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).
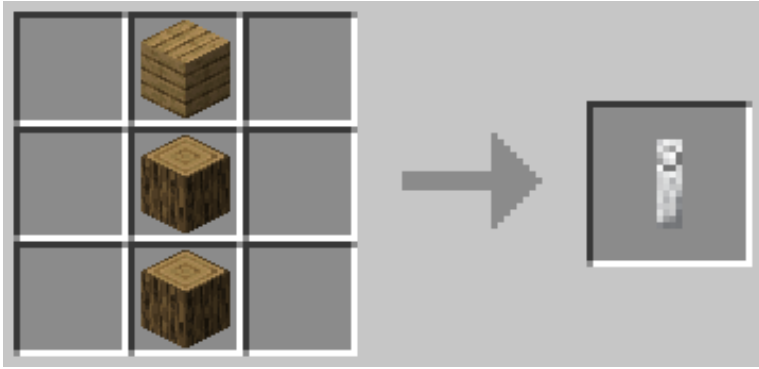

Western Hitching Post Mini

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!

- **[-] 1.3.0** Right click the hitching post does not clear the connected rope texture blockstate.

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	**[Bug Fix]** Cross ties fixed and render both leads.
		[Bug Fix] Hitching posts no longer drop normal **and** mini version if sheared.
		[Bug Fix] Hitching post (mini) displays connected texture when lead is used.
		[Bug Fix] Hitching post top and bottom section no longer has a gap.
	1.18.2-1.0.0	Hitching posts changed to a new design - mini hitching posts no longer have a base so they can be used seamlessly on top of walls and fences.
		[Deprecated Recipe] English Hitching Post recipe changed from logs to planks.
1.16.5	1.16.5-0.5.3.20	**[Bug Fix]** Pasture hitching posts (mini) textures match whitewash full-size variant
	1.16.5-0.5.2.7	**[Bug Fix]** Hitching posts drop in survival (tool & 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