

Getting Started

- [What Makes ModN Equine Different](#)
- [Getting Your First Horse](#)
- [The /Horse Panel](#)
- [Horse Commands](#)

What Makes ModN Equine Different

Horses on the SMP are not normal vanilla Minecraft horses. Vanilla horses will not spawn naturally in the world.

All horses on the server are part of **ModN Equine**, a custom horse system built for Pinecraft Equestrian. This means horses are tracked, owned, cared for, progressed, shared, raced, bred, and traded through server systems rather than only through vanilla Minecraft behaviour.

Custom Ownership

Each ModN Equine horse belongs to a player.

Ownership affects who can:

- ride the horse
- rename it
- manage it in the horse panel
- share it with friends
- list it on the market
- breed it
- customise it

Owners must allow other players to do these actions through /h panel and commands.

The Horse Panel

The main way to manage your horses is:

```
/h  
/h panel  
/horse panel
```

These all open the horse panel. From there, you can view your stable, open horse details, access the market, check racing options, and manage many horse features.

Progression and XP

Horses must be trained to get faster and jump higher. These values are called "Speed XP" and "Jump XP". These stats matter for race eligibility, breeding plans, and worth of each horse.

Energy and Care

Horses have energy and care needs.

Feeding restores energy, and persistent-spawn horses need daily attention. Tired or neglected horses may not be ready for demanding activities such as racing or breeding.

Bonding

Players can build a personal bond with individual horses through care and riding. Use a brush to begin this process.

Any player added to a horse can form a bond with the horse, separate from other players.

Breeding and Foals

Breeding uses ModN Equine systems rather than vanilla breeding.

To breed, you must have two "breeding potions". Navigate to your /h panel to begin the breeding.

Racing

A race may require certain Speed XP, Jump XP, energy, rank, and riding crop type. Riders must keep the required crop in their main hand during the race.

Market Listings

Horses and foals can be listed through the horse market.

Listed horses behave differently from normal active horses. Interacting with a listed horse will open the market listing instead of letting you ride it.

Custom Items

ModN Equine includes custom items such as:

- riding crops
- Pro riding crops
- breeding potions
- customisation tokens (breed, coat, and gender)
- XP boosts (speed and jump)
- healing items
- invulnerability shards
- race ribbons
- grooming brushes

These items are part of the horse system and may not behave like ordinary vanilla items.

Player-Friendly Rule

When in doubt, open:

```
/h panel
```

The horse panel is the safest starting point for almost every horse action.

Getting Your First Horse

Getting your first horse is one of the most important moments in your SMP journey.

On Pinecraft Equestrian, horses are part of **ModN Equine**. They are not normal Minecraft horses, and your first horse is created through the server's custom horse system.

Choosing Your First Horse at Pineton Stables

At the end of the SMP tutorial, you will visit **Pineton Stables**, where you get to choose your first horse.

You will be shown a **breed selection menu**. This menu lets you choose the breed of your first horse before it is created for you.

Choosing a Breed

From the breed selection menu, you can choose the breed of your first horse.

For your very first horse:

- only mountable breeds are available
- smaller miniature breeds unlock later, once you already own at least one horse you can ride

Once you choose a breed, your horse is created and spawned for you.

Your First Command

After receiving your horse, open the horse panel with one of the following:

```
/h  
/h panel
```

This is the main place to view and manage your horse. You can spawn and despawn, breed, sell, bond, and customize your horse inside this menu.

To spawn your horse, go into /h panel. Click the saddle, the concrete block, and then the red concrete block at the top. Once it turns green, the horse will spawn in. It will despawn when you disconnect from the server. To keep a horse spawned in while you are offline, click the concrete again so it is yellow. When yellow, that horse is considered in "persistent spawn".

Training Your Horse

Horses can become faster and jump higher through training. In order to do so, hold a crop in your hand and mount your horse. Clicking the crop and smacking with the crop will affect its speed. As you gain experience, the values at the top of the screen will get higher. The crop is displayed below.



You can also use "speed boosts" and "jump boosts" to raise a horse's speed and jump values. These items are displayed below.



Feeding Your Horse

You can use many items to keep your horses full and happy. If a horse is set to persistent spawn, they will need fed once daily to stay out. You can use wheat, haybales, apples, golden apples, enchanted golden apples, carrots, golden carrots, and sugar to feed a horse. Any player can feed your horse.

Renaming Your Horse and Adding Other Players

To rename your horse, use the following command in chat.

```
/h rename (Name here)  
/h rename (horse id) (Name here)
```

The first command must be used only when you are mounted on the horse.

The second command can be used anywhere. You can find a horse's id by shift clicking on them or by finding them in your /h panel.

```
/h add (horse id) (player username)
```

To add a player to your horse, to the command above. The player does not have to be online to be added. This allows a player to ride and lead your horse. To allow a player to enter a race with your horse, you will need to navigate to /h panel and set the permission in that menu.

Bonding to Your Horse

Bonding to your horse consists of brushing and riding it to grow closer. As you grow closer, trails will be rewarded to make riding your horse more fashionable.

Getting a brush, you can click it on your horse to begin the process. It will give you instructions on how to proceed. You will need to ride the horse after and then brush them. You can do this three times a day.



Above is a picture of a player named Lina brushing her favorite horse Beyond Belief!

The /Horse Panel

The horse panel is the main menu for ModN Equine.

Open it with:

```
/h  
/h panel  
/horse panel
```

Main Panel

The main panel includes these main areas:

- **My Horses** (a saddle icon)
- **Races** (a clock icon; coming soon)
- **Horse Market** (an emerald icon)
- **Command Help** (a book and quill icon)
- **Horse Guide** (a book icon)



My Horses

Use **My Horses** to view and manage the horses in your stable.

This is where you can find your owned horses, check their details, and open each horse's management screen.

The horse list can be sorted in different ways, including by:

- ID
- stats
- breed
- height
- coat

Horse Details

Opening a horse from your "My Horses" section shows that horse's detail panel.

Depending on the horse, this panel may let you:

- view horse information (book icon)
 - *click on the book to buy a copy of the information for \$10,000*
- spawn or despawn the horse and extend the spawn to persistent (concrete icon- red, yellow, green)
- open selling options (redstone icon)
- teleport to the horse (enderpearl icon)
- open breeding options (breeding potions icon)
- open bonding options (apple icon)
- open customisation options (smithing table icon)
- manage friend permissions (book and quill icon)



Spawn Controls

The horse detail panel lets you cycle through the horse's spawn state. Click their concrete to toggle this state.

The main states are:

- **Despawned (Red Concrete)**

- **Spawned (Green Concrete)**
- **Persistent Spawn (Yellow Concrete)**

A normal spawned horse is available in the world while the player is online.

A persistent-spawn horse stays spawned even when the player is online. It will need to be fed daily.

Horse Market

The Horse Market lets players browse horses for sale or manage their own listings.

From the market you can:

- browse and sort public listings
- inspect listed horses
- tp to a listing to purchase the horse
- manage your own listings (including cancelling it)

If a horse is currently listed on the market, interacting with it in the world may will the market listing instead of letting you ride it.

Races

Races may have entry requirements such as:

- Speed XP
- Jump XP
- energy
- rank
- riding crop type
- race permission for the horse

Each race will list its requirements in chat. To race, you need to be mounted on the horse and holding a crop item while an upcoming race is open in chat. To join, type the following command.

```
/joinrace
```

To leave at the end of a race, dismount your horse.

Race warnings in chat look like the following picture, but may vary in color and instructions.

owners

[Broadcast] Be sat on your fed steed, holding your Standard crop and Join race by using /joinrace - [Race] Sugar Rush Advanced Derby (1.51-2.50 XP) race will start in 2 minutes *Do not dismount or let go of your Standard crop or you will be disqualified!*

Horse Commands

Main Commands

Command	What it does
<code>/h</code> <code>/h panel</code> <code>/horse panel</code>	Opens the horse panel
<code>/h help</code>	Shows the command list in-game
<code>/h guide</code>	Shows an in-game horse care guide
<code>/h rename <new name></code>	Renames the horse you are currently mounted on
<code>/h rename <horseId> <new name></code>	Renames one of your horses by ID
<code>/h updateitems</code>	Updates ModN Equine item visuals in your inventory

Sharing Commands

These commands let you share ride access with other players.

Command	What it does
<code>/h add <horseId> <player></code>	Adds a player to one of your horses
<code>/h kick <horseId> <player></code>	Removes a player from one of your horses
<code>/h friends <horseId></code>	Shows who has access to a horse
<code>/h shared [page]</code>	Lists horses that other players have shared with you
<code>/h leave <horseId></code>	Removes yourself from another player's shared horse

Feeding Commands

Persistent-spawn horses need regular care. These commands show persistent horses that still need feeding today:

```
/h feeding  
/h needsfeeding  
/h feedstatus
```

All three commands do the same thing.

The feeding check uses the UTC day, so the in-game care boundary may not match your local timezone.

The list can include:

- persistent-spawn horses you own
- persistent-spawn horses you can ride because another player shared them with you