

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.

Other information

Continue reading this chapter to learn more about our Horses!

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