Level 3	Level 4	Level 5
Experience Req.	---	1350	3038	4050	5063
Walk	3bps	3bps	3bps	3bps	3bps
Trot	5bps	5bps	5bps	5bps	5bps
Canter	11bps	11bps	11bps	11bps	11bps
Extended Canter	11bps	13bps	15bps	17bps	19bps
Gallop	13bps	15bps	18bps	20bps	22bps

Shows default experience values. Experience requirements will differ on servers / worlds with non-default [configs](#).

Jump

Jump is the skill that increases the height in blocks that your horse can jump. All horses can jump 1 block initially, and up to 5 blocks (or slightly above for clearance) maximum.

Jump skill can be increased by:

- Jumping during riding
- Using [Jump or All XP potions](#) found in loot chests or acquired from the creative inventory
- Leveling up Affinity - reaching level 3 (Tolerant) automatically increases a jump to Level II (2)

	Level 1	Level 2	Level 3	Level 4	Level 5
Experience Req.	---	1350	3038	4050	5063
Height	1.75b	2.75b	3.75b	4.75b	5.75b

Shows default experience values. Experience requirements will differ on servers / worlds with non-default [configs](#).

A horse's jump has a natural arc that increases after 'launch' and declines before they land, and their jump height refers to the highest point of that arc. This means that SWEM horses need more space between jumps to allow the rider to approach, charge their jump, release to launch and make it over the obstacle at the highest point of the jump.

- Jumping will be on the spot (no movement) unless the rider must press W to initiate forward movement.
- Jump refusals are very common at low level affinity so it is easier to train jump after some bonding has occurred.
- Jumps are either successful (jumps) or they are not (refuses) - there is no acknowledgement of jump collision (faults).
- Jumping has a short couple second cooldown so the best courses are [well-spaced](#) to account for this stride.
- Jumps at lower level have a shorter animation (less height and time in the air) so travel a shorter distance over a jump.
- Jumps at higher levels have a longer animation (more height and time in the air) and can achieve either height at their peak jump phase, or distance over a gap. A maxed jump and speed horse could cover up to 11 blocks on a flat jump.
- Jump distance is influenced by speed - a higher gait will increase the distance a horse covers during a jump.

Fact: The most difficult jump that a SWEM horse and rider can complete is a 5B tall triple bar jump that spans 5B distance. It is only possible at a gallop and needs to be **perfectly** timed for charge, takeoff and launching phase to make it far enough and over all 3 bars.

Affinity

Affinity is a status that determines a horse's connection with riders and impacts their chances of refusing to jump or increase gaits. Lower level horses regularly refuse commands - especially in gaits above walk and trot or when jumping, whereas higher levels or maximum bonded refuse far less frequently.

Affinity level can be increased by:

- Riding the horse
- Flying with the horse (1.20.1+)
- [Brushing](#) the horse each day
- Using [desensitization items](#) regularly
- Using [Affinity or All XP potions](#) found in loot chests or acquired from the creative inventory

Affinity experience, unlike any other skill, can be **lost** if the horse takes damage! This is a small loss that can be regained but might cause a horse to change levels if loss will decrease them below 0 experience for that affinity level.

Level	Experience (Level Up)	Bonding Level (1.20+)	Bonding Level (1.16-1.18)	Level (Command)
0	---	Affinity	Unwilling	1

1	100	Affinity I	Reluctant	2
2	850	Affinity II	Tolerant	3
3	2000	Affinity III	Indifferent	4
4	3000	Affinity IV	Accepting	5
5	4000	Affinity V	Willing	6
6	6000	Affinity VI	Committed	7
7	9000	Affinity VII	Trusted	8
8	11000	Affinity VIII	Friends	9
9	14000	Affinity IX	Best Friends	10
10	15000	Affinity X	Inseparable	11
11	16000		Bonded	12

Shows default experience values. Experience requirements will differ on servers / worlds with non-default [configs](#)

Level (Command) is the value needed if using `/swem set AFFINITY #` to get that affinity level.

Health

Health is the attribute that increases the hitpoints (hearts) of a SWEM horse. Horses start with 20HP (10 hearts) of health and can increased up to 40HP (20 hearts) maximum by levelling, or up to 60HP (30 hearts) if using a [booster shot](#) on a maxed health horse.

Health level can be increased by:

- Daily nutrition via food points
- Using [Health or All XP potions](#) found in loot chests or acquired from the creative inventory

Horses meal points contribute points (XP) towards their health stat; feeding your horse sufficient daily points, plus grain, is the best way to maximize a horse's daily health XP gain. Horses that are fed their maximum points daily will progress faster through the levels, by virtue of eating more,

than those who miss meals.

If a horse is not fed, it does not lose XP from the health stat, though their maximum health will decrease until recovered.

Negative Debuffs

When a horse is starving or thirsty, their maximum health value will decrease at 0.5 hearts (1HP) per day they are starving. If they are starving and thirsty at the same time, that results in a combined 1 heart (2HP) loss per day.



- Maximum HP will keep decreasing until a horse is missing 0 meals (fed) and 0 drinks (satisfied)
- Maximum HP will be capped at 3 hearts (6HP) at the lowest
- Actual HP will not decrease unless a horse takes physical damage
- Maximum HP will recover gradually each day the horse is not missing any meals **and** drinks

Horses with low health (5 Hearts | 10HP) will display the sad stand and walk animation - allowing riders to see when their horse needs urgent care - use [fly spray](#), [glistening melon](#) or a [healing item](#) (SWPM).

	Level 1	Level 2	Level 3	Level 4	Level 5
'Experience' Req.	---	1350	3037.5	4050	5062.5
Hearts HP	10 20HP	11 22HP	13 26HP	16 32HP	20 40HP
These are the default experience values. The required experience will differ on servers/games with non-default configs .					

Gallery



Shown: The most challenging Olympic level jump - a 5 wide triple bar 3/4/5 block increments.

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!

- **[-] 1.20** Health status can not be seen since health XP is now displayed in the GUI.
- **[~]** Horse stats reset to L1 (0XP) - possible factors are significant updates (unlikely unless the update significant overhauls horses and skills) and server related updates or alterations. Very rare and unknown cause/solution.

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
1.20.1	1.20.1-1.4.0	Health now displays experience rather than current/maximum health.

Affinity now uses roman numerals, similar to other skills (I-XI)

Flying increases affinity skill experience (same as normal riding).

[Bug Fix] Horses not gaining skill stats when ridden/trained.

[Bug Fix] Skill points extending beyond the GUI.

1.18.2	1.18.2-1.3.0	Chat message is displayed when a horse levels up a skill during riding.
		Horses with low health stand and walk in the sad animation.
	1.18.2-1.2.7	Food system (new) contributes points towards the health system.

Other information

Continue reading this chapter to learn more about our Horses!

Feed System

Description: Horses require adequate daily nutrition and consistent meals to remain happy and healthy. This system works cooperatively with the [Thirst System](#).

The Food and Water systems do not work **prior to 1.18.2-1.2.8+**. This feature will not be fixed for 1.16.5.

Basics & Finding Food

Food search radius is a configurable value - default is 15 but can be set from 5-40. Increasing this value can cause lag.

Horses will become hungry once per day, and will need approximately 1 (Quality) Bale or 112 grass blocks between 7AM-8PM, though there are many different combinations that a horse can be fed to meet their nutritional requirements. When food is available, horses can eat:

- From placed [grain feeders](#) and [hay feeders](#) in a 15 block search radius
- From placed bales or natural food (ie grass) in a 15 block search radius
- Items dropped onto the ground by a player in a 15 block search radius
- Items hand-fed by a player

Food Bar

This bar is **NOT** an indicator of daily hunger or food intake, but the Horse's overall food status. It decreases from full to empty as the horse fails to consume enough food on a single day or continuously over several days. Each level decrease indicates a different stage of hunger, from fully fed (full) to starving (empty). Giving your horse extra food on a single day will not increase the value immediately, but will gradually over a day or more. **See below for an explanation of how meals and missed meals work.**



Meals

Horse hunger is a [configurable](#) value - if it is of your horses will experiencehunger.

disabled none

Horses have a meal time at 7AM every day after the horse wakes up.

If 24hr food cycle is enabled via [server config](#) this will be 8AM GMT every real life day - provided the horse is loaded.

- The hunger level is decreased by dropping the meal points to 0 so they can eat again.
- Meal times will be **skipped** if the player sleeps through a storm
- Meal times will be **skipped** if the horse is not rendered/loaded (so you can go explore or play elsewhere in SP)

Meals will be totaled up at 8PM every night before the horse sleeps.

If 24hr food cycle is enabled via [server config](#) this will be 9PM GMT every real life day - provided the horse is loaded.

- The meal for that day will be logged as either met or missed.

Missed Meals

Horse will satisfy a meal requirement if they consume 224+ points of food per day. When satisfied, they can progress between status' of hunger depending on whether they have missed any meals previously. A horse that is missing 0 meals will be considered fed, or fully fed if grain is provided daily.

If a horse fails to consume 224+ points of food in a day, that 'meal' will be missed. Missing meals will deteriorate the hunger status and slowly accumulate debuffs. Health can also be affected. Missed meals must be recovered; each meal your horse satisfies will decrease the missed meals value by 1 meal. **Craft and use the [Vet Bag](#) to view the status of any missed meals.**

Food Level (GUI)	Status	Missed Meals	Gaits	Speed	Obedience
5	Fully Fed	0	---	---	+10%
4	Fed	0	---	---	---
3	Hungry	1	-2s Stamina	-10%	-10%
2	Malnourished	3	Max. Canter	-20%	-20%
1	Starving	7	Max. Walk	--	-30%

Points

Point values for food varies - some foods are more nutritious than others, requiring fewer items/servings to meet the meal points. Each food has a maximum that can be fed before a horse

becomes unhappy, and a maximum that can count towards their meal points - feeding in excess of this will not be counted as nutrition and will make your horse angry!

Saturation

To prevent them from consuming all their daily food in high-point items immediately on wake up, horses have a simple 'saturation' system. Each point they eat gets converted into a time before they can eat again - this also gives horses some time to just wander around, play idles etc.

Saturation (Calculation)

Each point consumed satisfies the horse for 40 ticks (2 seconds).

$\text{Pts} \times 40\text{ticks} = \# \text{ tick delay}$

$\text{Delay} / 20 = \text{seconds delay}$

$\text{Seconds} / 60 = \text{minutes delay (if necessary)}$

One minecraft hour is 1000 ticks, so each 1000pt delay will be one hour wait to eat again in game time.

Quality Bale (Example)

Bales give 112pts per slab = 4,480 ticks (3.7 minutes)

A horse that eats a bale at 7AM (1000 ticks) would not want to consume more food until 11:30AM (5480 ticks)

Grass (Example)

Grass gives 2pts per block or item consumed = 80 ticks (4 seconds).

Horses can near continuously eat grass with a few seconds delay until their points are satisfied if they are not saturated from any other food type.

Points (All Food)

Contribution	The maximum number of points that can be put towards meals each day. Restricts low-value or unhealthy foods (treats) meeting 100% of the horses's daily nutritional needs.
Food	The specific food item
Points	How many points one single serving of that food gives towards a meal
Minimum	The minimum servings to meet or max the points towards daily point requirements
Maximum	The maximum servings before a horse becomes angry (displays red particles)

Other	Any buffs or debuffs
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Contribution (1D)	Food	Points	Minimum	Maximum	Other
Treats					
13pts	Bamboo	3	3	7	1pts affinity
	Beets	3	3	7	1pts affinity
	Carrot	5	4	5	2pts affinity
	Sugar Cube	5	1	5	2pts affinity
	Watermelon Slice	5	4	5	2pts affinity
	Sweetberries	7	1	3	3pts affinity
	Honey	7	1	3	3pts affinity
	Apple	7	2	3	3pts affinity
	Honeycomb	11	1	2	5pts affinity
	Pumpkin	11	1	2	5pts affinity
	Melon	11	1	2	5pts affinity
Grass Feeds					
224pts	Grass/Shrooms	2	112	none	---
	Oat Bushel	10	4	5	---
	Timothy Bushel	14	4	5	---
	Alfalfa Bushel	14	4	5	---
	Timothy Bale	56	2	3	---
	Timothy Slab	28		4	---
	Alfalfa Bale	56	2	3	---

Alfalfa Slab	28		4	---	
Quality Bale	224	1	2	---	
Quality Slab	112	2	3	---	
Grains					
112pts	Sweet Feed*	112	1	2	---
	Rose Feed*	112	1	2	---
One-Off Treats					
0pts	Golden Apple	0	---	---	2kpts affinity
	GAP	0	---	---	5kpts affinity
	Golden Carrot	0	---	---	1kpts affinity
	Glistening Melon	0	---	---	1kpts affinity

One-off treats heal the horse 100% of all ailments and health but can only be give **ONCE** to get the perks.

* Feeding grain only will change a horse hungry (from fed/fully fed) even with 224pts+ as grain is not filling.

Health

Horses meal points contribute points (XP) towards their [health](#) stat. Horses that are fed their maximum points daily will progress faster through the levels, by virtue of eating more, than those who miss meals.

If a horse is not fed, it does not lose XP from the health stat.

Negative Debuffs

When a horse is starving, their maximum health value will decrease at 0.5 hearts (1HP) per day they are starving.

- Maximum HP will keep decreasing until a horse is missing 0 meals (fed)
- Maximum HP will be capped at 3 hearts (6HP) at the lowest
- Actual HP will not decrease unless a horse takes physical damage

- Maximum HP will recover gradually each day the horse is not missing any meals **and** drinks
-

Additional

Tack & Leading

Horses will not eat if they are wearing a bridle or on a lead (including if hitched). This is intentional to reduce the horse going into an eating animation while being ridden, or pathing to food while being led by a player. Leaving a horse tacked or hitched will restrict their ability to satisfy hunger.

Priority

Horses will always prioritize water over food if both are available, within their search radius and the horse is hungry/thirsty. After water is satisfied, the horse will prioritize food in the order of treats > grain > bales > grass.

Starvation

Critically starving horses will not [poop](#) as they are not taking in adequate nutrition to digest or excrete.

Fatality

Horses will not die directly from critical hunger and fatality will not be implemented as a feature. However, horses can die from taking damage and are much more likely to do so with a decreased max health stat. The implemented system of missed meals encourages players to keep their horses well fed and rehabilitate their horses back to full health with regular care to provide a non-fatal consequence to neglect.

[Xaero's Minimap](#) has a useful feature to display the in-game time so you never have to miss your mealtimes again!

[Hourglass](#) has been tested (1.18) and seems fully compatible with SWEM food cycle if players want an extended MC day!

Troubleshooting

[Read More] My horse is not eating!

The most likely reason for a horse not eating is:

- Horses are not loaded during meal times (7:00AM) so their needs were not set to decrease

- The world has the **24hr cycle** enabled in [server config](#) so food only resets at 8AM GMT if horses are loaded.
- The world has **/gamerule doDaylightCycle** set to false so time does not pass to allow meal times to take effect
- The world has **/gamerule mobGriefing** set to false so horses cannot eat grass (should not effect feeders/bales)
- Horses cannot eat food - wearing a bridle, attached to a leadrope or hitched.
- Horses cannot access food - obstructed by something else (ie shavings around a slow feeder)
- Horses cannot find food in their search radius - ~15B in any direction to reduce lag for multiple searching horses.
- Horses have already eaten enough to satisfy their meal points and do not need to eat any more.

If your horse seems to be hanging around their feeder/trough, try giving them a nudge away incase they are 'stuck'.

[Read More] My horse is missing meals even though I provided food!

The most likely reason for a horse missing meals is your horses has not loaded for long enough to meet their points requirement. This is most often the case with grazing in which a horse needs to consume 112 blocks per day (which takes time) and if they are not rendered for long enough to do so, or cannot satisfy their dinner meal before they sleep, they will have missed a meal. Try supplementing your horse with bales, or checking on them ahead of the food check at 8PM to make sure they don't need any extra food.

Feeding grain only will change a horse hungry (from fed/fully fed) even with 224pts+ as grain is not filling.

[Read More] The mealtimes are just too much work, but I still want hunger!

Unfortunately we can only offer immersive realism, or disabling needs entirely at this point. If you are finding the feeding system to occupy too much of your MC day (and you don't like that), you can do one of the following:

- Pause the time for a while if you have access to [commands](#)
- Ignore needs and reset them as required if you have access to [commands](#)
- Avoid loading horses (160B+ distance) around hungry time on days you just want to chill

- Turn off one or the other (hunger or thirst) to reduce your daily tasks. Disabling hunger will impact your ability to level health, whereas disabling thirst will have less significance on gameplay.
- Enable 24hr food system via [configs](#) if you play ~9PM and 8AM GMT. Only recommended for active servers.
- (MP) Board your horse out to another player to take care of (or who won't render them) for a while.

Alternatively...

Try a mod like [Hourglass](#) to *extend* the MC day +/- night so you have more time between days in order to take care of your horses. For example, you could set a double length day (20 minutes) or even higher so the day passes slower. You can even elect to keep the same, shorter or longer length of night. The horses will still reset their needs at the right times even though the time progression speed is altered!

You will still need to have daylight cycle on, and render horses at meal times to enjoy your slower paced horse care!

[Read More] How to set hunger related stats or needs?

Players must have sufficient permissions (OP or ranks on MP servers) or cheats enabled (SP) to use commands.

<code>/time set 999</code>	Change the time to ~7:00 AM - just before the morning meal time
<code>/swem set allNeeds [1-5]</code>	Set a horse's needs (health, hunger, thirst) to the specified value or level.
<code>/swem set health [1-5]</code> 10 / 20 / 30 / 40)	Set a horse's health value to the specified value (HP: 6 / 10 / 20 / 30 / 40)
	Note: Will be capped by the maximum value allowed with the health skill.
<code>/swem set hunger [1-5]</code> Starving / 5 - Fully Fed)	Set a horse's hunger status to the specified level (1 -
<code>/swem set thirst [1-5]</code> Exsiccosis / 5 - Quenched)	Set a horse's thirst status to the specified level (1 -

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!

- **[-] 1.18** Missing half-height lean out transition animation (snap out of eating 1B high foods). **Fixed in 1.20.1.**
- **[-]** Horses can achieve fully fed on 224pts (0.5 Quality Bale + Sweet Feed) instead of 336 (1 Quality Bale + Sweet Feed)
- **[-]** Horses will not eat beyond 224pts independently - required to consume sweet feed if full on bales or grass.

Trivia

Meal times are fondly referred to as 'hungry' times - which is not a typo. These have been referred to as that ever since the initial concept for a meal and time based food system, and that phrase is accurate even down to the code level.

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
1.20.1	1.18.2-1.3.2	Added missing half height lean-out transition animation.
1.18.2	1.18.2-1.3.0	[Bug Fix] Should have resolved uncommon issue of needs not resetting at 999.
	1.18.2-1.2.8	[Bug Fix] Wild horses no longer eat constantly (use saturation/point limits)
	1.18.2-1.2.7	Implemented new feed system with 'hungry times', meals, points and health.

1.16.5	1.16.5-0.5.3.20	<p>Feed system is broken in 1.16.5 release and will not be updated.</p> <ul style="list-style-type: none">• Horses do not deteriorate in hunger• Horses do not seek out and eat or drink but can still be hand-fed
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Thirst System

Description: Horses require adequate daily water to remain happy and healthy. This system works cooperatively with the [Hunger System](#).

The Food and Water systems do not work **prior to** 1.18.2-1.2.8+. This feature will not be fixed for 1.16.5.

Basics & Finding Water

Food search radius is a configurable value - default is 15 but can be set from 5-40. Increasing this value can cause lag.

Horses will become thirsty twice per day, and will need 2 buckets of water between 7AM-8PM. When water is available, horses can drink:

- From placed [water troughs](#) and [half barrels](#) in a 15 block search radius
- From ground water (source or waterlogged block) in a 15 block search radius
- Waterbucket hand-given by the player

Thirst Bar

This bar is **NOT** an indicator of daily thirst, but the Horse's overall thirst status. It decreases from full to empty as the horse fails to consume water on a single day or continuously over several days. Each level decrease indicates a different stage of thirst, from quenched (full) to exsiccosis (empty). Giving your horse extra water on a single day will not increase the value. **See below for an explanation of how meals and missed drinks work.**



Meals

Horse thirst is a [configurable](#) value - if it is none of your horses will experience thirst.

disabled

Horses have a meal time at 7AM every day after the horse wakes up.

If 24hr cycle is enabled via [server config](#) this will be 8AM GMT every real life day - provided the horse is loaded.

- The thirst level is decreased so they can drink again.
- Meal times will be **skipped** if the player sleeps through a storm
- Meal times will be **skipped** if the horse is not rendered/loaded (so you can go explore or play elsewhere in SP)

Meals will be totaled up at 8PM every night before the horse sleeps.

If 24hr cycle is enabled via [server config](#) this will be 8AM GMT every real life day - provided the horse is loaded.

- The previous drinking period will be logged as either met or missed.

Missed Drinks

Horse will satisfy their drink requirement if they consume 2 buckets of water per day. When satisfied, they can progress between status' of thirst depending on whether they have missed any drinks previously. A horse that is missing 0 drinks will be considered satisfied and can remain satisfied with 2 bucket each day, or quenched if they get 4 buckets instead.

If a horse fails to consume 2 buckets of water in a day, that will be counted as a missed drink. Missing drinks will deteriorate the thirst status and slowly accumulate debuffs. Health can also be affected. Missed drinks must be recovered; each drink your horse satisfies consecutively will decrease the missed drinks value by 1. **Craft and use the [Vet Bag](#) to view the status of any missed drinks.**

Thirst Level (GUI)	Status	Missed Drinks	Gaits	Jump	Obedience
5	Quenched	0	---	---	+10%
4	Satisfied	0	---	---	---
3	Thirsty	1	-2s Stamina	-10%	-10%
2	Dehydrated	3	Max. Canter	-20%	-20%
1	Exsiccosis	7	Max. Walk	-30%	-30%

Health

Water does not contribute towards or detract from [health](#) stats in the same way food does. However, missing drinks will prevent a horse from increasing their [capped health](#) stat.

Negative Debuffs

When a horse is in exsiccosis, their maximum health value will decrease at 0.5 hearts (1HP) per day they are seriously thirsty.



- Maximum HP will keep decreasing until a horse is missing 0 drinks (satisfied)
- Maximum HP will be capped at 3 hearts (6HP) at the lowest
- Actual HP will not decrease unless a horse takes physical damage
- Maximum HP will recover gradually each day the horse is not missing any meals **and** drinks

Additional

Tack & Leading

Horses can drink if swimming, ridden or tacked, but not if they are on a lead (including if hitched). This is intentional to prevent the horse pathing to water while being led by a player. Leaving a horse hitched will restrict their ability to satisfy thirst.

Priority

Horses will always prioritize water over food if both are available, within their search radius and the horse is hungry/thirsty.

Exsiccosis

Severely dehydrated horses will not [pee](#) as their body needs to conserve water to remain alive.

Fatality

Horses will not die directly from critical thirst needs and fatality will not be implemented as a feature. However, horses can die from taking damage and are much more likely to do so with a decreased max health stat. The implemented system of missed drinks encourages players to keep their horses well watered and rehabilitate their horses back to full health with regular care to provide a non-fatal consequence to neglect.

[Xaero's Minimap](#) has a useful feature to display the in-game time so you never have to miss your mealtimes again!

Troubleshooting

[Read More] My horse is not drinking!

The most likely reason for a horse not drinking is:

- Horses are not loaded during meal times (7:00AM) so their needs were not set to decrease.
- The world has the **24hr cycle** enabled in [server config](#) so food only resets at 8AM GMT if horses are loaded.
- The world has **/gamerule doDaylightCycle** set to false so time does not pass to allow meal times to take effect
- Horses cannot access water - obstructed by something else (ie shavings around a trough)
- Horses cannot find water in their search radius - ~15B in any direction to reduce lag for multiple searching horses.
- Horses have already drunk enough to satisfy their meal points and do not need to drink any more.

[Read More] The mealtimes are just too much work, but I still want thirst!

Unfortunately we can only offer immersive realism, or disabling thirst entirely at this point. If you are finding the feeding system to occupy too much of your MC day (and you don't like that), you can do one of the following:

- Pause the time for a while if you have access to commands
- Avoid rendering them around meal times on days you just want to chill
- (MP) Board your horse out to another player to take care of (or who won't render them) for a while.
- Turn off one or the other (hunger or thirst) to reduce your daily tasks. Disabling hunger will impact your ability to level health, whereas disabling thirst will have less significance on gameplay.

Alternatively...

Try a mod like [Hourglass](#) to *extend* the MC day +/- night so you have more time between days in order to take care of your horses. For example, you could set a double length day (20 minutes) or even higher so the day passes slower. You can even elect to keep the same, shorter or longer length of night. The horses will still reset their needs at the right times even though the time progression speed is altered!

You will still need to have daylight cycle on, and render horses at meal times to enjoy your slower paced horse care!

[Read More] How to set thirst related stats or needs?

Players must have sufficient permissions (OP or ranks on MP servers) or cheats enabled (SP) to use commands.

`/time set 999`

morning meal time

Change the time to ~7:00 AM - just before the

`/swem set allNeeds [1-5]`

specified value or level.

Set a horse's needs (health, hunger, thirst) to the

`/swem set health [1-5]`

10 / 20 / 30 / 40)

Set a horse's health **value** to the specified value (HP: 6 /

allowed with the health skill.

Note: Will be capped by the maximum value

`/swem set hunger [1-5]`

Starving / 5 - Fully Fed)

Set a horse's [hunger status](#) to the specified level (1 -

`/swem set thirst [1-5]`

Exsiccosis / 5 - Quenched)

Set a horse's thirst status to the specified level (1 -

Trivia

Meal times are fondly referred to as 'hungry' times - which is not a typo. These have been referred to as that ever since the initial concept for a meal and time based food/water system, and that phrase is accurate even down to the code level.

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!

- **[-] 1.18** Missing half-height lean out transition animation (snap out of drinking 1B high water sources). **Fixed in 1.20.1.**

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
1.20.1	1.18.2-1.3.2	Added missing half height lean-out transition animation.
1.18.2	1.18.2-1.3.0	[Bug Fix] Water only resets at 7AM for 2 Buckets, instead of 7AM and 8PM.
	1.18.2-1.2.7	Implemented new thirst system, uses feed system's 'hungry times'
1.16.5	1.16.5-0.5.3.20	Thirst system is broken in 1.16.5 release and will not be updated. <ul style="list-style-type: none">• Horses do not deteriorate in thirst• Horses do not seek out and eat or drink but can still be given water

Reproduction

Overview

SWEM horses have a basic vanilla breeding system in place for V1, including custom SWEM foals.

Genders were added to 1.18.2-1.4.0 / 1.20.1-1.4.0+ and will **NOT** receive a backport to 1.16.5 (unsupported).

Breeding (Love Mode)

Only the owner or OP player can initiate love mode - this is to prevent accidental or unpermitted breeding on MP servers.

[Rose Feed](#) will be food only if [breeding tokens](#) are enabled via [config](#). Breeding tokens are unobtainable unless [configured](#).

Right-clicking each parent with an open bag of [Rose Feed](#) or a breeding token to enable 'love mode'. Horses must satisfy the following criteria:

- Must be an adult
- Must be fertile male / female - not a gelding/infertile mare **OR** reached / exceeded maximum cap for births / covers.
- Must not be on cooldown or pregnant - readiness is indicated by a small green pixel next to the gender icon.
- Must have or locate a suitable partner that meets the same criteria - opposite **gender** **OR** any horse prior to 1.18.2-1.4.0.
- Must be close enough (small search radius) or able to path to a partner that meets the above criteria.

From 1.4.0+ love mode can be set via [config](#) per gender to a set duration **OR** enable permanent love mode. The latter means horses remain ready to breed for as long as it takes to find a suitable partner (as above) - after which they will go into cooldown. **This setting is advised with caution;** it decreases the risk of wasted breeding items (ie [tokens](#)) but it also introduces a need for careful separation of stallions or fertile mares to avoid possible accidental breeding.

View a horse's love mode status by hovering over their gender icon in the GUI, or using a vet bag.

Gestation 1.18.2-1.4.0+

Gestation is the period of delay between breeding and birth (pregnancy). By default, this is 1800 seconds (30 minutes) but can be increased or decreased via [config](#) to extend or shorten the gestation period. These changes will only affect **new** pregnancies.

Following a successful breeding, mares will immediately become pregnant. On reaching **25%** of their total pregnancy duration, a gestation timer appear under the gender icon (GUI). It will increase gradually in increments of 25% until the timer reaches 100%. When full, birth is imminent and a foal will soon appear near the mare, dropping a small amount of XP. There is a very small ([configurable](#)) chance that mares will birth twin foals, by default only 1/1000 births will result in twins.



Shown: Gestation timer progressing from 0-25, 25-50, 50-75 and 75-100%.

Cooldown

Both Mares and Stallions experience a [configurable](#) breeding cooldown, during which they cannot enable 'love mode' until time has passed or it is removed via [commands](#).

- **Mares:** The default cooldown is 1800 seconds (30 minutes) and occurs after birth.
- **Stallions:** The default cooldown is 900 seconds (15 minutes) and occurs after offering a cover (breeding).

The cooldown status can be seen by the red or green indicator next to the Inventory GUI gender icon.

Red - Cooldown / Pregnant	Green - No Cooldown	Gelding - Infertile
		

Foals

Appearance

Foals have a smaller build with skinny foal-like proportions; long legs and slim bodies. They are

born with one of a limited number of base coats that are selected from based on the general color tags of the parents. On becoming an adult, the foals 'roll' again from all adult [coats](#) that correspond to their foal color - excluding any secret coats.

Behavior

Foals display a small number of idle animations (ie shake) and will follow a random nearby adult horse if one is nearby. They will not wander away unless find or path to an adult horse. They can be led using a lead, and hitched to fences and hitching posts as normal.

Growth

Foals do not physically grow and remain the same size until they become an adult. By default, foals take 30 minutes to age up; the growth time can be [configured](#). Sweet feed can be given to speed up the ageing process **unless** breeding tokens are enabled.

Needs

Foals will not miss meals or drinks if food is unavailable, but will seek to obtain food and drink points like tamed horses. They will not sleep, pee or poop and cannot be ridden or tacked (including halters).

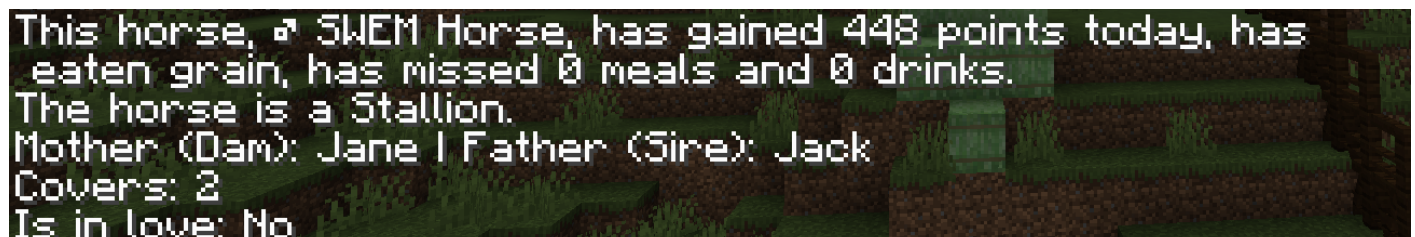
Lineage 1.18.2-1.4.0+

This information only displays in the vet bag, it does not update in the lineage tab of the tack box.

There is a **simple** data-based lineage system; foals receive no exact genetics or skills from their parents.

Right-clicking a horse with a vet bag in hand will display the name(s) of the **direct** parents (SWEM Horse if unnamed). A newly spawned horse with no lineage data would state 'Unknown'. Any advanced tracking of further breeding lines would need to be logged by the player, obtained manually by checking the progressive ancestry of each generation, or via the horsedata.json file.

Access to the [horse data file](#) would require a player to be the owner of a SP world, or have console access on a MP server.



This horse, ♂ SWEM Horse, has gained 448 points today, has eaten grain, has missed 0 meals and 0 drinks. The horse is a Stallion. Mother (Dam): Jane | Father (Sire): Jack Covers: 2 Is in love: No

Shown: Vet bag information displaying gender and simple lineage (parent names).

Secret Coats

Secret coats do not produce secret coat foals if bred. The offspring of secret coats will be chosen randomly from all foal coat colors and the foal color will influence adult coat selection as normal.

Future Features

These features are future plans and are not currently in game!

For V2, a comprehensive system with in-depth genetics is planned, including:

- Coat genetics (base coats and coat-influencing genetics, markings etc)
- Genetic inheritance of skills and affinities
- Traceable lineage via Tack-boxes
- Foal interactions

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!

- [~] Horses in love mode can occasionally get stuck trying to path from either side of walls/fences.
- [~] Foals can suffocate in walls on growing up. This occurs most in small stall spaces where they might be pushed into a wall by another horse. It is less likely to occur in larger stalls, and pastures. **Fixed in 1.18.2-1.3.0-15**
- [~] Foals cannot be led or name-tagged in multiplayer unless the player holds an enhanced key. **Fixed in 1.18.2-1.4.0.**
- [~] Ownership of foals is hard to distinguish for MP servers as they cannot be tamed. **Fixed in 1.18.2-1.4.0.**

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
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1.20.1	1.20.1-1.4.0	<p>Genders Update (1.20+):</p> <p>GUI update to represent breeding cooldown and gestation timer clearly.</p> <p>Config for whether gender change reverses fertility if gelded.</p> <p>Command to make either gender infertile, instead of gelding only stallions.</p> <p>Gender and breeding status is displayed via the tack box.</p> <p>Foals can no longer eat grass and feed items.</p>
1.18.2	1.18.2-1.4.0	<p>Genders Update (1.18):</p> <p>Breeding requires a stallion and mare to breed (requires breeding item).</p> <p>Breeding has a gestation period (pregnancy / delay) before a foal is born.</p> <p>Breeding has a config for cooldown between breeding / births.</p> <p>Simple lineage displayed via the Vet Bag.</p> <p>Foals are default owned by the dam's (mother) owner.</p> <p>[Bug Fix] Foals can be lead in Multiplayer by owner.</p>
	1.18.2-1.3.0-15	<p>[Bug Fix] Horses (and foals) can no longer suffocate in blocks.</p>
	1.18.2-1.3.0	<p>Foals can eat to satisfy food points but cannot miss meals or drinks.</p>
	1.18.2-1.2.3	<p>SWEM Horses are now bred with Rose Feed instead. Sweet feed is a requirement in the feed system (for fully fed) - prevents constantly in love mode if handfed.</p> <p>[Bug Fix] Foals and horses no longer kick on feeding and hurt one another.</p>

Horse Pee

Description: Horse pee is spawned near [Horses](#). It can be used to create [compost](#).

Details:

Rarity color:	Common
Renewable:	Yes
Stackable:	N/A
Durability:	None

Obtaining

Horse pee is a [configurable](#) value - if **disabled** none of your horses will pee. Frequency can also be increased/decreased.

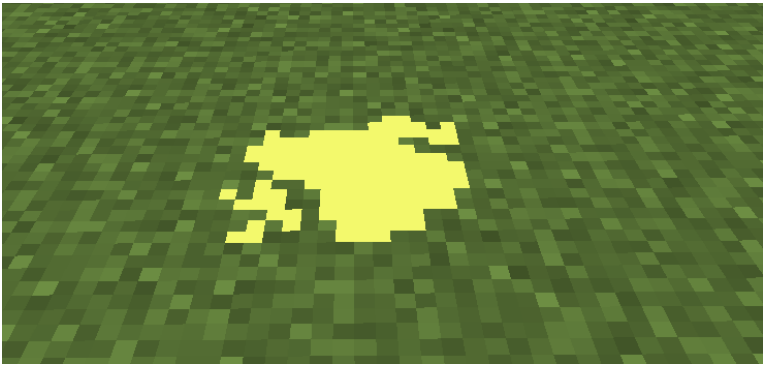
Horses produce pee slowly over time - this frequency is determined by the server config. By default, they pee approximately every 25 minutes of being **loaded**. Horse pee can only occupy a single block at a time, it does not stack or spread. If a horse remains in one place for a long period of time new pee puddles will occupy surrounding blocks in a small radius.

If a horse pees on shavings it will convert to soiled shavings, if it pees on grass path (partial block) it will turn to dirt.

Cleaning

Pee can be cleaned (broken) by:

- Right-clicking the puddle with an open bag of shavings
- Right-clicking the puddle with a (connected) hose
- Breaking the block below the puddle, or placing a block on top of the puddle
- Pee will slowly be cleared by rain over time if uncovered



Shown: A single puddle of Horse Pee.

Usage

Right-click a wheelbarrow with [Soiled Shavings](#) (pee) in hand to add it to the wheelbarrow. As more of these are added, the wheelbarrow will visually fill up. Once 8 materials have been placed in the wheelbarrow, the contents will disappear and 1 [Wet Compost Block](#) will be dropped.

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!

- **[-]** Horse pee is a very thin overlay layer flashes between pee and the block below (Z fighting) occurs. **Fixed in 1.20.**
- **[-]** Cannot clean pee / poo in adventure mode or in protected zones on multiplayer servers.

Changelog

View Changes		
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MC Version	Release	Notes
1.20.1	1.20.1-1.3.2	[Bug Fix] Pee no longer flashes (z-fighting) between the block below.
1.18.2	1.18.2-1.2.8	Horse Pee can be cleared by rain.

[Bug Fix] Horse Pee can affect grass path, turning it to dirt.

Data values

swem:horse_pee

Horse Poop

Description: Horse poop is spawned near [Horses](#). It can be used to create [compost](#).

Details:

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

Obtaining

Horse poop is a [configurable](#) value - if **disabled** none of your horses will poo. Frequency can also be increased/decreased.

Horses produce poo slowly over time - this frequency is determined by the server config. By default, they poo approximately every 30 minutes of being **loaded**. Horse poop can form a small cluster of multiple poops in the same or nearby area if a horse remains in one place for a long period of time.

Breaking

Left-click a pile of horse poop to break it and drop the item. If the poop has stacked, it may take multiple hits to get all the poop.

There is also a chance of horses breaking poo when walking over it - if this is not picked up it will despawn after some time.

Once broken the pile of horse poop is just an item, it cannot be placed down again and must be stored or added to the wheelbarrow.



Shown: A single Horse Poop (entity).

Usage

Right-click a wheelbarrow with [Manure](#) (poo) in hand to add it to the wheelbarrow. As more of these are added, the wheelbarrow will visually fill up. Once 8 materials have been placed in the wheelbarrow, the contents will disappear and 1 [Wet Compost Block](#) will be dropped.

Trivia

Horse poop is an entity rather than an item, which is why it displays with a title on Minimaps! This is actually very useful for finding poop in pastured amidst grass and foliage.

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!

- **[-]** Cannot clean pee / poo in adventure mode or in protected zones on multiplayer servers.
 - **[-] 1.20.1** Horse Poop shows a name tag display at all times.
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Changelog

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MC Version	Release	Notes
1.18.2	1.18.2-1.2.8	Percentage of poop dropping when stepped on (and despawning) decreased.

Data values

swem:horse_poop (/summon)

swem:poop