

# Bales

**Description:** Bales are a block that SWEM Horses can eat and can also be used to consolidate Bushels.

**Details:**

<b>Renewable:</b>	Yes
<b>Stackable:</b>	Yes (64)
<b>Tool:</b>	Any
<b>Blast Resistance:</b>	N/A
<b>Hardness:</b>	N/A
<b>Luminant:</b>	No
<b>Transparent:</b>	No
<b>Flammable:</b>	No
<b>Flammable (Lava):</b>	No

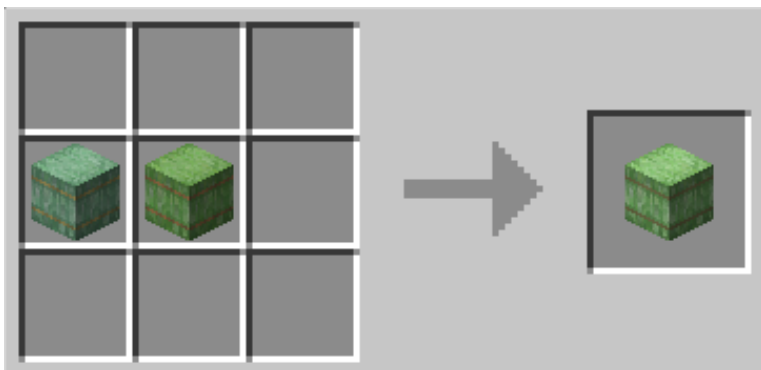
## Obtaining

**Crafting**

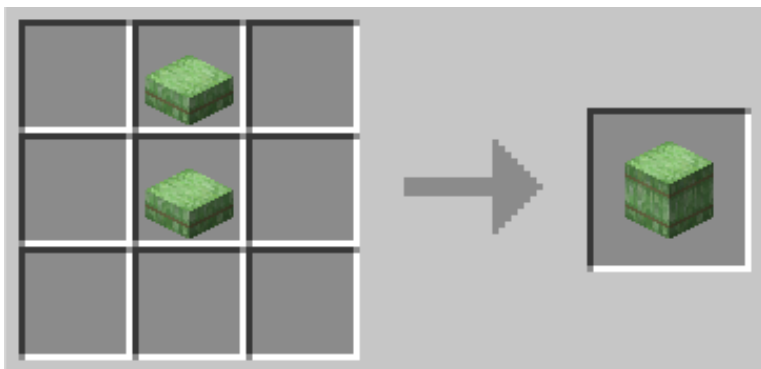
<b>Quality Bales</b>
<p><b>Crafting</b></p> <p>Quality Bales are crafted by combining 4 <u>Alfalfa Bushels</u>, 4 <u>Timothy Bushels</u> and 1 String.</p>



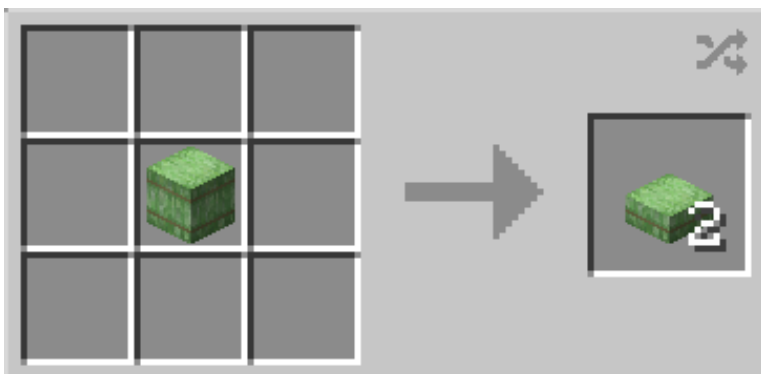
A Quality Bale can be crafted by combining 1 Alfalfa and 1 Timothy bale into a more nutritious bale.



A Quality Bale can be crafted by combining 2 Quality Bale slabs.



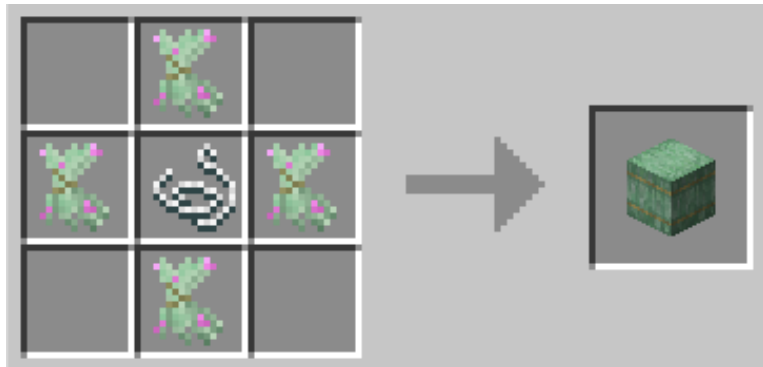
A Quality Bale can be split into 2 Quality Bale slabs.



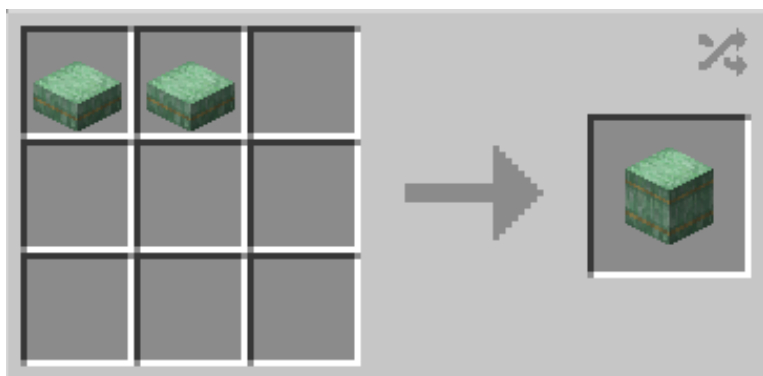
## Alfalfa Bales

### Crafting

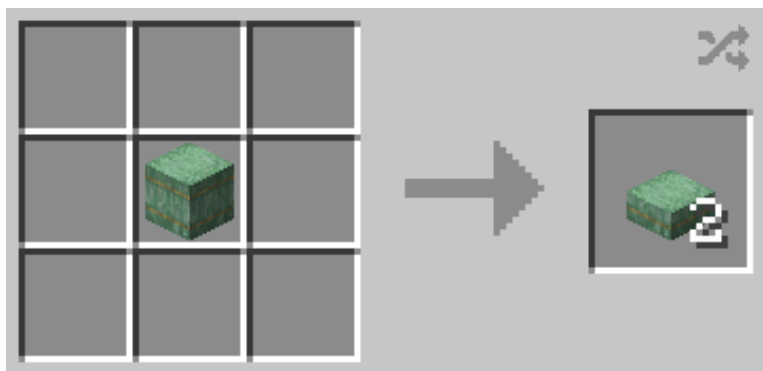
Alfalfa Bales are crafted by combining 4 [Alfalfa Bushels](#) and 1 String.



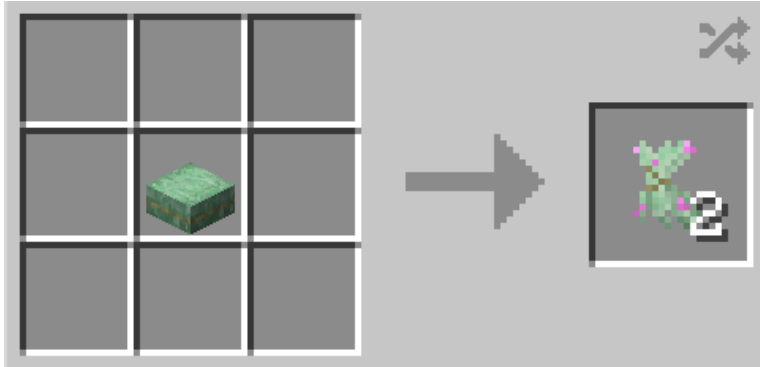
An Alfalfa Bale can be crafted by combining 2 Alfalfa Bale slabs.



An Alfalfa Bale can be split into 2 Alfalfa Bale slabs.



An Alfalfa Bale Slab can be broken down into 2 [Alfalfa Bushels](#).



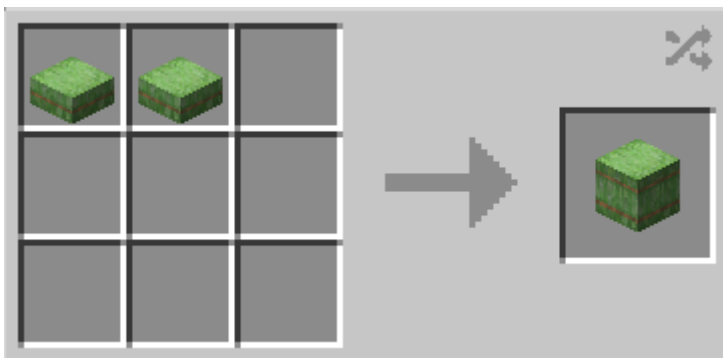
## Timothy Bales

### Crafting

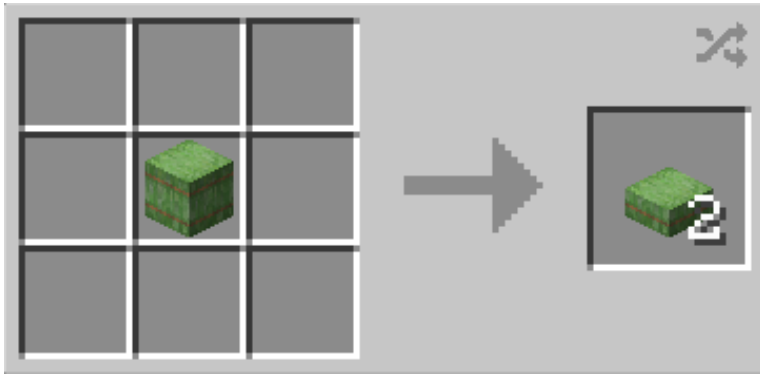
Timothy Bales are crafted by combining 4 Timothy Bushels and 1 String.



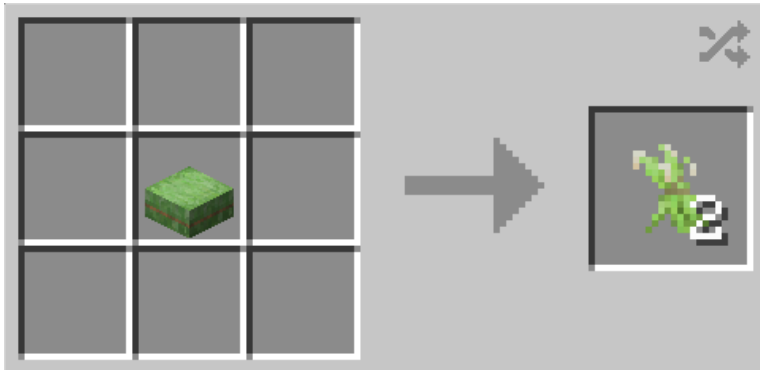
A Timothy Bale can be crafted by combining 2 Timothy Bale slabs.



A Timothy Bale can be split into 2 Timothy Bale slabs.



A Timothy Bale Slab can be broken down into 2 Timothy Bushels.



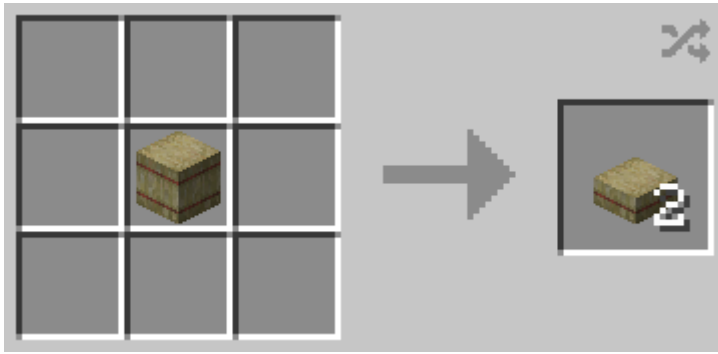
## Oat Bales

### Crafting

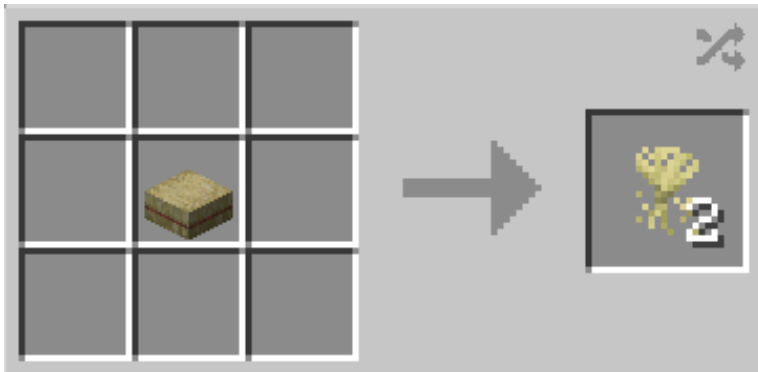
Oat bales are crafted by combining 4 Oat Bushels and 1 String.



An Oat Bale can be split into 2 Oat Bale slabs.



An Oat Bale Slab can be broken back down into 2 Oat Bushels.



## Usage

### Quality, Alfalfa & Timothy Bales

SWEM Horses can eat Quality, Alfalfa and Timothy bales or slabs to satisfy their hunger need.

These can be consumed by horses when:

- Right-click placed in Slow Feeders and Paddock Feeders
- Right-click placed on the ground
- Right-clicked with a Bale / Slab in hand on a hungry SWEM Horse

Quality Bales are the most nutritious bale type - combining the values of Timothy and Alfalfa in to one hearty bale. Timothy and Alfalfa are less nutritious.

Food	Points (per item)	Minimum Required	Maximum (Happy)	Other Buffs/Debuffs
Quality Bale	224	1/day	2/day	None
Quality Slab	112	2/day	3/day	None
Alfalfa Bale	56	2/day	3/day	None
Alfalfa Slab	27			None
Timothy Bale	56	2/day	3/day	None

Timothy Slab	27			None
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## Oat Bales

Oat bales and slabs cannot be fed to horses. They are a way to condense your bushels for storage, or used in crafting sweet feed.

### Storage

At the small cost of 1 string per bale, converting bushels into bales is a space efficient (inventory) way of storing dried forage. Alternately, the bales can be placed down as a physical stockpile of food for immersion of requiring space to store food for animal consumption and restocking when supply runs low.

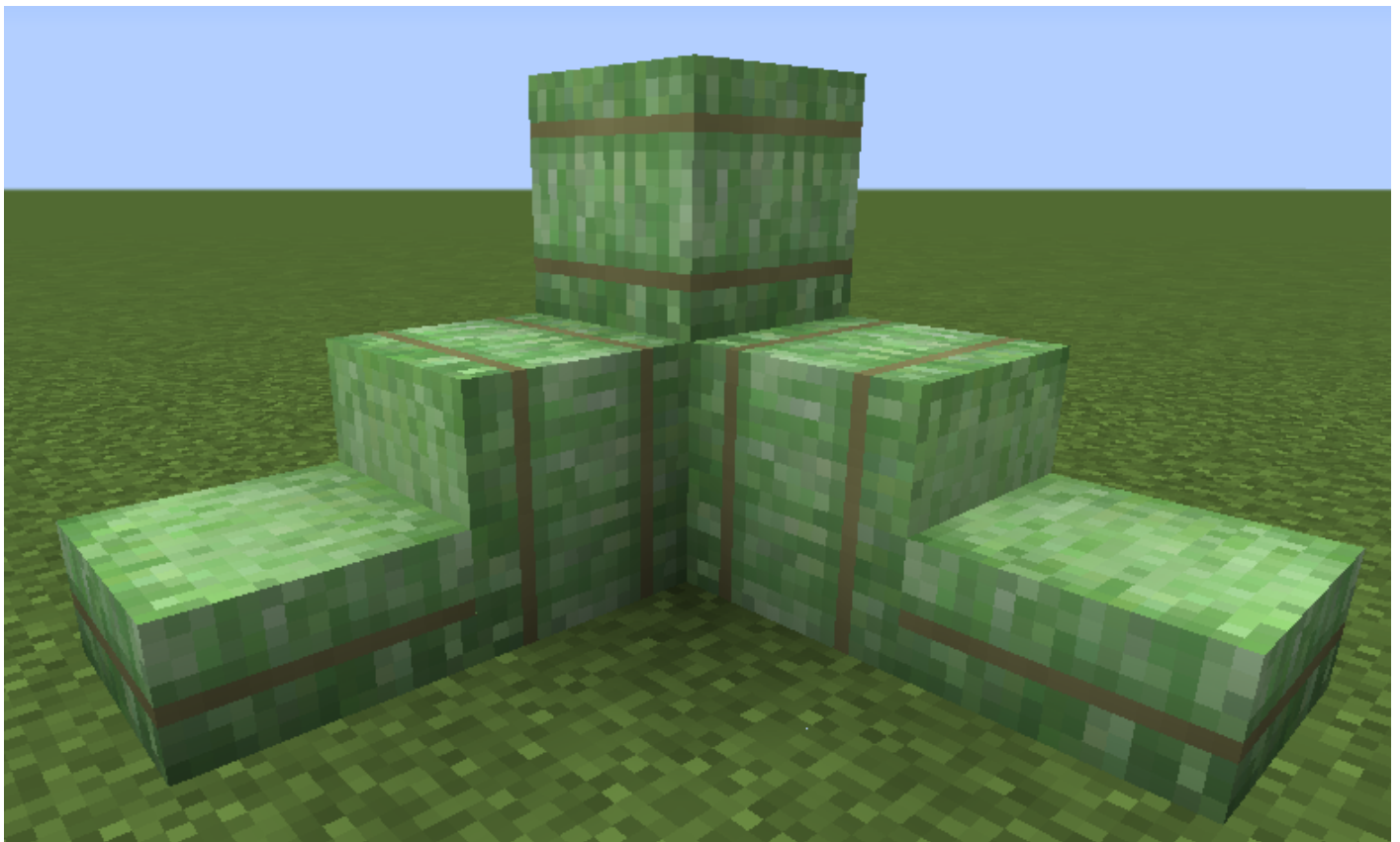
Bales have gravity like gravel and sand. This feature makes it possible to:

- Store a lot of bales vertically in silos or large piles of hay which drop when items are removed from the base
- Avoid 'floating' hay piles when bales are eaten from the base of a stack
- Drop bales from haylofts into the barn, or directly into horse stalls

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## Placement

Bales can be placed in all three spatial dimensions, like vanilla logs, bone blocks, and hay bales.



# 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!

- **[ - ]** Full bales float above bale slabs (if a bale is eaten into a slab) - this is not avoidable currently unless the player simply does not stack their bales, or only stacks bales that horses will not have access to eat from.

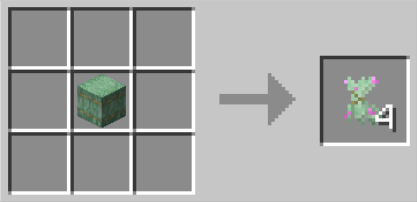
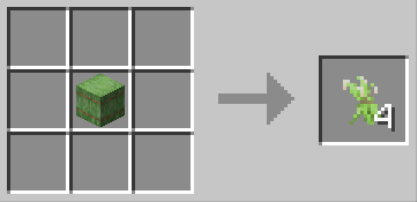
# Changelog

## 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	1.18.2-1.2.1	Bales have gravity - allowing the player to take bales from silos etc.
		<b>[Bug Fix]</b> Bale slabs (Alfalfa, Timothy) can be put into paddock feeders.
		<b>[Bug Fix]</b> Newer bales (Alfalfa, Timothy, Oats) slabs uncraft into bushels (2).
		<b>[Bug Fix]</b> All slabs can be hand fed to SWEM Horses.
		<b>[Bug Fix]</b> Newer bales (Alfalfa, Timothy, Oats) can be hand fed to SWEM Horses.
		<b>[Bug Fix]</b> Newer bales (Alfalfa, Timothy, Oats) are have a slab to bale recipe.



1.18.2	1.18.2-1.0.0	<p><b>[Deprecated Recipe]</b></p>  
1.16.5		<p><b>[Bug]</b> Feed system does not work - this will not be fixed in 1.16.5.</p>

## Data values

<p>swem:quality_bale</p> <p>swem:quality_bale_slab</p> <p>swem:alfalfa_bale</p> <p>swem:alfalfa_bale_slab</p> <p>swem:timothy_bale</p> <p>swem:timothy_bale_slab</p> <p>swem:oat_bale</p> <p>swem:oat_bale_slab</p>
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