Saddle Bag

Description: A saddle bag is an item that can be used for storage on [SWEM Horses](#).

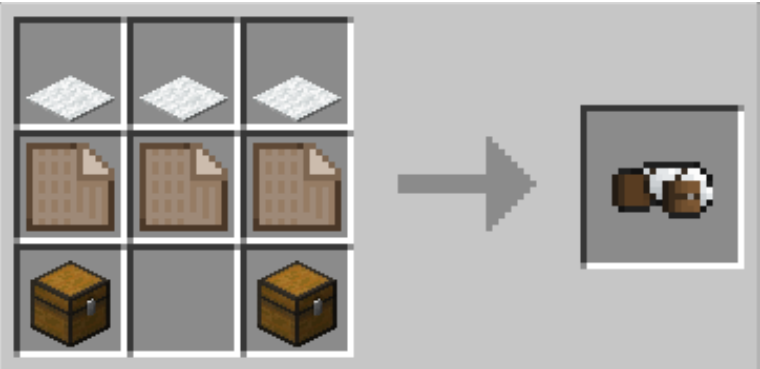
Details:

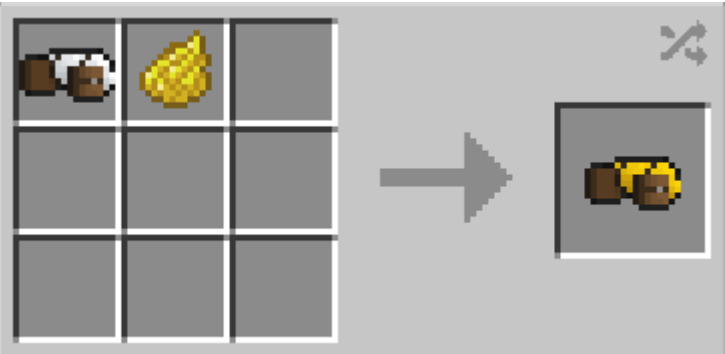|	
Rarity color:	Common
Renewable:	Yes
Stackable:	Yes (64)
Durability:	None

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]()

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!
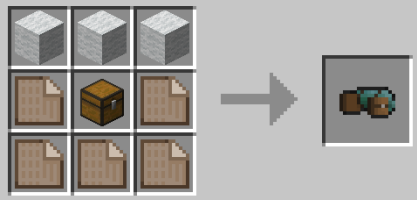
- **[-]** Saddle bag cannot be 'hotswapped' like other tack pieces.

- **[-]** Crashing between Callable Horses + SWEM when K keybind is conflicted. **Fixed in 1.18.2-1.3.0-15**

Changelog

> 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	1.18.2-1.3.0-15	**[Bug Fix]** Fix crash between SWEM + Callable horses with K keybind conflict.
	1.18.2-1.0.0	**[Bug Fix]** Saddlebags now require a saddle to be equipped. This can be disabled via swem-server config file.
		[Bug Fix] Right-click equipping saddlebags no longer wipes existing inv. data.
		Saddlebag recipe updated.
1.16.5	1.16.5-0.5.3.21	**[Bug]** Right-click equipping saddlebags wipes existing inventory data (items will be irretrievably lost unless equipped via horse GUI).
		[Deprecated Recipe]

Fixed a saddlebag inventory duplication bug when equip/re-equipping.	
1.16.5-0.5.3.20	Bale slots 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
```