

Saddle Bag

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

Details:

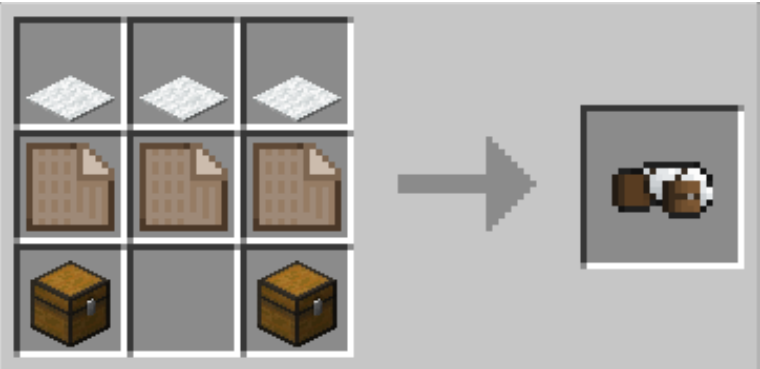
Rarity color:	Common
Renewable:	Yes
Stackable:	Yes (64)
Durability:	None

Obtaining

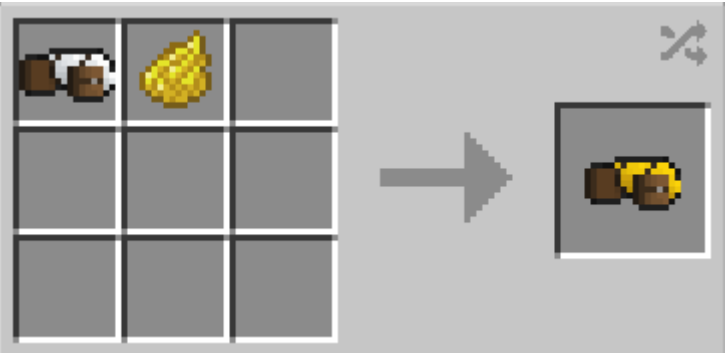
Crafting

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

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	1.18.2-1.3.0-15	[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

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