

Sharing Horses With Friends

ModN Equine lets you share horse access with trusted players.

Sharing is useful if you want a friend to ride, care for, feed, groom, or help with a horse.

Only share horses with players you trust.

Adding a Friend

To add a player to one of your horses, use:

```
/h add <horseId> <player>
```

Example:

```
/h add 42 Alex
```

This grants access through ModN Equine permissions.

Removing a Friend

To remove a player from one of your horses, use:

```
/h kick <horseId> <player>
```

Example:

```
/h kick 42 Alex
```

Viewing Horse Friends

To see who has access to a horse, use:

```
/h friends <horseId>
```

Viewing Horses Shared With You

To see horses that other players have shared with you, use:

```
/h shared
```

You can also use pages:

```
/h shared 2
```

Leaving a Shared Horse

If someone has shared a horse with you and you no longer want access, use:

```
/h leave <horseId>
```

This removes yourself from that horse's shared access list.

Race Access

To allow a player to race a horse they are added to, navigate to /h panel, click on the horse, click friend permissions (book and quill icon), and set their racing permissions.

What Friends Cannot Do

Sharing a horse does not make the other player the owner.

A shared player should not expect to have full owner controls such as selling, renaming, or making major ownership decisions unless a specific system grants that ability.

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