MyMWiki Documentation

Release 0.0.1

MyM Community

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MineYourMind

1.1 Introduction

MineYourMind is a modded Minecraft server network founded in early 2012. Hosting all major and up to date modpacks which are suitable for a big multiplayer experience. Over the years a lot of experience and custom solutions (mods, plugins) have been developed. The servers are monitored and hosted on multiple state of the art dedicated servers optimized for Minecraft. With dedication over years we have built the probably biggest heavily modded Minecraft server network, based on a friendly and helpful community including many long-time players.

1.2 What we stand for

- Good Stability, Uptime and Performance
- Working (Grief) Protection
- Friendly Community and Staff-Team
- Natural Modpack Experience
- Major and latest Modpacks
- Around for Years

1.3 Performance and Stability

We know how much people rely on our servers. This is why staff do their best maintaining the network to keep downtime and lag to a minimum. As our main focus is a lag-free and reliable gaming experience we build many fixes and monitoring tools such as AE2 profiler which does announce the worst performing systems on the server. We also monitor all servers live and get barked at by our *Watchdog* when something goes terribly wrong. Thanks to these tools we can make sure that admin work is as efficient as it can be giving you the best experience possible.

1.4 (Grief) Protection

Our servers run two different types of Grief Protection. If you are playing on a Skyblock/Custom Map Modpack your islands/Area are automatically claimed for you. To change the features of this claim you can use the command /is. Using this command allows you to set your island home, View your team members, Change the Biome and it comes with other features as well. There is no changing how much is claimed so you need to make use of your space. Remember the claim goes Down to bedrock and up to the build limit. If you are playing any of our other modpacks, We have Golden Shovel Protection. You start off with 100 Claim blocks. You can gain more from voting or donating. So the longer you play the more claim blocks you get so you can expand your claim. If you are wanting to start a claim then you should have a Golden Shovel when you start. If you Equip it, It will tell you how many claim blocks you have in chat. Then you right click the ground where you want to start your claim. Then in the Opposite Corner right click again. This will create your claimed area (Providing you have enough Claim blocks) You can use the command /trust (playername) To allow them to edit inside your claim. You can also use /abandonclaim (While standing in your claim) to delete that claim or /abandonallclaims to remove every claim you own. You can view a tutorial on how to use this here (www.youtube.com/watch?v=LAEp7KTgIWo)

1.5 Staff

We currently have 6 Ranks in our staff Team. It follows as Jr.Mod -> Mod -> Sr.Mod -> Manager -> Admin -> Founder We also have a couple irregular Ranks like Consultant & Developer

1.5.1 Founder

Our Founders manage the finances and future direction of the network as a whole. Usually, this involves extra servers, the MyM launcher, which modpacks we will host, and tight communication with the Administrator & Manager Teams.

1.5.2 Administrator

Our Administrators handle the back-end side of the network. This involves setting up new servers, resets of worlds, fixing out of game issues (crashes, player resets, etc), and a general to-do list of tasks. They report directly to the Founder position.

1.5.3 Manager

Our Managers handle staffing issues. This means hiring/firing of all moderator positions, resolving player complaints, reviewing ban reports/appeals, and directly overseeing the day to day activity of the moderator/senior moderator positions. They report directly to the Founder position.

1.5.4 Senior Moderator

Our Senior Moderators are in charge of the day to day operation of the servers in game. Their main focus is on dealing with community, handling escalated tickets from moderators, mentoring Jr. Moderators and general task lists from administrators and managers. They are also responsible for handling issues that don't require backend access. They handle issues that are out of the hands of the Moderators and are not directly required to be fixed by an Administrator. They help fix or deal with bugs on the servers including heart issues, and questing problems. They are handed work from the Administrator Team. They report directly to the Manager position.

1.5.5 Moderator

Our Moderators are the most important position within MyM. They are 100% our customer service focused group. They handle all day to day player interactions in-game, on the forum, and in tickets. Every interaction between staff and a player starts with a moderator. They are the MyM Player ambassadors and are expected to fight on behalf of the player until their problem is resolved. They also help identify server performance issues and pass along information to the Senior Moderator team for faster handling of server performance. They report directly to the Manager position.

1.5.6 Junior Moderator

Our Junior Moderators are a new position to MyM. This position serves as a trial period for new staff members before moving into the Moderator position. This gives the new staff member an idea of what is expected as far as work ethic and our staff members a chance to make sure the new staff member is a good fit for the team. They mainly focus on Moderating chat and shadowing the Moderator team members to learn the ropes. They report directly to the Manager position.

1.5.7 Consultant

Our Consultants are like our retired staff. They are usually previous Administrators & Managers who can be called upon to voice their opinions to help out the network. They retain permissions based on their previous rank.

1.5.8 Developer

Our Developers do not have any permissions on the Network. They help develop plugins for Sponge & Bukkit ranging from helping with server performance to integrating our ticket system. They are handed assignments by our Founders & Administrators.

If your looking for more information about whos on our staff team please visit: https://mineyourmind.net/forum/XenStaff/

1.6 Backups

Backups are completed automatically on our servers. They happen hourly, daily, and weekly and are kept for a maximum of 2 weeks before they are automatically deleted.

Backups can be used to restore many different files and fix many issues. Here are some of the things they are used for:

- Restoring questing data in the event of an accidental reset
- Restoring broken chunks if they get corrupted by certain blocks
- Restoring player data (rarely happens, but it has happened)
- Fixing accidentally overwritten config files
- And many more issues that backups remove the headaches from!

F.A.Q.

2.1 Claims

2.1.1 What protection does this server use?

Generally, we use GriefPrevention due to its ease of use for the player. Other servers with modpacks like Agrarian Skies or Crash Landing use WorldGuard regions created from the skyblock plugin. Both third-party protection systems are extended by our custom ProtectEx extension to protect against more modded items. More information about Grief Prevention can be found *here*.

2.1.2 What is the difference between Farmworld and Overworld? What does Farmworld mean?

The Overworld (build world) is one of the only worlds which isn't being reset. All the other worlds might be reset from time to time, so building there is not advisable. The Farmworld looks like the Overworld with the difference that quarries (which leave huge holes) and turtles are allowed. This world is meant to be taken apart for resource farming. It is being reset on a regular basis to allow new players to acquire depleted resources like beehives.

2.1.3 When will the Farmworld and other secondary worlds be reset?

We have an automated secondary world reset system in place. Farmworlds are being reset on a monthly basis and The End on weekly, to learn more please see this thread.

2.1.4 Are there any warnings prior to the reset?

Warnings are given around 5-7 days before with automated ingame announcements. We will also make an announcment in advance on the forums here

2.1.5 How do I get more Claimblocks?

You can change MyMs and tokens into Claimblocks. You get tokens from voting, which you can then exchange for Claimblocks (or MyMs) in the `/shop`. On some servers, you can also get MyMs from trading, which you can also exchange for Claimblocks.

2.1.6 Is there a limit to the amount of Claimblocks you can have?

There is a limit, but you don't really need to worry about it as it is quite high. Should you ever reach the limit, open up a support thread on the forums and we will increase it.

2.1.7 Can you remove this claim next to mine?

We utilize an automatic reset system on our servers. Claims get removed after 2 weeks of inactivity from the claim owner. Members of the claim can request a transfer to them after the 7th day of inactivity. They can do this by creating a ticket in game by jumping to *here* or by creating a forums post here

2.2 General Questions

2.2.1 Where do I apply to become part of the MyM Team?

All information about applying to staff (Jr.Moderator) and their responsibilities can be found on the forums. You can also apply for Developer here as well.

2.2.2 When do I get promoted from Lost Soul etc.?

The ranks are titles only and nothing more. There is more planned but on a pretty low priority. The promotion itself happens based on your time spent on the server. If you want to know your tracked time, try `/stats` in-game. You can view how long it takes to get to each rank here.

2.2.3 Is there a TeamSpeak server?

Of course, please use the command `/ts` on any of our servers for the details. There is a `Verified` rank on Teamspeak but this doesn't restrict you. This informs us you have verified you Minecraft account with Teamspeak. Nothing more.

2.2.4 Is there a Discord server?

We do now! You can get to the MyM discord by accepting this invite.

2.2.5 Can I record YouTube or Twitch on here?

We don't have anything against it, but you better have good endurance as we can not guarantee a constant stability of the server/modpack.

2.2.6 Do I get a special rank if I'm a Streamer/Youtuber?

Currently, we don't have any special ranks in place.

2.2.7 Do staff get paid for working for MyM?

All our staff is working voluntarily without a benefit. No payment, no special permissions for personal use, So be grateful for all the work they do for the community.

2.2.8 Are you guys (staff) playing legit, or use creative for own sake?

Staff play 100% legit at all times. Even instant teleportation is not allowed to be used for personal gain. All the extra permissions granted after becoming a part of the staff are only allowed to be used for fulfilling their duties, not for personal advantage. We enforce this strictl and if you are seeing a staff member not playing legit, please report them to us here.

2.2.9 What is a Standalone server?

A Standalone server is one that has a separate inventory and chat from the other servers of the same pack.

2.2.10 How do I build a nether portal?

See *Multiplex Nether Portal Tutorial*

2.2.11 How do I create a ticket?

Creating a ticket requires a forum account which you can create here.

Once you have a forums acount, run /ticket in game and follow the instructions. (Make sure to be at the correct location before you issue the command as your location will be included.)

Note: The command only creates a ticket entry. You **must** click the link that pops up in chat and fill it out or else staff will be unable to see it. Alternatively, you can view your ticket by going to this page and clicking the empty ticket.

2.3 Rules and Server info

2.3.1 Is raiding/griefing allowed?

Griefing is not allowed, be it protected or not. Taking the belongings of another player is griefing. Please click here for the exact definition of the word "griefing" for the full picture.

Please read the rules. They state clearly that griefing/raiding isn't allowed in any case, be it protected or unprotected. **Exceptions** are clearly stated within the server's internal /rules.

2.3.2 Is PvP allowed here?

Unless stated otherwise, PvP is not allowed. On some servers, you can use /pvp in order to toggle PvP.

2.3.3 Is EMC Looping allowed?

Yes it is allowed! You can read the post here that has more info on the subject.

With that being said, duping items is **NOT** allowed. That is abusing a bug, and not intended as a valid way of getting items. EMC looping on the other hand is a valid way to get EMC in our opinion. Read the post for more info.

2.3.4 Can I get a refund for my [Item]?

No, we do not refund items. Please read our No Refund Policy here for more info.

2.3.5 Where do I report a bug?

Mainly on the forums. Depending on the kind of bug either in the public or private section. If it is a dupe bug or it contains personal information, please use the private one, otherwise, use the public area to which more people have access - hence getting an answer is quicker.

- Public Support Forum
- Private Support Forum

2.3.6 Where can I see the banned items?

A list of banned items is available ingame by using the `/banneditems` command.

2.3.7 Why is this [Mod/Item] banned?

There is not a single item being banned for no reason. While our banlist might not seem like the smallest, be aware that we are a huge network with quite some knowledge about grief potential, performance issues and server crashes. So minimal ban list doesn't directly mean they know what they do as they might not even be aware of the issues of the items. We have quite some experience in patching mods in order to fix server crashes, improve performance and extend the usual grief protection to a limit and look for all sorts of possibilities before restricting any item. Check out these Guidelines explaining our decision making about problematic items.

If you have questions about a particular item feel free to open up a support thread on the forums.

2.3.8 How frequently does the server restart (every x hours)?

The frequency depends highly on the modpack. In general we can say:

Type	Frequency
Small	12 hours
Medium	8 hours
Big	4 hours
Unstable	2-3 hours

Unstable means the low performance servers or ones that experience memory leaks, high memory usage, disk issues or CPU issues. Generally, newer minecraft versions (1.10 or 1.12 for example) will have more frequent restart timers as they are experimental.

2.4 Shop and Currencies

2.4.1 What are starter kits or server upgrades?

Starter kits are a way to jump into a mod and get a quick start. When redeemed using `/menu` in game, they will give the starter kit to all online players.

Server upgrades can be purchased as well. They tend to be more quality of life improvements such as `/god` or `/fly`. Unlike the starter kits, the perk will be available to anyone who logs in during its duration period.

Both starter kits and server upgrades can be purchased on the shop.

2.4.2 What are tokens and how do I get them?

You get tokens by voting. For further information use `/vote` ingame. Once you have tokens, you can exchange them for Claimblocks, MyMs, chunk loader tickets and random items by using `/shop`.

2.4.3 What are MyM's, what can I use them for and how do I get them?

MyM is the ingame currency used for the market, player to player trading, buying/selling Claimblocks. . . You can change tokens into MyM, but you can also earn quite a lot from trading with other players.

2.4.4 What are chunk loader tickets, what can I use them for and how do I get them?

Chunk loader tickets are used to keep your chunk loaders active. All 1.7.x servers introduce online (iron block) and offline (gold block) chunk loaders. The chunk loaders use up a certain amount of chunk loader tickets per minute, dependent on the size of the area you want to keep loaded and on whether you are currently online or not. You get chunk loader tickets by exchanging tokens for them in the /shop.

2.4.5 Tokens? MyMs? Tickets? I am confused, do you have more information?

For a more detailed explanation about benefits of voting, please have a look at this thread.

KnowledgeBase

3.1 MineYourMind Chunkloaders (Keep your machines running!)

3.1.1 Creating a chunkloader

MyM Chunkloaders are only available in Minecraft versions 1.7.10 or higher. Create your chunkloader by shift right clicking a iron or golden block with an empty hand. This will pop up a GUI which asks you how big you want your chunkloader, which can be 1x1, 3x3, and all the way up to 9x9. Chunkloaders take tickets every 1 minutes, and any placed can be found using the command *cm list* Here are the various chunkloaders, which blocks you need, and what they do:

Iron Block: This creates an iron chunkloader, which only loads entities like a normal chunkloader when you are online. This means that you aren't using tickets when you don't need to, and is usually for quarries, etc that you don't need chunkloaded all the time but is in a different dimension.

Gold Block: This creates a gold chunkloader, which functions similarly to an iron chunkloader, but it runs all the time. When you are offline, the chunkloading cost changes to quintuple the normal cost, and the chunkloading limits are reduced to save vital processing power.

3.1.2 Chunkloading limits

These are the limits to chunkloading, (introduced 23/04/18)

- Default: Iron - 9 chunks, Gold - 3 chunks
- Patron: Iron - 12 chunks, Gold - 6 chunks
- Patron Tier 2: Iron - 16 chunks, Gold - 9 chunks
- Patron Tier 3: Iron - 32 chunks, Gold - 16 chunks

Tickets can be bought with tokens at a rate of 10,000 to 1 token. Information about how the voting system works can be found here: https://mineyourmind.net/forum/threads/figuring-out-the-way-new-voting-tickets-and-tokens-work. 13054/

3.1.3 Chunkloader commands

- `/cm help` Shows a help page of MYM Chunkloaders

- `/cm introduction` - Intro on how to use chunkloaders

- `/cm list <name> [page]` Replace name with your own name, shows your chunkloaders.

3.2 Commands

3.2.1 General

- `/spawn` - Teleports you to the spawn point

- `/sethome` - Sets your home location

- `/pvp` - Toggles PVP on/off

- `/ignore <player>` - Shows the ignore list or ignores a player

- `/money` - Shows your money

- `/pay [player] [amount]` - Sends money to a player

- `/money top` - This displays the top 5 richest players

- `/suicide` - Kills yourself

- `/stats` - Shows your ontime

- `/vote` - Vote for our server and get rewards

- `/ts` - Shows our TS3 IP

- `/website` - Shows our website url

- `/forum` - Shows our forum url

- `/premium` - Shows our shop url

3.2.2 Chat

- `/msg [player] [message]` - Sends a private message

- `/r [message]` - Reply to the last player that sent you a message

- `/mail send [player] [message]` - Sends an offline message

- `/mail read` - Checks your offline message(s)

- `/mail clear` - Removes your offline message(s)

3.2.3 Claims

See *GriefPrevention (protect your land)* for more information.

3.2.4 Island

- `/island` - Opens the island GUI
- `/island restart` - Deletes your island and starts a new one
- `/island sethome` - Sets your island home point
- `/island home` - Teleports to your island home point
- `/island invite [player]` - Invites a player to join your island
- `/island trust [player]` - Allows the player to interact with your island
- `/island untrust [player]` - Removes the build permission for the player
- `/island trustlist` - Returns a list of players trusted on your island
- `/island [accept/reject]` - Accept or reject the invite (Your own Island will get deleted)
- `/island party` - View your island members
- `/island leave` - Leave another player's island
- `/island kick [player]` - Removes a player from your island
- `/island warp [player]` - Warps to another player's island
- `/island setwarp` - Sets your island's warp location
- `/island togglewarp` - Enable/disable warping to your island
- `/island ban [player]` - Ban/unban a player from your island
- `/island lock` - Non-group members can't enter your island
- `/island unlock` - Allows anyone to enter your island
- `/island makeleader [player]` - Sets a player as owner of the island

3.2.5 Market

- `/market listings` - Opens the buy interface
- `/market mail` - Opens your mailbox
- `/market create [price] <amount>` - Creates a listing for the market. You need to be holding the item you wish to list in your hand.
- `/market pricecheck` - Checks the recommended price of an item in your hand
- `/market send [player] <amount>` - Transfers the item (In your hand) to a player, this allows for long distance trading from player to player

3.2.6 Tickets

- `/ticket` - Creates a new ticket

See *How do I create a ticket?* for more information.

3.2.7 Patron

- `/ca` - Allows you to change your cosmetic armor

- `/is flag [greeting/farewell] [message]` - Changes the leave/enter message of your island

- `/gp flag [greeting/farewell] [message]` - Changes the leave/enter message of your claim

- `/nick` - Allows you to change your nickname

- `/hat` - Sets the current selected block as hat

- `/ptime` - Allows you to change the virtual time

- `/patrons [Message]` - Sends a message to the #patrons channel on discord

- `/patron friendpass [player]` - Gives the player a friend pass

3.2.8 LegacyTiers

Tier1:

- `/kit <kitname>` - Shows all kits, or redeems the defined kit

- `/is flag [greeting/farewell] [message]` - Changes the leave/enter message of your island

- `/feed` - Fills your hunger bar to full, with a 24hr cooldown. See `mym.li/shop` for more cooldown times (Only applicable on both Ag's and Sf2)

Tier2:

- `/enderchest` - Allows remote access to your personal vanilla enderchest

- `/workbench` - Allows access to a remote crafting table

- `/ptime [day/night]` - Changes the client-side time. Please note this doesn't affect blocks needing certain times of the day! (Only applicable on both Ag's and Sf2)

Tier3:

- `/back` - Teleports you back to a previous teleport (Excludes both Ag's and Sf2)

- `/feed` - Fills your hunger bar (5min cooldown) (See Tier 1 for Ag and Sf2 access to this command)

- `/hat` - Sets the item in your hand as a hat

Tier4:

- `/is flag deny-spawn [mob]` - Denies the specific mob to spawn on your island (Deniable mobs are zombie, skeleton, creeper, witch, wolf, spider, slime, bat). To remove this flag type `/is flag deny-spawn`

- `/back` - Also teleports you back to your death location (Excludes both Ag's and Sf2; read Tier 3 for more information)

- `/fly` - Enables creative fly mode (Excludes both Ag's and Sf2)

- `/nick [nickname|off]` - Set a nickname

- `/heal` - Heals yourself (5min cooldown) (Excludes both Ag's And Sf2)

- `/pvp` - Disables PVP in the nether (Only applies to both Ag's and Sf2)

Tier5:

- `/god` - Enables god mode, allowing no damage to be taken (Not including damage that bypasses creative)

- `/is flag creeper-explosion [deny/allow]` - Enable/Disable Creeper explosion

- `/thru` - Allows you to go through blocks, does the same as right clicking a compass
- `/jump` - Allows you to jump to where your cursor is looking, does the same as left clicking a compass

3.3 Commands 1.10

3.3.1 General

- `/spawn` - Teleports you to the spawn point
- `/sethome [name]` - Sets your home location and optionally name it
- `/money` - Shows the amount of MyMs you own
- `/pay [player] [amount]` - Sends money to a player
- `/baltop` - Displays the top 5 richest players
- `/suicide` - Kills yourself
- `/stats` - Shows the time you have spent on all servers
- `/vote` - Displays vote links to earn rewards by voting for the server
- `/ts` - Shows our TeamSpeak3 IP
- `/website` - Shows our website url
- `/forum` - Shows our forum url
- `/premium` - Shows our shop url

3.3.2 Chat

- `/msg [player] [message]` - Sends a private message
- `/r [message]` - Reply to the last player that sent you a message
- `/ignore <player>` - Toggles ignoring of the specified player, disallowing them from sending you messages
- `/mail send [player] [message]` - Sends an offline message
- `/mail` - Checks your offline message(s)
- `/mail clear` - Clears all your offline message(s)
- `/party` - Shows party chat commands
- `/friend` - Shows friend commands

3.3.3 Claims

- `/trust [player]` - Gives the player permissions to build
- `/untrust [player]` - Revokes any permissions of the player
- `/trustlist` - Lists all trusted players
- `/abandonclaim` - Deletes the claim you're standing in
- `/claimslist` - Lists your claims

See *GriefPrevention (protect your land)* for more information.

3.3.4 Island

- /island create - Creates an island
- /island reset - Deletes your island and starts a new one
- /island setspawn - Sets your island's spawn point at your position
- /island spawn <username> - Teleports you to your island's spawn point (Only use <username> if you are a trusted island member and not the owner)
- /island homesetbiome <biometype> - Change your island biome type

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Note: The biome options are ocean, swampland, forest, flower_forest, jungle, plains

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3.3.5 Market

- /market open - Opens the buy interface
- /market add [price] <amount> - Creates a listing for the market. You need to be holding the item you wish to list in your hand.

3.3.6 Tickets

- /ticket - Shows information regarding ticket creation
- /ticket create - Creates an empty ticket and displays a link in which to fill in the information

See *How do I create a ticket?* for more information.

3.3.7 Patron

- /ca - Allows to change your cosmetic armor
- /claimfarewell [message] - Changes the leave message of your claim
- /claimgreeting [message] - Changes the enter message of your claim
- /nick - Allows to change the nickname
- /hat - Sets the current selected block as hat
- /patron friendpass [player] - Gives the player a friend pass

3.3.8 LegacyTiers

Tier1:

- /kit <kitname> - Shows all kits, or redeems the defined kit
- /anvil - Opens a portable anvil window only you can use

Tier2:

- `/enderchest` - Opens your enderchest at will
- `/workbench` - Opens a 9x9 crafting window
- `/et <power>` - Opens a vanilla enchanting table window (1.10 command only)

Tier3:

- `/back` - Teleports you back to a previous location
- `/feed` - Fills your hunger bar, and saturation
- `/hat` - Put the item your holding on your head

Tier4:

- `/back` - Also teleports you back to your death location (Excludes both Ag's and Sf2; read Tier 3 for more information)
- `/fly` - Enables creative fly mode (Excludes both Ag's and Sf2)
- `/nick [nickname]` - Set a nickname
- `/delnick` - Deletes your current nickname
- `/heal` - Heals yourself

Tier5:

- `/god` - Enables god mode, making you invincible, disabling damage taken (Not including damage that bypasses creative ex. Chaos Guardian)
- `/thru` - Moves you through the block(s) you're looking at, right clicking a compass has the same effect
- `/jump` - Moves you to the block your cursor is pointing at, right clicking a compass has the same effect

3.4 Crash-Report Guide

If your game crashes and you want to get it solved we require the crash report which gets automatically created.

3.4.1 MyM Launcher

1. Open the Launcher
2. Right click on the modpack and click `View folder`.
3. Open the `crash-reports` folder.
4. Paste the content of the latest crash-report on Pastebin.
5. Click on the `Create new paste` button and copy the web link.
6. Paste the link in the forum thread/discord/ticket.

3.4.2 FTB Launcher

1. Open the Launcher
2. Select the modpack, click on `Edit Modpack` and on `Open Folder`.
3. Now you are in the `mods` folder, go back to the `minecraft` folder.
4. Open the `crash-reports` folder.

5. Paste the content of the latest crash-report on Pastebin.

6. Click on the `Create new paste` button and copy the web link.

7. Paste the link in the forum thread/discord/ticket.

3.4.3 Technic Launcher

1. Open the Launcher

2. Select the modpack and click on the small gearwheel below the modapck on the right site

3. Now you click on `OpenFolder` and open the `crash-reports` folder.

4. Paste the content of the latest crash-report on Pastebin.

5. Click on the `Create new paste` button and copy the web link.

6. Paste the link in the forum thread/discord/ticket.

3.4.4 ATLauncher

1. Open the Launcher

2. Select `instances`, and locate your pack. and

3. Click `Open Folder``and locate the ``crash-report` folder.

4. Paste the content of the latest crash-report on Pastebin.

5. Click on the `Create new paste` button and copy the web link.

6. Paste the link in the forum thread/discord/ticket.

3.4.5 Twitch Launcher

1. Open the launcher.

2. Select `Mods` on the top bar. Then select `Minecraft`, and locate your pack.

3. Right click and select `Open folder`, then locate the `crash-reports` folder.

4. Paste the contents of the latest crash-report on Pastebin.

5. Click on the `Create new paste` button and copy the web link.

6. Paste the link in the forum thread/discord/ticket.

3.5 Custom Built

3.5.1 Plugins (bukkit)

ProtectEx

ProtectEx is an anti-griefing plugin designed to protect Claims and Restricted Areas from unauthorized use, building, and use of certain tools and inventory items.

ItemRestrict

Restricts items from being used in certain worlds or at all

Backup

Automaticly backs up the server to ensure your work is safe

ChunkManager

Our custom built chunk plugin use `/cm introduction` to find out more

Claim/Island Deleter

Automaticly deletes claim/island after 2 weeks of a player being inactive

Redis Chat

Stats

Keeps track of your playtime and other useful stats use `/stats me` to see them

Announcer

Allows staff members to make global announcements when needed

Vote

Allows players to get tokens and reminds them to vote regularly

Random Teleport

Using `/rt` you can teleport to a random location on the map

Ranks

Ranks show how long you have been playing on MyM servers

ForumFeed

Displays information from your linked forum account

MultiBlockLimit

This reduces lag by limiting the amount of blocks you can place in a multiblock structure

Forum/Ticket InterOp

Allows staff to see tickets and other useful information

Custom Third Party Forks

- Grief Prevention
- zPermissions
- Pex
- Vault
- Console Nuke
- Thread Lock
- WorldBorder
- MinecraftRKit
- Lag Meter
- Item Restrict
- Forge Perms
- Command Helper
- Accept Rules
- Ban Manager
- UUID Provider

Misc

- Local Wither Sound
- Keep Exp
- Safe Login
- Chunk Monitor

3.5.2 Mods (forge)

Kit

allows for kits to give you items ingame

World Downloader

Allows a player to download their claim(s) to single player and test or continue to play. Its mainly use is when a server is shutting down. See the guide *here* on how to use it.

EntityControl

Allows staff members to control/limit mob spawning

Chunk Deleter

MyM-Tweaks

Applies several tweaks to allow all servers to operate correctly

MyMKit

ModPatches

Allows staff members to fix gamebreaking mod issues

Custom Third Party Forks

- aPerf
- Forge Perms
- Tick Profiler
- KCauldron
- ModControl
- HQM

Misc

- AutoClassLoader
- HQM Reset
- TileEntList

3.5.3 Other

Watchdog

Our live monitoring system. If a server is getting into trouble it barks. Built for the Admins, but public to everyone. Each server sends a heartbeat every 20 seconds including live information about its condition.

- `Heartbeat` - Last server response.
- `P30/120/300/600` - Average server performance over the last 30/120/300/600 seconds in percentage. (100% = 20TPS, 50% = 10TPS..)
- `GC30` - Time spent for java garbage collection during the last 30 seconds.
- `S6/12/24` - Server sessions over the last 6/12/24 hours. High numbers signalize that the server crashed/froze/restarted a lot.
- `Uptime` - For how long the server has been up.

- `Players` - Amount of players online.

- `Staff` - Amount of staff online, hover for details (red = staff with operator permissions).

- `StaffSeen` - Time passed since a staff member has been seen on this server.

- `Worlds` - Amount of worlds present (does not mean loaded).

- `Chunks` - Amount of chunks loaded across all worlds. /p chunks per player with a 256 total tolerance removed (the overworld spawn is usually loaded).

- `Entities` - Amount of entities (Animals, Monsters, Villagers, Items on the ground..) loaded across all worlds. /p entities per player with a 128 total tolerance removed (the overworld spawn is usually loaded).

- `TileEntities` - Amount of tile entities (Machines, Chests, Cables/Conduits..) loaded across all worlds. /p tile entities per player with a 256 total tolerance removed (the overworld spawn is usually loaded).

Watchdog can be found here

Mark2

Website

The website can be found here

3.6 Debugging Tools

3.6.1 Performance & Threads

Getting Started

1. Make sure you have JDK (Java Development Kit) installed - JRE (Java Runtime Environment) is not enough to run VisualVM. You can download the latest version of JDK here

2. Download VisualVM

3. Extract the downloaded archive and start VisualVM (visualvm_138binvisualvm.exe)

4. When Minecraft is running, on the left side under "Local" you should see either `net.minecraft.client. main.Main` or `net.minecraft.launchwrapper.Launch` - double click it

Performance

To profile your client performance, do the following:

1. Select the `Sampler` tab and click on the `CPU` button

2. Let it run for ~5 minutes, then click `Stop`

3. Click on `Snapshot` to open the profile data

4. Click on the first button (`Export to...`) and save the file

5. Zip the exported file and send it to us.

Threads

To find out what Minecraft is doing at the moment, do the following:

1. Select the `Threads` tab and click on the `Thread Dump` button

2. Copy everything by pressing `Ctrl + A` & `Ctrl + C`

3. Paste it on Pastebin

4. Click on the `Create New Paste` button and copy the web link

5. Send the link to us

3.6.2 Connection

1. Download WinMTR

2. Type the server address into the `Host` box and click `Start`

3. Click `Stop` after 5 minutes

4. Paste it on Pastebin

5. Click on the `Create New Paste` button and copy the web link

6. Send the link to us

3.7 Discord - Public Chat

3.7.1 Introduction

Discord is an app that allows you to communicate with other players and staff either by chatting in text channels or talking to people in voice channels

3.7.2 Guidelines

All MyM rules apply in **All** channels. Anything that breaks those rules will subject you to a verbal warning, or possibly a ban from the discord. Inappropriate avatars/names will result in you being kicked from the server until you pick an appropriate alternative.

Our public discord has many channels these are used for different purposes. Here is a list of all the general text channels and their purposes.

- **#Support** is only used for support questions. This channel is linked to the Staff chat so there may be other staff available then what is shown on discord. Please be patient as we cannot be available 24/7

- **#Support_Patron** Just like #support, this is priority support for those who wish to support the server through our patron ranks. From Tier 1 to Tier 3, you will always have access to this channel as long as your subscription is active.

- **#general** is used to discuss anything in general. If there is no channel for it designated for a subject, you can talk about it here.

- **#minecraft** is used to discuss all things minecraft. From simple questions about mods, to showcasing your builds.

- **#global** is where the network's global chat comes to discord. You can send a message to the channel and anyone who has global chat on will be able to see it in game.

- **#events** is used to discuss events and what is happening with them. Contestants post here to ask questions of the event staff team, and some people post there to get info about the coming events.

- **#technology** is where you can talk about all things tech. Post a pic of your setup, talk about a new program you found or even discuss computer builds there.

- **#random** is a channel where you can be random. You can post memes here as long as they are appropriate and follow all the MyM rules.

- **#games** is where you can chat about new games, or even share links to games you found for free. Please refrain from posting Violent, Graphic or Inappropriate games.

- **#looking-for-group** The name says it all! Look for groups using this channel.

3.7.3 Additional Notes

- **How do I sign up for discord?** You can sign up for a free discord account here and once you have an account, you can click this link to join us.

- **Be friendly!** No one is obligated to help you, nor here to have people be mean to them, so please try to remain calm while waiting for someone to help you.

- **Be patient!** Responses can take a little while. People that are on Discord are usually not sitting there, waiting for you to ask your question. They might not even be on the computer, be focused on work or playing a game. Give them time to respond, and go play a game, relax or grab something to eat or drink in the process.

3.8 Community Forum

3.8.1 Structure and Section info

Announcements

Where all announcements get posted. From new events, to server launches/closures, they will get posted here. Click here to visit this section.

Server Info and Changelogs

When a server gets updated, or a feature gets changed, it will be posted in the changelog. For example, Modpack updates. Click here to visit this section.

Private Area

The private area is for anything that only staff can see. From private bug reports, to ban appeals, it all goes here. Click here to visit this section.

- **Sub Forums**

    - Ban Appeal

    - Complaints against Players and Staff

    - Private Bug Reports (dupes, protection bypass..)

Jobs

This is where you can apply for staff! Click here to visit this section.

Support Forums

This is where you can post support requests if you cannot make a ticket or just do not want to use the ticket system. The subforums are seperated into one for every modpack as well as an "Other" section for miscellaneous support requests. Click here to visit this section.

Community Talk

This section is mainly for community talk (as the title states). People can ask for groups here, for fun modpacks we host or just talk to people about the network in general. Click here to visit this section.

Patron Zone

Get access by purchasing a patron rank here!

Suggestions and Feedback

As the title states, this is where you can post suggestions and feedback.

Tutorials, Tips and Tricks

Have a cool thing you want to teach the community about? You can post it here! This is the collection of all the network's minecraft and forums knowledge. Click here to visit this section.

Endgame Items

Here you will find a variety of lists for endgame items. There is a subsection for every server that we deem necessary.

Offtopic

Anything not covered in any other section, can go here!

- **Subforums**
    - Annoying Forum Games

Two Factor Authentication

See *Two Factor Authentication: Forums* for more information.

3.9 Two Factor Authentication: Forums

This policy is **mandatory** for all MyM Staff members, and optional for everyone.

3.9.1 How does this help me? What is Two Factor Authentication?

Two Factor Authentication (2FA) protects your online accounts by using a secondary form of authentication aside from your password. Many sites and services use this in varying forms, such as sending a one-time code through email or SMS, or alternatively through use of a code-generator app such as Google Authenticator. This greatly increases your account security, because now not only does an attacker need your password (which you should change regularly) but also needs these single-use codes to log in on new devices.

3.9.2 That sounds great, but how do I set it up?

Setting up 2FA on the Forums:

- Log into your Forum Account and go to your Settings. (Cog wheel to the right of Forum Conversations)
- Go to the Two-Step Verification option
- Enter your password in the text box provided.
- Click on "Enable" for Verification code via App. Once you get to the QR code, go to your Authenticator app. This is the end of the forum side. Time to move on to the mobile steps!

You can also set up backup codes and have codes emailed to you, though this guide will only address setting up 2FA with an authenticator app.

Setting up Mobile Authentication using Google Authenticator

With the forums ready, time to move on to getting your mobile phone ready.

1. Download the *Google Authenticator* app for your smartphone or tablet.
2. Open the *Google Authenticator* app once downloaded, select *Set up account* from the option menu (or click the plus button in the bottom right).
3. Click *Scan a barcode* at the bottom of the UI and scan the QR Code provided by the forums.
4. After setting up your device, enter the verification code generated by the app.
5. Submit and enjoy!

Your mobile 2FA is now setup and ready to go. You will be asked for your 2FA code every time you log into the forums unless you select the option "Trust this device for 30 days". With this option enabled, you will be force logged out every 30 days and will be asked to enter an authenticator code.

3.9.3 Need More Help?

- If you're a staff member, this will have been set-up during your intake and orientation.
- If you're a player, we have a more detailed guide on the forums coming soon complete with pictures and step-by step instruction.

3.10 GriefPrevention (protect your land)

3.10.1 Create a claim

Use your first Chest to create a claim or use a golden shovel and click two corners with it to create your claim. If you use the golden shovel to create a claim then you have to look that the claim is at least 10x10 blocks, else it will not work. Everything in this claim is protected from outsiders.

The glowstone and gold show you the corners which you can hide with a stick if you right click on the outside of your claim or you click on the inside to show them.

3.10.2 Trust a player

To grant someone the permissions to build in your claim you have to use the command `/trust [Player]` while you are in your claim. If you run the command in the outside then the player get trusted in all your claims. It is also possible to revoke the permissions, for this you have to use `/untrust [Player]`.

3.10.3 Delete a claim

You can delete one claim or all claims. To delete a claim you have to stand in the claim and use the command `/abandonclaim`, use it again to confirm it. If you want to delete all your claims you need to use the command `/abandonallclaims` and use the command again to confirm it.

3.10.4 Commands

- `/Trust [Player]` - Gives the player permissions to build
- `/TrustList` - Lists all trusted players
- `/UnTrust [Player]` - Revokes any permissions of the player
- `/AbandonClaim` - Deletes the claim you're standing in.
- `/AbandonAllClaims` - Deletes all of your claims.
- `/AccessTrust [Player]` - Gives a player permission to use your buttons, levers...
- `/ContainerTrust [Player]` - Gives a player permission to use and open everything.
- `/PermissionTrust [Player]` - Grants a player permission to share his permission level with others.
- `/Untrust All` - Removes all permissions for all players in your claim.
- `/SubdivideClaims` - Switches your shovel to subdivison mode, so you can subdivide your claims.
- `/BasicClaims` - Puts your shovel back in basic claim mode.

3.10.5 Fakeplayers

Note: Some servers ignore fakeplayers entirely on claims. If you item doesn't work, you will need to trust it.

- EllpecksActuallyAdditionsFakePlayer
- [BuildCraft]
- [CoFH]
- [ComputerCraft]
- [EioFarmer]
- [EioKillera]
- FakeThaumcraftGolem
- [[Forestry]]
- [Mekanism]
- [Minecraft]
- [MineFactory]
- [OpenComputers]
- OpenModsFakePlayer-001
- OpenModsFakePlayer-002
- OpenModsFakePlayer-003
- OpenModsFakePlayer-004
- OpenModsFakePlayer-005
- OpenModsFakePlayer-006
- OpenModsFakePlayer-007
- OpenModsFakePlayer-008
- OpenModsFakePlayer-009
- OpenModsFakePlayer-010
- [PR_FAKE]
- [SFM_Player]
- [Stevescart]
- [ThaumcraftTablet]
- $player$.robot *(OpenComputer Robots, replace $player$ with yours, or whoever placed the robot)*

3.11 Legacy Tier Information

3.11.1 Summary

Legacy Tiers were once sold on our shop as a donor rank. It came in 5 different levels with each level getting more perks than the last. Below is a chart of all the perks for each tier. We stopped selling Legacy Tiers to comply with Mojang's EULA. You can read more about the situation here.

3.11.2 Perks

Note: Some features only work on older Minecraft versions! (1.6/1.7)

This chart is not guarenteed to be accurate. If a feature is not listed here, please let us know by creating at ticket in game with `/ticket create` or support forums post here

* = Only available on Skyblock servers

	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Daily Kits	1	2	3	3+1 OP	3+2 OP
Bonus Claim Blocks	250	500	1000	1500	2500
Home Points	2	3	5	8	∞
MCMMO Luck	0	0	7	10	17
* `/feed` cooldown	24h	12h	6h	4h	2h
TP Cooldown bypass	✓	✓	✓	✓	✓
Colored Chat/Signs	✓	✓	✓	✓	✓
* Custom Island greetings	✓	✓	✓	✓	✓
Reserved Slot	✓	✓	✓	✓	✓
Keep XP		✓	✓	✓	✓
Mobile Enderchest		✓	✓	✓	✓
Mobile Workbench		✓	✓	✓	✓
Vitual Time Control		✓	✓	✓	✓
`/back`, `/hat`, `/feed`			✓	✓	✓
No AFK Kick			✓	✓	✓
* Cube island type			✓	✓	✓
`/heal`				✓	✓
Ability to change spawner type				✓	✓
`/fly`				✓	✓
Custom nicknames				✓	✓
`/back` on death				✓	✓
* Deny mob spawning with /is flag				✓	✓
Toggle PVP on skyblock servers				✓	✓
`/god`					✓
Compass teleport					✓
* No creeper damage on islands					✓

3.12 Multiplex Nether Portal

First, you need to build a vanilla nether portal. If you are done you have to place a sign below the portal with the word `portal` in the first line. Make sure that the obsidian above the sign has air above it. Now the sign only needs a redstone signal to open a navigation GUI. In the GUI you can select your target destination and unlock other dimensions like the End, Twilight Forest etc.

The video below will show you how to setup the portal for our 1.7 servers:

The video below will show you how to setup the portal for our 1.10 servers:

3.13 Patron

3.13.1 Patron Commands

See *commands for 1.6.4+* and *commands for 1.10+*

3.13.2 Canceling the Subscription

PayPal

1. Login to your PayPal account here.
2. Click the settings icon at the top right.
3. Select the *Payments* tab in the navigation.
4. Click *Manage your Automatic Payments*.
5. Select the payment profile that you'd like to cancel.
6. Click *Cancel* to confirm your request.

Paymentwall

1. Login to your Paymentwall account here.
2. Click *Help*.
3. Select the *Recurring Payments* tab.
4. Click *Cancel* beside your MineYourMind subscription.

Xsolla

Todo: Cancel subscription via Xsolla.

3.14 No Refunds Policy

Before you read any further, this policy is **Non-Negotiable**. Please do not try to argue with us on the policy, as this is a staple rule we put in place to save time on our busy admins and make everyone's experience fair. We understand it is frustrating to be linked a cookie cutter message to tell you that we cannot help you with your lost items, but allow us to give our point of view and maybe you can see where this policy is rooted.

Do not let this policy discourage you from posting a bug report!

3.14.1 A brief summary

We **do not** refund items for reasons including, but not limited to:

- Deaths (Be careful when fighting mobs, however if your grave is in a claim let us know)
- Accidental item drops (Pressed "Q" when flying over the void or lava)
- PvP kills
- Item Clears (It gives sufficient warnings.)
- Mod Bugs such as NBT overload (ME drives in a backpack or nesting portable storage devices), TombMany-Graves, etc.
- Grief/Theft (Please read the section covering our protection plugin. Protect your stuff!)

Make sure to report any errors to the appropriate section in the forums (Modpack support forums, private bug reports, etc).

Whether or not we refund items is up to staff discretion, so please make sure to report such errors as you might just be one of those rare occurrences where this happens (again, no promises).

3.14.2 Why we made this policy

We get a *lot* of requests for refunds that might have been lost for a multitude of reasons. We all understand that this is a frustrating situation, especially after all the work that was put into obtaining those items. Unfortunately, we have this **No Refund** policy, no matter the circumstances, to keep it fair to everyone. I'm sure if you saw a player get a refund after you didn't, you would be upset and want to get a refund too. This is simply not possible to uphold for everyone, and to avoid favouritism we chose the stance of No Refunds.

3.14.3 To put things into perspective

This is a Network of several physical server boxes all hosting a multitude of servers for the community to play on (~34 as of 01/20/2019). The Admins, Managers and Founders are working constantly to build a better network for the community, and understandably they do not have time to refund everyone's items. We have approximately 500 active players at any given time on our network, and just over 30 members of staff to watch over these players. Just being in charge of the staff is like a full-time job for our Managers as it is. This does not include the job the Administrators due to maintain the servers and make sure they run smoothly. If we had a refunds policy that meant we refund everyone's items, that would add piles and piles of work for the staff team as a whole. We would likely need to double our staff members in order to handle all the refund requests we get.

3.14.4 Some points to take into consideration

1. If you were in single player (Without access to cheats), you would likely shrug it off and continue despite what happened.

2. Approximately 95% of issues related to disappearing items are due to the minecraft mods themselves, and are completely separate from MyM and the Servers (You wouldn't call Microsoft or Apple to request a refund because your Razer mouse broke).

3. Trust. Who's to say that the player reporting the issue is actually telling the truth? It's an issue of being fair to all players (staff included) who have also lost items and want their stuff back. Its just not possible to please everyone.

3.14.5 With that being said. . .

Report these bugs or glitches to us! Aside from the reasons why we don't refund items, we do not want to stop you from letting us know if a bug or glitch is happening. **Please report the errors/bugs/glitches to us in a ticket or support forums post!** Your input could save others from making the same mistake, sometimes it can even get the issue fixed. In **extreme** circumstances (**no promises**) you may get your items back as a result of solving the bug. All of this is only possible if you report the bug to us.

Thank you, and we hope you have a wonderful time on our servers.

3.15 Ticket System

1. To report an issue, such as a rule infringement, a grief or crash, use the ticket system.

2. Create a ticket using `/ticket create`, while standing in the affected area.

3. This will provide you with a `link` to `mym.li/ticket`.

4. This will require a forum account, which you can register for at mym.li/forum

5. Follow the link, this will create a blank ticket, fill out the form, make your ticket as detailed as possible.

6. Keep an eye on the ticket, and respond to Staff, as prompted.

3.16 How to use MyM World Downloader

> **Warning:** Some items in inventories (such as drives in a drive bay) may not download correctly! To insure the highest chance of success, place them in your inventory prior to adding any claims or chunks!
>
> Do NOT put them inside of backpacks or any portable storage!

To start off you are going to need the client side version of the mod. You can download it at this link and place it into your `mods` folder. Once you do that, restart the game so it can be loaded.

Next you are going to need to add the areas you want and then download them. There are two options for this: Using claims and using radius. Using the radius mode you can download a maximum of 10 chunks around you. The claims mode will add your claim you stand in. You can see how to use either method below.

3.16.1 How to: Using Claims

1. Add your claims to world downloader by running the command `/wd add claim` while standing in your claims (works for trusted members too).

- If you have multiple claims, repeat this for all your claims before moving on to step 2.

2. Once you have added the claims, you can run the command `/wd dl <downloadName>` to download the selected claims. This will make a new single player world called `world` for you to continue on in single player!

3.16.2 How to: Using Radius

1. Add a radius around you to world downloader by running the command `/wd add radius <number>` while standing in the desired area.

- The number is the amount of chunks around you that you want to download. So if you want to download a 4x4 chunk area, put 2 in as that will download the a 4x4 area. Repeat this for all the areas you want to save before moving on to step 2.

2. Once you have added a radius, you can run the command `/wd dl <downloadName>` to download the selected area. This will make a new single player world called `world` for you to continue on in single player!

3.16.3 I did that, but it didn't make a singleplayer world for me. What do I do!?

Well you are going to need to make it manually using what it downloaded. Here is what it should download minus a few pack specific folders i've left out:

- playerdata (folder)
- region (folder)
- level.dat

In order to play, you will need to make your own version of the world in single player. Here's how:

1. Go to the singleplayer tab in Minecraft and click "Create New World". Name it something you will remember such as `MyM Singleplayer` and make sure it's set to survival with the default world generation options!

2. Once the world generates and you log in and can move, exit out of the world back to the menu.

3. Open up the saves folder for minecraft. If you are using the MyM Launcher and used the default installation directory on windows, this is located at: `AppData/roaming/.mineyourmind/instances/<instance name>/minecraft/saves`. A shortcut to get here is to open the MyM launcher, right click the pack you are playing and select `View Folder` and then go to the `saves` folder.

Note: Other launchers have similar methods of getting to where it's installed. A quick search around will probably show you how (whether on google or just around the launcher's options)

---

4. Navigate to the folder named what ever you named the world in Step 1, and copy all the files from the world download there. This will ask you if you want to replace them, make sure to click yes to all of the dialog items! If you don't, some parts will not replace properly.

5. Go back to the main menu of Minecraft, then back to Singleplayer and load the world. This should put you where you were when you downloaded the server and you should have all your stuff you saved! Keep in mind, things like homes will **not** transfer so you may want to write coordinates down for key areas while on the server so you can get back to them in singleplayer.

Note: If you still have issues downloading the world or setting it up, please make a ticket using `/ticket create`

Performance Guide

4.1 Applied Energistics

As you can imagine, the performance impact of an Applied Energistics ME-System is mainly related to the size of the System. But there are parts with a bigger impact than others. There a lot of possible optimizations with less downsights - in some cases even quite some benefits - and easy implementation. This guide has been created to give an idea of how the system works and how to get the most out of it in terms of performance.

4.1.1 Basics

Considering all parts of an ME-System it is clear that nearly every task is - be it crafting, export, import, machine control.. - is directly related to the inventory. This being pointed out, the biggest performance optimisation potential is within the size of the inventory. So what can be done, what are our recommendations?

Note: When we speak about the **inventory** we are talking about the following parts: ME-Drive's, Storage Disk's and occupied slot's of those disk's. This means a system with only 10 items and 1000 ME-Drive's is not well performing (experience from Agrarian Skies, normal ME but 1000 Drives = 2/20 tps). So the goal is to keep all 3 of those parts as small as possible. E.g. 1 Drive and only fully occupied disks.

4.1.2 Split up

The biggest performance saving potential lays within splitting things up. There is no need to have everything within one system. Of course, it is the most economical and comfortable way but in terms of performance it also is the worst. When I talk about splitting things up, this doesn't mean that everything should become over complicated.

The goal to keep systems which are performing a lot of tasks as small as possible.

#	Au-toma-tion	Stor-age	Autocrafting
Storage size	Small	Big	Minimal
Machine automation	Yes	No	Only highly required (better fed by automation system)
Long time storage	No	Yes	No
Trash, overproduction	No	Yes	No
Tools, machines, drops	No	Yes	No
Mass autocrafting	No	Yes	Limited (for simple things, check out ender io autocrafting, or crafting table pipe automation -> even faster)
Onetime crafting	Yes	No	No (not enough resources)
Per resource limit	60k	None	60k (see the note below)

Note: The resource limit is related to the size of the storage disk. 60k in case of the biggest one. We only want to occupie one slot per resource type. A good way to still have access to everyting is to put the surplus into deep storage units. Once the ME-Systems storage drops below 20k it gets auto refilled from the deep storage unit. . .

Automation is our main system. It's job is the automation of the machinery. As it is performing hundreds of tasks per tick, its inventory size is as small as possible.

Storage is our long time storage vault. It is used for all the stuff not necessarily needed in the automation system. Here we will store things like, over production, tools, mob drops, enchantments, bees, non automation needed resources. . .

Autocrafting is our crafting setup for mass production. Its inventory is the as minimal as possible and only connected machines being related to autocrafting. Preffered would be to supply the system with the required ingredients. As mass production recipes are often quite simple a crafting table setup with pipe/conduit automation or a autocraft from for example ender io, can be faster, smaller and simpler.

Warning: On **1.6.4** there is an issue with the autocrafting. If the required resources are not available the task is not being paused and will try over and over again. This is often extremly resource intense. Please be aware and keep an extra eye on it.

4.2 How to increase Client FPS

4.2.1 Basic Minecraft

To increase your FPS on many of our modpacks, firstly you will want to open your favorite modpack and go to options. From there you will need to go to the options tab on the menu. From there you will want to go to Video settings and do the following:

Set graphics to FAST.

Set View Bobbing to OFF.

Set Clouds to OFF.

Set Particles to MINIMAL.

Set Render Distance to 6 OR BELOW.

Set Smooth Lighting to OFF.

Set V-Sync to OFF.

Make sure you have no resource packs on.

Other ways to increase your FPS include downloading performance enhancers such as Fastcraft which is on most MYM modpacks or even Optifine which will be listed below.

For information regarding how to install these performance mods, please consult the Knowledge Database on installing mods to your launcher

Fastcraft

To install Fastcraft, simply download it at this link here and follow the above instructions: https://www.curseforge.com/minecraft/mc-mods/fastcraft/files

BetterFPS

Algorithm: See what works for you, you can leave this to default if you want Set Preallocate Memory to Off

Set Fog to FAST

Set Beacon Beam to FAST

Set Fast Beacon to ON

Optifine

Set Dynamic FOV to OFF

Set Use VBOs to ON

In details:

Set Trees to FAST

Set Sky to OFF

Set Sun & Moon to OFF

Set Fog to OFF

Set Translucent Blocks to FAST

Set Dropped Items to FAST

Set Vignette to FAST

Set Swamp Colors to OFF

Set Cloud Height to OFF

Set Rain & Snow to FAST

Set Stars to OFF

Set Show Capes to OFF

Set Held Item Tooltips, Entity Shadows, and Smooth Biomes to OFF

in animations:

Click "All Off"

in quality:

Set Antialiasing and Anisotropic Filtering to OFF

Set Custom Fonts to OFF

Set Connected Textures to OFF

Set Custom Sky, Emissive Textures, Random Entities, Custom Colors, Custom Items, and Custom GUIs to OFF

in performance:

Set Fast Render to ON (set to off if this causes issues)

Set Chunk Updates to 1

Set Smooth World to ON

Set Fast Math to ON

4.2.2 Mod specific:

Agricraft

Agricraft sprinklers and water channels can cause huge client/FPS lag. Their particles can be turned off in the mods config. Still, even without the water particles, these sprinklers can be the cause of huge FPS and even TPS lags. Try using as few of them as posible.

Immersive Engineering

Immersive Engineering Waterwheels and Windmills have moving parts which can cause client fps issues when looked at if there are too many of them within your field of view.

Item Pipes

Item ducts that aren't opaque from Thermal Expansion and Buildcraft pipes can dramatically reduce your fps as they both show items moving through the pipes. These tile entities can drastically lower your fps, if you are using the clear item ducts from Thermal Expansion. If possible try to use the opaque ones as they are better for your fps and don't show the items moving through the pipes but work at the same transfer rate.

As for Buildcraft, try using pipes from other mods which don't show the items. These days most mods work with just about any machine. If your setup requires BC pipes for whatever reason, try using as few of them as possible. You can also just use BC pipes as entry and exit point of your piping system and then switch to opaque Thermal Expansion ducts, as they will interconnect.

4.2.3 Increasing total amount of ram

While Minecraft itself needs no more ram than what is allocated by default, modded minecraft can need anywhere from 2 GB minimum to even 6 GB minimum.

Installing 64 bit java

Before you set your total memory to an amount larger than 2^32 bits (Or 4 GB), you will need to install 64 bit java.

First, navigate to https://www.java.com/en/download/manual.jsp and select the 64 bit version of java that you need.

Download the file, and make sure that it is installed.

You should be ready for the next steps in increasing the total amount of RAM, but if you run into any issues, you may need to either restart or check to see what went wrong.

Note: Make sure to set your memory to **no more than half** of your computer's total RAM. This should also not be any more than 6 GB or 6,192 MB unless you are using HD texture packs as you may notice slowdowns as java is unable to dump excess memory.

MyM Launcher

To increase the amount of RAM that is on the MYM launcher, first launch the program and click options.

You will see a screen that says:

General Java Minecraft Proxy Advanced

Click Java, and set the amounts to:

For minimum memory, you can set this to exactly one GB less than your maximum memory, but you can set it to even less if you wish.

For maximum memory, you can set this to no more than half your total RAM or 6 GB as mentioned in the note.

For PermGen you can either set it to 256 for 32 bit and 512 for 64 bit.

Twitch Launcher

Increasing the amount of memory on the Twitch Launcher needs a few more steps than normal.

First, launch the program and then make sure that you are logged in.

Next, look at the top right where your profile is and click on it (this should open up a menu)

Then click on Settings and navigate to "Minecraft"

Scroll down until you see "Allocated Memory" and drag the slider to the right/left until the allocated memory is no more than half your total RAM or 6 GB taking the note into consideration.

AT Launcher

To increase the amount of RAM that is on the Technic Launcher, launch the program and click "Settings"

Navigate to the Java/Minecraft tab and set the values to:

For initial memory, you can leave this at the initial value of 512 but you can set it higher if you wish.

For maximum memory, you can set this to no more than half your total RAM or 6 GB as mentioned in the note.

For PermGen you can either set it to 256 for 32 bit and 512 for 64 bit.

Technic Launcher

To increase the amount of RAM that is on the Technic Launcher, launch the program and click "Launcher Options"

Navigate to the tab called "Java Settings" and set the memory to no more than of your computer's total RAM.

To make sure that you are using 64 bit java, check in the java version at the top if it says "64-Bit"

Now just test to see if it allocated that memory, launch the pack in question and when you are in-game press F3 and look for something like "Total Memory Usage: x MB used out of (What you put in maximum memory)"

If so, you have successfully increased the amount of memory you have.

4.3 Improving Server Performance

Server Performance and Stability is the main goal of MineYourMind, the part we value the most and put most of our time in. While we can take care of the outstanding things, the general usage depends on the setups from players and their understanding of modded minecraft performance. Therefore please take the time to read up on the following guides and do your duty on performance optimisation to keep the gaming experience as lag free as possible.

Note: If you are enclined to have us take a look at your base or one you find suspicious, please let us know.

4.3.1 Reducing tile entities

Once you get to a big base automating multiple mods it often is not a lot to ask you to split it up even more. Have a single setup for bee automation, one for ore pre processing, one for energy production. . .

Ancient Warfare Automation Tree Farm

There are only a few things to check to set up those farm correctly. If you don't follow these steps they can drain the performanc

- Make sure you have enough power so the Farm can cut down the trees as soon as they spawn. (use Flywheels to store the energy)
- Never let the output inventory get filled up else the machine stops working and will still try to cut down trees
- Please only use a size you can handle with your machine/energy

Active Tile Entities

Note: Tile entities are blocks being able to do a bit more than just being around (Chest, machine, lamp. . .). In this case we have to further split it up. There are active and passive tile entities. The active ones are ticking while the passive ones are not. So for example all those machines doing production are active and carpenters blocks inactive.

Mods are adding more and more tile entities, modpacks are getting bigger and bigger, with this the amount of active tile entities is rising to an amount of getting a bottleneck. While those tile ents might perform great on their own, they are causing limits within base mincraft code. E.g. there is a list storing all those active tile entities. This list gets updated on for example chunk load and unload either adding or removing entries. As the list grows with the age of the

server, these tasks take longer and longer ending up causing constant lagg and major lag spikes (player login -> base load -> tile ents being added or teleport -> base unload -> tile ents being removed..)

The goal is to keep the amount of active tile entities as small as possible.

In Numbers on a medium to big modpack we talk of about 30k active tile ents and 80k inactive with 10 players. At this rate the server impact is at about 30% while the tile ents on their own are only at about 2-5%.

This being quite a difficult topic, lets split it up:

Type of Tile Entities

There are **Simple/Build/Environment blocks** like Sky Blocks, Canvas, Arcane Lamps, Ender IO Lamps.. Those are called tile entities. The first two mainly used as build blocks appear in values of hundreds and thousands in single bases. The lamps not being there so often spawn light tile ents around them. Those tile ents are not visible and only their only job is to give the light. One lamp is spawns around 30-80 tile ents.

Conduits/Cable/pipe/tube are necessary and have a lot of jobs. Nearly all of them are active tile ents. The only inactive one I know are IC2 cables and Applied Energistcs. As soon as possible it is recommended to switch to those. Next to this, keep things small and simple. Try to save as many conduits as possible. E.g. use high tier with high throughput, make use of enderchests and tesseracts for long distances, build your machines compact and switch to Applied Energistics as soon as possible.

Multiblocks while there are many nice multiblock structures, many of them are active. So consider for yourself if you can use a drum instead of a railcraft tank with 150 parts/tile ents for example.

Machines/Flowers in the end the amount of machines, including things like botania flowers, thaumcraft cystals. . . are so many needed, is it possible to upgrade them in speed, is there a faster one from another mod.. ?

Known performance eaters

Todo: Known performance eater

Modpacks/Servers

You can go here for a list of our Server IPs and modpack versions or alternatively you can use our launcher and automatically have all our server IPs come with the modpacks! Download our launcher by clicking this link and scrolling to the bottom of the page.

5.1 1.6.4

5.1.1 Agrarian Skies

Concept

The original modpack created by Jadedcat.

This pack was one of the first to include a questbook and has changed modded minecraft forever! Throughout your playthrough, you can expect tons of challenges to complete as you work your way through the mods.

Mods

- Applied Energistics 1 (by AlgorithmX2)
- AutoPackager (by smbarbour)
- BiblioCraft (by JDSinclair)
- ChickenChunks (by chicken_bones)
- CodeChickenCore (by chicken_bones)
- CoFH Core (by TeamCoFH)
- Ex Nihilo (by Erasmus_Crowley)
- Enchiridion (by joshiejack)
- EVOC (by ProfMobius)

- Ex Aliquo (by Zerokyuuni)
- FlatSigns (by Myrathi)
- HarvestCraft Waila Fixes (by squeek502)
- Hardcore Questing Mode (by lorddusk)
- InfiniBows (Infinity Bow Fix) (by Myrathi)
- Island Spawner Builder (by lorddusk)
- Jabba (by ProfMobius)
- Magic Bees (by MysteriousAges)
- Mariculture (by joshiejack)
- Minefactory Reloaded (by skyboy026)
- MobiusCore (by ProfMobius)
- ModTweaker (by jaredlll08)
- Natura (by mDiyo)
- NEI Addons (by bdew)
- NetherOres (by skyboy026)
- NotEnoughItems (by chicken_bones)
- ObsidiPlates (by Myrathi)
- Opis (by ProfMobius)
- PowerCrystalsCore (by skyboy026)
- Simply Jetpacks (by tonius111)
- Tinkers Construct (by mDiyo)
- Thermal Expansion (by TeamCoFH)
- TiC Tooltips (by squeek502)
- Tinkers' Mechworks (by mDiyo)
- Tinkers' Steelworks (by Toopz)
- Waila Harvestability (by squeek502)
- Waila (by ProfMobius)
- Warp Book (by ferreusveritas)

5.1.2 Attack of the B-Team

Concept

This modpack was designed with one thing in mind, crazy mad science! With the help of the B-Team we hand picked the wackiest mods we could find and shoved them all in a modpack for you guys. The result is Attack of the B-Team!

Mods

- Advanced Genetics
- Archimedes' Ships
- Artifice
- Auto Blocks
- Auto Utils
- BetterStorage
- Biomes O' Plenty
- Carpenter's Blocks
- Chisel
- Code Chicken Core
- COFH Core
- Config Mod
- CoroAI
- Darwin
- Dragon Mounts
- Enhanced Core
- Enhanced Portals 2
- Extended Renderer
- Flans Mod
- Food Plus
- Fossil/Archeology
- MrCrayfish's Furniture Mod
- Galacticraft
- Hamsterrific
- Hamsters Forever
- Hats
- iChun Util
- Immibis Core
- Liquid XP
- Map Writer
- Micdoodle Core
- MineFactory Reloaded
- Minions
- Mod Build
- Morph

- Natura
- Necromancy
- NEI Plugins
- Not Enough Items
- Open Blocks
- Open Mods Lib
- Power Crystals Core
- Project Red Base
- Project Red Compact
- Project Red Integration
- Project Red Lighting
- Project Red Mechanical
- Project Red World
- qCraft
- Random Things
- Saints Pack
- Secret Rooms Mod
- Statues
- Sync
- Tinker's Construct
- Thermal Expansion
- Trail Mix
- Tropicraft
- Waila
- Waypoints
- Weather Mod
- Witchery
- World of Dinos

5.1.3 Crash Landing

Concept

You've managed to crash land on a dry, dusty planet. No water, no food, no real supplies. The first challenge, to survive the blazing heat where every drop of water is precious.

Mods

- BiblioCraft (by JDSinclair)
- ChickenChunks (by chicken_bones)
- CoFH Core (by TeamCoFH)
- CodeChickenCore (by chicken_bones)
- Hardcore Questing Mode (by lorddusk)
- HarvestCraft Waila Fixes (by squeek502)
- Jabba (by ProfMobius)
- Minefactory Reloaded (by skyboy026)
- ModTweaker (by jaredlll08)
- NotEnoughItems (by chicken_bones)
- PowerCrystalsCore (by skyboy026)
- Simply Jetpacks (by tonius111)
- The Spice of Life (by squeek502)
- Sync (by iChun)
- Tinkers Construct (by mDiyo)
- Tinkers' Mechworks (by mDiyo)
- Tinkers' Steelworks (by Toopz)
- Thermal Expansion (by TeamCoFH)
- TiC Tooltips (by squeek502)
- Waila Harvestability (by squeek502)
- Waila (by ProfMobius)
- Applied Energistics 1 (by AlgorithmX2)
- AutoPackager (by smbarbour)
- Ex Aliquo (by Zerokyuuni)
- NEI Addons (by bdew)
- Rock Digger (by lorddusk)
- Big Reactors (by ErogenousBeef)
- Ender IO (by CrazyPants_MC)
- Ex Nihilo (by Erasmus_Crowley)

5.2 1.7.10

5.2.1 Infinity Evolved

Concept

The pack for all people. Infinity is the general all-purpose pack from the FTB team that is designed for solo play as well as small and medium population servers.

You can find more info about Infinity over on the Website here

Mods

- Baubles (by azanor)
- Forge Multi Part (by chicken_bones)
- Forge Relocation (by Mr_TJP)
- Forge Relocation - FMP Plugin (by Mr_TJP)
- MrTJPCore (by Mr_TJP)
- AgriCraft (by InfinityRaider)
- Another One Bites the Dust (by ganymedes01)
- Applied Energistics 2 (by AlgorithmX2)
- Aroma1997Core (by Aroma1997)
- Aroma1997s Dimensional World (by Aroma1997)
- Avaritia (by Assassinfox)
- BdLib (by bdew)
- BiblioCraft (by JDSinclair)
- BiblioCraft: BiblioWoods Biomes O'Plenty Edition (by JDSinclair)
- BiblioCraft: BiblioWoods Forestry Edition (by JDSinclair)
- BiblioCraft: BiblioWoods Natura Edition (by JDSinclair)
- Big Reactors (by ErogenousBeef)
- BinniePatcher (by Chocohead)
- Binnie's Mods (by Binnie567)
- Biomes O' Plenty (by Glitchfiend)
- Blood Magic (by WayofTime)
- Botania (by Vazkii)
- Brandon's Core (by brandon3055)
- Buildcraft (by CovertJaguar)
- Buildcraft Compat (by buildcraftchildsplay)
- Carpenter's Blocks (by Syntaxial)
- Chisel (by tterrag1098)
- CodeChickenCore (by chicken_bones)
- CoFH Core (by TeamCoFH)
- CoFH Lib (by TeamCoFH)

- ComputerCraft (by dantwohundred)
- CraftTweaker (by jaredlll08)
- MineTogether (by Creeperhost)
- Custom Main Menu (by lumien231)
- Decocraft2 (by RazzleberryFox)
- Dense Ores (by RWTema)
- Draconic Evolution (by brandon3055)
- EnderCore (by tterrag1098)
- Ender IO (by CrazyPants_MC)
- Ender Storage (by chicken_bones)
- EnderTech (by CarrotCodes)
- Ender Zoo (by CrazyPants_MC)
- ExtraCells2 (by Destroyer7128)
- ExtraTiC (by JeanGlassmaker)
- Extra Utilities (by RWTema)
- FastCraft (by Player)
- Fast Leaf Decay (by Olafskii)
- Forbidden Magic (by Assassinfox)
- Forestry (by SirSengir)
- FTB Library (by FTB)
- FTB Tweaks (by FTB)
- FTB Utilities (by FTB)
- Funky Locomotion (by RWTema)
- Gendustry (by bdew)
- Guide-API (by TehNut)
- Hats (by iChun)
- Hat Stand (by iChun)
- Headcrumbs (by ganymedes01)
- Hardcore Questing Mode (by lorddusk)
- Nuclear Control 2 (by Xbony2)
- iChunUtil (by iChun)
- Immersive Engineering (by BluSunrize)
- Immersive Integration (by UnwrittenFun)
- Industrial Craft (by Player)
- INpureCore (by INpureProjects)
- Inventory Tweaks (by Kobata)

- Iron Chests (by progwml6)
- Jabba (by ProfMobius)
- JourneyMap (by techbrew)
- Logistics Pipes (by RS485)
- Magic Bees (by MysteriousAges)
- Mantle (by mDiyo)
- McJtyLib (by McJty)
- Minefactory Reloaded (by skyboy026)
- ModTweaker (by jaredlll08)
- Morpheus (by Quetzi)
- Mystcraft (by XCompWiz)
- Natura (by mDiyo)
- NEI Addons (by bdew)
- NEI Integration (by tonius111)
- NetherOres (by skyboy026)
- NotEnoughItems (by chicken_bones)
- NotEnoughResources (by Way2muchnoise)
- OpenBlocks (by OpenMods)
- OpenModsLib (by OpenMods)
- OpenPeripheralAddons (by OpenMods)
- OpenPeripheralCore (by OpenMods)
- OpenPeripheralIntegration (by OpenMods)
- Pam's HarvestCraft (by MatrexsVigil)
- ASP + GS Patcher (by Chocohead)
- Portal Gun (by iChun)
- Project Red - Base (by Mr_TJP)
- Project Red - Compat (by Mr_TJP)
- Project Red - Integration (by Mr_TJP)
- Project Red - Lighting (by Mr_TJP)
- Project Red - Mechanical (by Mr_TJP)
- Project Red - World (by Mr_TJP)
- Railcraft (by CovertJaguar)
- Redstone Arsenal (by TeamCoFH)
- Resource Loader (by lumien231)
- RFTools (by McJty)
- Runic Dungeons (by MrComputerGhost)

- Simply Jetpacks (by tonius111)
- Solar Expansion (by Shad0wB1ade)
- Springboards (by Galoubet)
- Steve's Addons (by hilburn)
- Steve's Carts 2 (by Vswe)
- Steve's Factory Manager (by Vswe)
- Steve's Workshop (by Vswe)
- Storage Drawers (by jaquadro)
- Storage Drawers: Biomes O' Plenty Pack (by jaquadro)
- Storage Drawers: Forestry Pack (by jaquadro)
- Storage Drawers: Misc Pack (by jaquadro)
- Storage Drawers: Natura Pack (by jaquadro)
- Thaumic Inventory Scanning (Thaumcraft Addon) (by BlayTheNinth)
- Tinkers Construct (by mDiyo)
- Thaumcraft (by azanor)
- Thaumcraft NEI Plugin (by DjGiannuzz)
- Thaumic Energistics (by Nividica)
- Thaumic Exploration (by nekosune)
- Thermal Dynamics (by TeamCoFH)
- Thermal Expansion (by TeamCoFH)
- Thermal Foundation (by TeamCoFH)
- TiC Tooltips (by squeek502)
- Tinkers' Mechworks (by mDiyo)
- Translocators (by chicken_bones)
- The Twilight Forest (by Benimatic)
- Waila (by ProfMobius)
- Waila Harvestability (by squeek502)
- Wawla - What Are We Looking At (by Darkhax)
- Witchery (by Emoniph)
- WR-CBE-Universal (by chicken_bones)
- ChickenChunks (by chicken_bones)

5.2.2 Agrarian Skies 2

Concept

The original skyblock quest pack is back for 1.7.10. Follow the quest book, meet new quest givers and rebuild your world starting from almost nothing. There are multiple map options ranging from easy to hard. Your game difficulty

will determine what you start with for resources. This pack completely changes the way minecraft is played. Nothing is safe from The Jaded One's tweaks.

You can find more info about Agrarian Skies 2 over on this website here

Mods

- Hunger Overhaul (by progwml6)
- Iguanas Tinker Tweaks (by bonusboni)
- Bagginses (by lorddusk)
- Steve's Workshop (by Vswe)
- Sanguimancy (by Tombenpotter)
- FinndusFillies (by Myrathi)
- Automagy (by Tuhljin)
- Ex Astris (by insaneau)
- Simply Jetpacks (by tonius111)
- NEI Addons (by bdew)
- Minefactory Reloaded (by skyboy026)
- Guide-API (by TehNut)
- Thaumcraft NEI Plugin (by DjGiannuzz)
- AromaBackup (by Aroma1997)
- Thaumcraft (by azanor)
- Thaumcraft Node Tracker (by Dyonovan)
- AutoPackager (by smbarbour)
- FlatSigns (by Myrathi)
- Nodal Mechanics (by Shukaro)
- Botania (by Vazkii)
- Pam's HarvestCraft (by MatrexsVigil)
- Forge Multi Part (by chicken_bones)
- RF Windmills (by Piepenguin)
- CoFH Lib (by TeamCoFH)
- AppleCore (by squeek502)
- Jabba (by ProfMobius)
- ObsidiPlates (by Myrathi)
- Recall Stones (by VanhalMinecraft)
- Enchiridion (by joshiejack)
- ExtraTiC (by JeanGlassmaker)
- Inventory Tweaks (by Kobata)

- BiblioCraft: BiblioWoods Forestry Edition (by JDSinclair)
- MobiusCore (by ProfMobius)
- Hardcore Map Reset (by modmuss50)
- Ding (by iChun)
- Resource Loader (by lumien231)
- Special AI (by docrobb)
- SimpleLabels (by insaneau)
- Super Crafting Frame (by Edgar_Allen)
- BiomeTweaker (by superckl)
- Thaumic Horizons (by TheKentington)
- Forbidden Magic (by Assassinfox)
- Refined Relocation (by Dynious)
- CodeChickenCore (by chicken_bones)
- NetherOres (by skyboy026)
- BiblioCraft: BiblioWoods Natura Edition (by JDSinclair)
- Jadeds Shinies (by bonusboni)
- Mantle (by mDiyo)
- PackGuard (by CoolSquid)
- SquidAPI (legacy) (by CoolSquid)
- INpureCore (by INpureProjects)
- Hardcore Questing Mode (by lorddusk)
- Rainmaker (by EwyBoy)
- Thaumic Energistics (by Nividica)
- NotEnoughItems (by chicken_bones)
- Applied Energistics 2 (by AlgorithmX2)
- TiC Tooltips (by squeek502)
- Town Builder (by brandon3055)
- Waila (by ProfMobius)
- Traveller's Gear (by BluSunrize)
- Witching Gadgets (by BluSunrize)
- Thermal Casting (by insaneau)
- Waila Harvestability (by squeek502)
- Thaumic NEI (by gudenau)
- Storage Drawers: Natura Pack (by jaquadro)
- Storage Drawers (by jaquadro)
- Solar Flux (by Nauktis)

- Tinkers Construct (by mDiyo)
- Router Reborn (by TomEVoll)
- NEI Integration (by tonius111)
- Natura (by mDiyo)
- Magic Bees (by MysteriousAges)
- LaunchGUI (by TehNut)
- Gendustry (by bdew)
- Extra Utilities (by RWTema)
- Ex Nihilo (by Erasmus_Crowley)
- CompactStorage (by tattyseal)
- Blood Magic (by WayofTime)
- BiblioCraft (by JDSinclair)
- Aroma1997Core (by Aroma1997)
- Custom Main Menu (by lumien231)
- Accidentally Circumstantial Events(ACE) (by zavvias)
- AE2 Stuff (by bdew)
- BdLib (by bdew)
- EnderTech (by CarrotCodes)
- Forestry (by SirSengir)
- Headcrumbs (by ganymedes01)
- Cooking for Blockheads (by BlayTheNinth)
- Jaded Tweaks (by Jadedcat)
- Baubles (by azanor)
- Big Reactors (by ErogenousBeef)

5.2.3 FTB Crackpack

Concept

Play along with the Mindcrack members on their various YouTube and Twitch series with this customized 1.7.10 pack.

You can find more info about Crackpack over on this website here

Mods

- Ore Sheep Mod (by Icedice9)
- Another One Bites the Dust (by ganymedes01)
- AgriCraft (by InfinityRaider)
- Aroma1997Core (by Aroma1997)

- Aroma1997s Dimensional World (by Aroma1997)
- Automagy (by Tuhljin)
- Bagginses (by lorddusk)
- BiblioCraft (by JDSinclair)
- BiblioCraft: BiblioWoods Forestry Edition (by JDSinclair)
- BiblioCraft: BiblioWoods Natura Edition (by JDSinclair)
- BinniePatcher (by Chocohead)
- Blood Magic (by WayofTime)
- Botania (by Vazkii)
- Brandon's Core (by brandon3055)
- Carpenter's Blocks (by Syntaxial)
- Chisel (by tterrag1098)
- ChocoCraft (by clienthax)
- CoFH Lib (by TeamCoFH)
- ComputerCraft (by dantwohundred)
- CraftTweaker (by jaredlll08)
- Custom Main Menu (by lumien231)
- Decocraft2 (by RazzleberryFox)
- Ding (by iChun)
- Draconic Evolution (by brandon3055)
- EnderCore (by tterrag1098)
- Ender IO (by CrazyPants_MC)
- Ender Storage (by chicken_bones)
- EnderTech (by CarrotCodes)
- Ender Zoo (by CrazyPants_MC)
- ExtraCells2 (by Destroyer7128)
- ExtraTiC (by JeanGlassmaker)
- FTB Library (by FTB)
- FTB Utilities (by FTB)
- Fast Leaf Decay (by Olafskii)
- FlatSigns (by Myrathi)
- Forbidden Magic (by Assassinfox)
- Guide-API (by TehNut)
- Nuclear Control 2 (by Xbony2)
- INpureCore (by INpureProjects)
- Immersive Engineering (by BluSunrize)

- Inventory Tweaks (by Kobata)
- Jabba (by ProfMobius)
- Mantle (by mDiyo)
- Minefactory Reloaded (by skyboy026)
- Modular Powersuits (by MachineMuse)
- Morph (by iChun)
- Morpheus (by Quetzi)
- NEI Integration (by tonius111)
- NetherOres (by skyboy026)
- stimmedcow : NoMoreRecipeConflict (by Oliv1er)
- Nodal Mechanics (by Shukaro)
- NotEnoughItems (by chicken_bones)
- Numina (by MachineMuse)
- OpenBlocks (by OpenMods)
- OpenModsLib (by OpenMods)
- OpenModularTurrets (by Keridos)
- OpenPeripheralAddons (by OpenMods)
- OpenPeripheralCore (by OpenMods)
- OpenPeripheralIntegration (by OpenMods)
- Pam's HarvestCraft (by MatrexsVigil)
- Player API (by Divisor82)
- PneumaticCraft (by MineMaarten)
- Portal Gun (by iChun)
- Progressive Automation (by VanhalMinecraft)
- Project Red - Base (by Mr_TJP)
- Project Red - Compat (by Mr_TJP)
- Project Red - Fabrication (by Mr_TJP)
- Project Red - Integration (by Mr_TJP)
- Project Red - Lighting (by Mr_TJP)
- Project Red - Mechanical (by Mr_TJP)
- Project Red - World (by Mr_TJP)
- Railcraft (by CovertJaguar)
- Recall Stones (by VanhalMinecraft)
- Redstone Arsenal (by TeamCoFH)
- Reliquary (by x3n0ph0b3)
- Resource Loader (by lumien231)

- Runic Dungeons (by MrComputerGhost)
- Sanguimancy (by Tombenpotter)
- SimpleLabels (by insaneau)
- Simply Jetpacks (by tonius111)
- Solar Flux (by Nauktis)
- Sophisticated wolves (by NightKosh)
- Steve's Addons (by hilburn)
- Steve's Carts 2 (by Vswe)
- Steve's Factory Manager (by Vswe)
- Storage Drawers (by jaquadro)
- Storage Drawers: Forestry Pack (by jaquadro)
- Storage Drawers: Misc Pack (by jaquadro)
- Storage Drawers: Natura Pack (by jaquadro)
- Tinkers Construct (by mDiyo)
- Tinkers' Mechworks (by mDiyo)
- Thaumcraft (by azanor)
- Thaumic Exploration (by nekosune)
- Thaumic Tinkerer (by nekosune)
- TiC Tooltips (by squeek502)
- WAILA Plugins (by tterrag1098)
- WR-CBE-Universal (by chicken_bones)
- Waila (by ProfMobius)
- Waila Harvestability (by squeek502)
- Wawla - What Are We Looking At (by Darkhax)
- AE2 Stuff (by bdew)
- Applied Energistics 2 (by AlgorithmX2)
- AutoPackager (by smbarbour)
- BdLib (by bdew)
- Binnie's Mods (by Binnie567)
- Buildcraft (by CovertJaguar)
- Cooking for Blockheads (by BlayTheNinth)
- Dense Ores (by RWTema)
- Extra Utilities (by RWTema)
- FastCraft (by Player)
- Forestry (by SirSengir)
- Funky Locomotion (by RWTema)

- Gendustry (by bdew)

- iChunUtil (by iChun)

- Industrial Craft (by Player)

- Iron Chests (by progwml6)

- JourneyMap (by techbrew)

- Logistics Pipes (by RS485)

- Magic Bees (by MysteriousAges)

- McJtyLib (by McJty)

- Natura (by mDiyo)

- NEI Addons (by bdew)

- RFTools (by McJty)

- Roguelike Dungeons (by Greymerk)

- Thaumcraft NEI Plugin (by DjGiannuzz)

- Thaumic Energistics (by Nividica)

- Thaumic Horizons (by TheKentington)

- The Twilight Forest (by Benimatic)

- Wings Horns & Hooves, the Ultimate Unicorn Mod (by KaneApollo)

- Vending block (by kamildanak)

- Witchery (by Emoniph)

- Big Reactors (by ErogenousBeef)

- CodeChickenCore (by chicken_bones)

5.2.4 Crundee Craft

Concept

Crundee Craft - By SSundee, MrCrainer and Kehaan

This pack is the pack being used in the series Crundee Craft, made by SSundee and MrCrainer. Now you are able to play the same pack, as they do, and join the adventure!

You can find more info about Crundee Craft over on this website here

Mods

- Buildcraft Compat (by buildcraftchildsplay)

- Applied Energistics 2 (by AlgorithmX2)

- Blue Power (by Quetzi)

- Davincis Vessels (by darkevilmac)

- Buildcraft (by CovertJaguar)

- Big Reactors (by ErogenousBeef)

- BiblioCraft (by JDSinclair)
- ChickenChunks (by chicken_bones)
- Carpenter's Blocks (by Syntaxial)
- Blood Magic (by WayofTime)
- DecoCraft2 (by RazzleberryFox)
- Better Dungeons (by Chocolatin)
- CoroUtil (by Corosus)
- Dark Menagerie (by RWTema)
- Extra Utilities (by RWTema)
- Style (by TheGoldVane)
- Deadly World (by docrobb)
- Forbidden Magic (by Assassinfox)
- FastCraft (by Player)
- Brandon's Core (by brandon3055)
- Draconic Evolution (by brandon3055)
- EnderCore (by tterrag1098)
- Ender IO (by CrazyPants_MC)
- Fossils and Archeology Revival (by FossilsRevival)
- CodeChickenCore (by chicken_bones)
- Chance Cubes (by turkey2349)
- CoFH Core (by TeamCoFH)
- NotEnoughItems (by chicken_bones)
- OpenModsLib (by OpenMods)
- Guide-API (by TehNut)
- Waila (by ProfMobius)
- Morph (by iChun)
- Redstone Arsenal (by TeamCoFH)
- Opis (by ProfMobius)
- Thaumcraft NEI Plugin (by DjGiannuzz)
- Minecraft Comes Alive (MCA) (by WildBamaBoy)
- Irish Luck (by MrAmericanMike)
- Iron Chests (by progwml6)
- Thaumcraft (by azanor)
- RadixCore (by WildBamaBoy)
- Iguanas Tinker Tweaks (by bonusboni)
- MineTweaker3 (by StanH)

- MalisisCore (by Ordinastie)
- VeinMiner (by Portablejim)
- OpenBlocks (by OpenMods)
- Tinkers' Mechworks (by mDiyo)
- Reliquary v1.3 (by P3pp3rF1y)
- Player API (by Divisor82)
- Magical Crops (by Mark719)
- iChunUtil (by iChun)
- QmunityLib (by Quetzi)
- Jabba (by ProfMobius)
- MobiusCore (by ProfMobius)
- It Fell From The Sky (by iChun)
- Inventory Pets (by Purplicious_Cow)
- Tinkers Construct (by mDiyo)
- Mantle (by mDiyo)
- LLibrary (by iLexiconn)
- MovingWorld (by darkevilmac)
- Karat Garden (by MrAmericanMike)
- Random Things (by lumien231)
- Witchery (by Emoniph)
- TiC Tooltips (by squeek502)
- Hats (by iChun)
- Pam's HarvestCraft (by MatrexsVigil)
- AtomicStryker's Infernal Mobs (by AtomicStryker)
- Thaumic Energistics (by Nividica)
- MalisisDoors (by Ordinastie)
- Thermal Dynamics (by TeamCoFH)
- Thermal Expansion (by TeamCoFH)
- Thermal Foundation (by TeamCoFH)
- Minefactory Reloaded (by skyboy026)
- NetherOres (by skyboy026)
- Growthcraft Community Edition (by Alatyami)
- Chisel (by tterrag1098)
- The Twilight Forest (by Benimatic)
- Ender Storage (by chicken_bones)
- Biomes O'Plenty (by Glitchfiend)

- Inventory Tweaks (by Kobata)

5.2.5 Direwolf20 1.7.10

Concept

The Direwolf20 Pack is a modpack for Minecraft 1.7.10. It was created in cooperation with Feed The Beast for and by Direwolf20, a popular YouTube personality known for his mod spotlights, tutorials and Let's Play series.

You can find more info about DireWolf20 over on this website here

Mods

- Another One Bites the Dust (by ganymedes01)
- BiblioCraft (by JDSinclair)
- BiblioCraft: BiblioWoods Biomes O'Plenty Edition (by JDSinclair)
- BiblioCraft: BiblioWoods Forestry Edition (by JDSinclair)
- BiblioCraft: BiblioWoods Natura Edition (by JDSinclair)
- Biomes O' Plenty (by Glitchfiend)
- Blood Magic (by WayofTime)
- Botania (by Vazkii)
- Carpenter's Blocks (by Syntaxial)
- ChickenChunks (by chicken_bones)
- Chisel (by tterrag1098)
- Compact Solars (by progwml6)
- ComputerCraft (by dantwohundred)
- Custom Main Menu (by lumien231)
- EnderCore (by tterrag1098)
- Ender IO (by CrazyPants_MC)
- Ender Storage (by chicken_bones)
- EnderTech (by CarrotCodes)
- Ender Zoo (by CrazyPants_MC)
- FTB Library (by FTB)
- FTB Utilities (by FTB)
- FlatSigns (by Myrathi)
- Guide-API (by TehNut)
- Hat Stand (by iChun)
- Hats (by iChun)
- HelpFixer (by matthewprenger)
- Nuclear Control 2 (by Xbony2)

- INpureCore (by INpureProjects)
- Inventory Tweaks (by Kobata)
- Jabba (by ProfMobius)
- Mantle (by mDiyo)
- Minefactory Reloaded (by skyboy026)
- MineTweaker3 (by StanH)
- Modular Powersuits (by MachineMuse)
- Morph (by iChun)
- Morpheus (by Quetzi)
- NEI Integration (by tonius111)
- ObsidiPlates (by Myrathi)
- OpenBlocks (by OpenMods)
- OpenModsLib (by OpenMods)
- OpenPeripheralAddons (by OpenMods)
- OpenPeripheralCore (by OpenMods)
- OpenPeripheralIntegration (by OpenMods)
- PneumaticCraft (by MineMaarten)
- Portal Gun (by iChun)
- Project Red - Base (by Mr_TJP)
- Project Red - Compat (by Mr_TJP)
- Project Red - Integration (by Mr_TJP)
- Project Red - Lighting (by Mr_TJP)
- Project Red - World (by Mr_TJP)
- Railcraft (by CovertJaguar)
- Resource Loader (by lumien231)
- Steve's Carts 2 (by Vswe)
- Steve's Factory Manager (by Vswe)
- Tinkers Construct (by mDiyo)
- Tinkers' Mechworks (by mDiyo)
- Thaumcraft (by azanor)
- Thaumic Exploration (by nekosune)
- TiC Tooltips (by squeek502)
- Translocators (by chicken_bones)
- WR-CBE-Universal (by chicken_bones)
- Waila (by ProfMobius)
- Waila Harvestability (by squeek502)

- Applied Energistics 2 (by AlgorithmX2)
- BdLib (by bdew)
- Binnie's Mods (by Binnie567)
- Buildcraft (by CovertJaguar)
- Buildcraft Compat (by buildcraftchildsplay)
- Dense Ores (by RWTema)
- Extra Utilities (by RWTema)
- Forestry (by SirSengir)
- Funky Locomotion (by RWTema)
- Gendustry (by bdew)
- iChunUtil (by iChun)
- Iron Chests (by progwml6)
- Magic Bees (by MysteriousAges)
- McJtyLib (by McJty)
- Mystcraft (by XCompWiz)
- Natura (by mDiyo)
- NEI Addons (by bdew)
- RFTools (by McJty)
- The Twilight Forest (by Benimatic)
- Witchery (by Emoniph)
- CodeChickenCore (by chicken_bones)
- FastCraft (by Player)
- NotEnoughItems (by chicken_bones)
- Big Reactors (by ErogenousBeef)

5.2.6 Galactic Science

Concept

The nuclear dawn is here. Large powers around the world launched their nuclear arsenals, making the earth a place without future for mankind.

Luckily you have a chance to survive this. Due to the space projects of your uncle Richard you happen to have a space rocket in your backyard and the coordinates of the outpost base on moon. And since im such a great storywriter, thats about it

You can find more info about Galacatic Science over on the website here

Mods

- Armourer's Workshop (by RiskyKen)
- Awesome Sauce Core (by gjgfuj)
- Blood Magic (by WayofTime)
- Carpenter's Blocks (by Syntaxial)
- Chisel (by tterrag1098)
- Custom Main Menu (by lumien231)
- The Dalek Mod (by 1WTC)
- Electrical Age (by Baughn)
- EnderCore (by tterrag1098)
- Ender IO (by CrazyPants_MC)
- Ex Nihilo (by Erasmus_Crowley)
- FTB Library (by FTB)
- FTB Utilities (by FTB)
- Tweaks for Galactic Science (by SirWilli)
- Hardcore Questing Mode (by lorddusk)
- Hardcore Map Reset (by modmuss50)
- INpureCore (by INpureProjects)
- Inventory Tweaks (by Kobata)
- Jabba (by ProfMobius)
- LaunchGUI (by TehNut)
- Mantle (by mDiyo)
- MineTweaker3 (by StanH)
- Minechem (by jakimfett)
- ModTweaker (by jaredlll08)
- Netherless (by hilburn)
- NotEnoughItems (by chicken_bones)
- NuclearCraft (by TLJGames)
- OpenAutomation (by gjgfuj)
- OpenBlocks (by OpenMods)
- OpenComputers (by SangarWasTaken)
- OpenModsLib (by OpenMods)
- Progressive Automation (by VanhalMinecraft)
- QuantumFlux (by FantasyTeddy)
- Random Things (by lumien231)
- Refined Relocation (by Dynious)

- Resource Loader (by lumien231)

- Router Reborn (by TomEVoll)

- SG Craft (by gcewing)

- Solar Flux (by Nauktis)

- Super Massive Tech (by tterrag1098)

- Waila (by ProfMobius)

- Treecapitator (by bspkrs)

- BdLib (by bdew)

- Extra Utilities (by RWTema)

- Advanced Generators (by bdew)

- Iron Chests (by progwml6)

- McJtyLib (by McJty)

- NEI Addons (by bdew)

- RFTools (by McJty)

- TARDIS Mod (by ShaneDarkholme)

- CodeChickenCore (by chicken_bones)

5.2.7 Infinity Evolved Skyblock

Concept

FTB Infinity Evolved Skyblock is a modpack designed to provide an extra challenge for any experienced Minecrafter. Work your way through new recipes, twisted game mechanics, and collect the rare and mysterious trophies! Warning, may consume a vast amount of your time.

You can find more info about Infinity Evolved Skyblock over on the website here

Mods

- Forge Multi Part (by chicken_bones)

- BinniePatcher (by Chocohead)

- Another One Bites the Dust (by ganymedes01)

- AgriCraft (by InfinityRaider)

- BiblioCraft: BiblioWoods Natura Edition (by JDSinclair)

- Baubles (by azanor)

- Forge Relocation - FMP Plugin (by Mr_TJP)

- BdLib (by bdew)

- BiomeTweaker (by superckl)

- Forge Relocation (by Mr_TJP)

- MrTJPCore (by Mr_TJP)

- BiblioCraft: BiblioWoods Forestry Edition (by JDSinclair)
- Binnie's Mods (by Binnie567)
- Brandon's Core (by brandon3055)
- Big Reactors (by ErogenousBeef)
- BiblioCraft (by JDSinclair)
- CraftTweaker (by jaredlll08)
- Custom Main Menu (by lumien231)
- Applied Energistics 2 (by AlgorithmX2)
- Buildcraft Compat (by buildcraftchildsplay)
- Avaritia (by Assassinfox)
- BiblioCraft: BiblioWoods Biomes O'Plenty Edition (by JDSinclair)
- Ex Compressum (by BlayTheNinth)
- Botania (by Vazkii)
- Ex Astris (by insaneau)
- Carpenter's Blocks (by Syntaxial)
- Buildcraft (by CovertJaguar)
- Chisel (by tterrag1098)
- ComputerCraft (by dantwohundred)
- FastCraft (by Player)
- Blood Magic (by WayofTime)
- Fast Leaf Decay (by Olafskii)
- CoFH Core (by TeamCoFH)
- Cooking for Blockheads (by BlayTheNinth)
- FTBTrophies (by RazzleberryFox)
- FTB Islands (by FTB)
- Ender Storage (by chicken_bones)
- CodeChickenCore (by chicken_bones)
- CoFH Lib (by TeamCoFH)
- Ender IO (by CrazyPants_MC)
- CustomThings (by tterrag1098)
- MineTogether (by Creeperhost)
- Inventory Tweaks (by Kobata)
- Immersive Engineering (by BluSunrize)
- FTB Library (by FTB)
- ExtraCells2 (by Destroyer7128)
- Gendustry (by bdew)

- Extra Utilities (by RWTema)
- Draconic Evolution (by brandon3055)
- INpureCore (by INpureProjects)
- Iron Chests (by progwml6)
- Logistics Pipes (by RS485)
- Forbidden Magic (by Assassinfox)
- Mantle (by mDiyo)
- Magic Bees (by MysteriousAges)
- EnderCore (by tterrag1098)
- Funky Locomotion (by RWTema)
- Decocraft2 (by RazzleberryFox)
- Forestry (by SirSengir)
- KleeSlabs (by BlayTheNinth)
- Nuclear Control 2 (by Xbony2)
- Hardcore Questing Mode (by lorddusk)
- NEI Addons (by bdew)
- Iguanas Tinker Tweaks (by bonusboni)
- EnderTech (by CarrotCodes)
- Lockdown (by TheAdubbz)
- Ex Nihilo (by Erasmus_Crowley)
- Pam's HarvestCraft (by MatrexsVigil)
- OpenModsLib (by OpenMods)
- Immersive Integration (by UnwrittenFun)
- Mercurius (by TamasHenning)
- Guide-API (by TehNut)
- McJtyLib (by McJty)
- Industrial Craft (by Player)
- Jabba (by ProfMobius)
- FTB Utilities (by FTB)
- Minefactory Reloaded (by skyboy026)
- Morpheus (by Quetzi)
- Project Red - World (by Mr_TJP)
- OpenBlocks (by OpenMods)
- OpenPeripheralIntegration (by OpenMods)
- ASP + GS Patcher (by Chocohead)
- OpenPeripheralCore (by OpenMods)

- Project Red - Base (by Mr_TJP)
- NotEnoughItems (by chicken_bones)
- Thermal Foundation (by TeamCoFH)
- Storage Drawers: Forestry Pack (by jaquadro)
- Thermal Dynamics (by TeamCoFH)
- ModTweaker (by jaredlll08)
- Solar Expansion (by Shad0wB1ade)
- Project Red - Lighting (by Mr_TJP)
- Project Red - Compat (by Mr_TJP)
- RFTools (by McJty)
- NEI Integration (by tonius111)
- Storage Drawers (by jaquadro)
- Steve's Carts 2 (by Vswe)
- OpenPeripheralAddons (by OpenMods)
- Project Red - Mechanical (by Mr_TJP)
- Thaumic Inventory Scanning (Thaumcraft Addon) (by BlayTheNinth)
- Project Red - Integration (by Mr_TJP)
- Thaumcraft (by azanor)
- Thaumcraft NEI Plugin (by DjGiannuzz)
- Railcraft (by CovertJaguar)
- Waila (by ProfMobius)
- Thaumic Exploration (by nekosune)
- WR-CBE-Universal (by chicken_bones)
- YUNoMakeGoodMap (by LexManos)
- Witchery (by Emoniph)
- Wawla - What Are We Looking At (by Darkhax)
- Storage Drawers: Misc Pack (by jaquadro)
- Redstone Arsenal (by TeamCoFH)
- Storage Drawers: Natura Pack (by jaquadro)
- Tinkers Construct (by mDiyo)
- Resource Loader (by lumien231)
- Simply Jetpacks (by tonius111)
- Storage Drawers: Biomes O' Plenty Pack (by jaquadro)
- Thermal Expansion (by TeamCoFH)
- TiC Tooltips (by squeek502)
- Thaumic Energistics (by Nividica)

- Tinkers' Mechworks (by mDiyo)
- Waila Harvestability (by squeek502)

5.2.8 Project Ozone 2

Concept

Welcome Adventurer, to Project Ozone 2: Reloaded. We of the Titan Council have placed you in a blank canvas world to start anew from the calamity of Project Ozone and Error 404. The rules are the same as last time complete quests as you go along to obtain sweet loots and extra lives. The Titan Council consisting of OG_Arist0tle, Kayjaxx, BaconBrotato, BrickBosworth, LadyArist0tle, LukasMc, Slikrick, TheCazadorSniper, Seyeght, and others will be watching from the heavens.

You can find more info about Project Ozone 2 over on the website here

Mods

- CoFH Core (by TeamCoFH)
- Mantle (by mDiyo)
- Inventory Tweaks (by Kobata)
- BiblioCraft (by JDSinclair)
- Thermal Foundation (by TeamCoFH)
- Thermal Expansion (by TeamCoFH)
- CodeChickenCore (by chicken_bones)
- NotEnoughItems (by chicken_bones)
- Waila (by ProfMobius)
- Waila Harvestability (by squeek502)
- Carpenter's Blocks (by Syntaxial)
- Extra Utilities (by RWTema)
- NEI Integration (by tonius111)
- Tinkers Construct (by mDiyo)
- TiC Tooltips (by squeek502)
- NEI Addons (by bdew)
- Thermal Dynamics (by TeamCoFH)
- Minefactory Reloaded (by skyboy026)
- Iron Chests (by progwml6)
- Baubles (by azanor)
- Botania (by Vazkii)
- Custom Main Menu (by lumien231)
- Resource Loader (by lumien231)
- OpenModsLib (by OpenMods)

- OpenBlocks (by OpenMods)
- ExtraTiC (by JeanGlassmaker)
- Natura (by mDiyo)
- CoFH Lib (by TeamCoFH)
- Simply Jetpacks (by tonius111)
- Ender Storage (by chicken_bones)
- Redstone Arsenal (by TeamCoFH)
- NetherOres (by skyboy026)
- Aroma1997Core (by Aroma1997)
- ComputerCraft (by dantwohundred)
- Dense Ores (by RWTema)
- Another One Bites the Dust (by ganymedes01)
- ChickenChunks (by chicken_bones)
- Project Red - Base (by Mr_TJP)
- Project Red - Integration (by Mr_TJP)
- AppleCore (by squeek502)
- Wawla - What Are We Looking At (by darkh4x)
- McJtyLib (by McJty)
- BiblioCraft: BiblioWoods Natura Edition (by JDSinclair)
- ExtraCells2 (by Destroyer7128)
- Project Red - Compat (by Mr_TJP)
- Project Red - Lighting (by Mr_TJP)
- iChunUtil (by iChun)
- Portal Gun (by iChun)
- Translocators (by chicken_bones)
- Project Red - World (by Mr_TJP)
- Brandon's Core (by brandon3055)
- Ex Nihilo (by Erasmus_Crowley)
- Random Things (by lumien231)
- Solar Flux (by Nauktis)
- WAILA Plugins (by tterrag1098)
- Project Red - Mechanical (by Mr_TJP)
- StartingInventory (by bspkrs)
- Ztones (by riciJak)
- InfiniBows (Infinity Bow Fix) (by Myrathi)
- LunatriusCore (by Lunatrius)

- InGame Info XML (by Lunatrius)
- MineTweaker RecipeMaker (by DoubleDoorDevelopment)
- ProjectE (by sinkillerj)
- Mouse Tweaks (by YaLTeR97)
- FTB Tweaks (by FTB)
- Cooking for Blockheads (by BlayTheNinth)
- Aroma1997s Dimensional World (by Aroma1997)
- Magical Crops: Core (by Mark719)
- Magical Crops: Armoury (by Mark719)
- Simple Achievements (by tterrag1098)
- QuantumFlux (by jotato)
- Magical Crops: Decorative (by Mark719)
- The Erebus (by DylanKaizer)
- Botania: Garden of Glass (by Vazkii)
- Baublelicious (by DenBukki)
- MrCrayfish's Furniture Mod (by Mr_Crayfish)
- Moo Fluids (by TheRoBrit)
- Magical Crops Compat - Minefactory Reloaded (by Streuner91)
- FlatBedrock Xplosion's Edition (by big_Xplosion)
- Convenient Recipes (by Jagm_11)
- Hardcore Wither (by thor12022)
- TiConAutoToolStation (by Blubberbub)
- Magneticraft (by cout970)
- The Aether II (by GildedGames)
- EiraMoticons (by BlayTheNinth)
- Redstonic (by Raizunne)
- Big Reactors (by ErogenousBeef)
- ProjectE Aether Addon (by sinkillerj)
- Applied Exchange (by Simon040900)
- Snad (by TheRoBrit)
- Buildcraft Compat (by buildcraftchildsplay)
- Player API (by Divisor82)
- JourneyMap (by techbrew)
- Ender IO (by CrazyPants_MC)
- KleeSlabs (by BlayTheNinth)
- VeinMiner (by Portablejim)

- PneumaticCraft (by MineMaarten)
- Avaritia (by Assassinfox)
- RFTools (by McJty)
- AgriCraft (by InfinityRaider)
- Epic Siege Mod (by Funwayguy)
- No Mob Spawning on Trees (by oldjunyi)
- Iguanas Tinker Tweaks (by bonusboni)
- Better Builder's Wands (by Portablejim)
- Buildcraft (by CovertJaguar)
- Chance Cubes (by turkey2349)
- Draconic Evolution (by brandon3055)
- EnderCore (by tterrag1098)
- FastCraft (by Player)
- LootBags (by Malorolam)
- Hardcore Map Reset (by modmuss50)
- FTBLib (by FTB)
- FTB Utilities (by FTB)
- Ranchable Fluid Cows (by JDLogic)
- Immersive Engineering (by BluSunrize)
- Logistics Pipes (by RS485)
- Storage Drawers (by jaquadro)
- BetterAchievements (by Way2muchnoise)
- No More Rain (by insaneau)
- Applied Energistics 2 (by AlgorithmX2)
- ExtraPlanets (by MJRLegends)
- BdLib (by bdew)
- Karat Garden (by MrAmericanMike)
- CustomThings (by tterrag1098)
- Wireless Crafting Terminal (by TheRealp455w0rd)
- SimpleLabels (by insaneau)
- Tree Growing Simulator (by tterrag1098)
- Item Blacklist (by DoubleDoorDevelopment)
- Chisel (by tterrag1098)
- MoreChisels (by TehNut)
- ModTweaker (by jaredlll08)
- NetherPortalFix (by BlayTheNinth)

- Experience Rings (by MrComputerGhost)
- Ozone Resources (by TheCazadorSniper)
- UniDict (by WanionCane)
- Avaritiaddons (by WanionCane)
- Thermal Singularities (by WanionCane)
- Compacter (by bdew)
- Reliquary v1.3 (by P3pp3rF1y)
- Pam's HarvestCraft (by MatrexsVigil)
- SkyLandsForge (by Asd1995sse)
- CraftTweaker (by jaredlll08)
- AE2 Stuff (by bdew)
- Universal Singularities (by KingWealthyturtle)
- WanionLib (by WanionCane)
- Eternal Singularity (by KingWealthyturtle)
- Better Questing (by Funwayguy)
- Better Questing - Standard Expansion (by Funwayguy)
- Better Questing - Quest Book (by Drethic)
- Ender Batteries (by insaneau)
- MPUtils (by GenDeathrow)
- MPUtils Basic Tools (by GenDeathrow)
- Loot++ (by Tmtravlr)
- Thermal Smeltery (by Drullkus)
- p455w0rd's Library (by TheRealp455w0rd)
- Hardcore Questing Mode (by lorddusk)
- Waterhook (by Henry_Loenwind)
- Ender IO Addons (by Henry_Loenwind)
- Mekanism (by aidancbrady)
- Mekanism Generators (by aidancbrady)
- Mekanism Tools (by aidancbrady)
- OMLib (by Keridos)
- OpenModularTurrets (by Poenjabiesous)
- Morpheus (by Quetzi)
- Gilded Game Utils - Fix (by ethanoate)

5.2.9 Tekkit Legends

Concept

The ancient power of Tekkits past return in this legendary pack! Wield the philosopher's stone, ride the rails, breed the bees, and much, much more! This pack will remind you of what you've always loved about Tekkit, while bringing you new mods to discover and enjoy!

You can find more info about Project Ozone 2 over on this website here

Mods

- AOBD by ganymedes01
- AsieLib by Asie
- BDLib by BDew
- Big Reactors by Erogenous Beef
- BluePower by Quetzi
- BuildCraft by SpaceToad/Krapht/SirSengi
- Buildcraft Additional Pipes by Flow8
- Buildcraft: Logistic Pipes by RS485 and LP Tea
- Carpenter's Blocks by Mineshoppe
- ChickenChunks by chicken_bone
- CodeChickenCore by chicken_bone
- codechickenlib by ChickenBone
- CoFH Core by KingLemmingCoF
- ComputerCraftEdu by Dan200, TeacherGaming, and E-Line Media
- ComputerCraft: Immibis's Peripherals by immibis
- Computronics by Asie & Vexatos
- Default Options by Blay09
- EnderStorage by Ecu/chicken_bones
- Engineer's Toolbox by emasher
- Forestry by Sir Sengir
- Forge Multipart by Chicken Bones
- Gendustry by bdew
- IC2 Classic by Speiger
- IC2 Nuclear Control by Shedar
- Immibis Core by immibis
- Inventory Tweaks by Kobata
- Iron Chests by cpw
- It's the Little Things by Zlepper

- Just Another Better Barrel Attempt by ProfMobius
- Map Writer by Davey Liam
- MC Discord by CanVox
- Minetweaker by StanH
- ModTweaker by joshie
- MouseTweaks by YaLTeR97
- Not Enough Items by chicken_bones
- NEI Addons by bdew
- NEI Integration by Toniu
- Nether Ores by Powercrystals
- OpenCCSensors by Cloudy and Mikee
- PlanetGuyLib by PlanetGuy
- Power Converters by Powercrystals
- Project E by SinKillerJ
- Qmunity LIb by Quetzi
- QuiverBow by Domochevsky
- Railcraft by CovertJaguar
- RedstoneArsenal by Team CoFH
- Remain In Motion by planetguy
- Solar Flux by Nauktis
- Treecapitator by DaftPVF and bspkrs
- Tube Stuff by immibis
- Modular Power Suits by MachineMuse
- Waila by ProfMobius
- Waila Harvestability by squeek502
- Zetta Industries by The Starchasers
- Tekkit Legends Configs

5.3 1.10.2

5.3.1 Age of Engineering

Concept

This modpack was 5 months in the works. It is a tech-centered modpack with a technology tree, focus in progression and hundreds of changed (harder) recipes. This is achieved by gating progression by several blocks and items leading to the next age. The pack is divided in 15 ages, reaching the next age is awarded with an achievement and a trophy you can place. What you can do and have to do in each age to progress and reach the next age is covered in a guide (from FTB Utilities, just click the book in the top left corner).

The goal of the pack is to give a longer lasting experience than other packs, also giving the challenge to automate almost everything. It also features several lesser known mechanics from well-known mods or you have to tackle some well-known problems in a different manner as you lack either some blocks/items you would normally have or they are just too expensive at that stage of the game, the problems mostly how to automate this task or how to generate more power with the ressources I have.

This pack is heavily inspired from FTB Infinity Expert Mode, but is still very different in many ways. The goal was also to not make the recipes harder to just make them harder, but also make sense and balance recipes when two or more mods offer a different solution to a problem.

This modpack is aimed at more experienced players to look for a new challenge, but can also work for semi-experienced players who like tech mods and want to learn more about them and don't mind the challenge.

You can find more info about Age of Engineering over on the Website here

Mods

- McJtyLib (by McJty)
- Advanced Generators (by bdew)
- Mod Name Tooltip (by mezz)
- TOP Addons (by DrManganese)
- Immersive Engineering (by BluSunrize)
- Storage Drawers (by jaquadro)
- RFTools (by McJty)
- Mekanism Tools (by aidancbrady)
- Progressive Automation (by VanhalMinecraft)
- JourneyMap (by techbrew)
- Calculator (by Ollie_Lansdell)
- Hopper Ducts (by FyberOptic)
- Resource Loader (by lumien231)
- BetterFps (by Guichaguri)
- Custom Main Menu (by lumien231)
- More Bees (by Tencao)
- QuantumStorage (by Gigabit1011)
- Translocators 1.8.+ (by covers1624)
- CodeChicken Core 1.8.+ (by covers1624)
- Flat Colored Blocks (by AlgorithmX2)
- RFTools Dimensions (by McJty)
- Super Circuit Maker (by amadornes)
- Base Metals (by jriwanek)
- Applied Energistics 2 (by AlgorithmX2)
- Tinkers Construct (by mDiyo)

- Tiny Progressions (by Kashdeya)
- Actually Additions (by Ellpeck)
- Chameleon (by jaquadro)
- CraftTweaker (by jaredlll08)
- Chest Transporter (by CubeX2)
- Compact Solars (by progwml6)
- SwingThroughGrass (by exidex)
- Chisels & Bits (by AlgorithmX2)
- Bed Bugs (by gr8pefish)
- ValkyrieLib (by ValkyrieofNight)
- Deep Resonance (by McJty)
- ElecCore | Rendering Library (by Elec332)
- Modern Metals (by jriwanek)
- Hammer Core (by apengu_)
- Draconic Evolution (by brandon3055)
- Mantle (by mDiyo)
- Bookshelf (by darkh4x)
- Advanced Rocketry (by zmaster587)
- Wireless Crafting Terminal (by TheRealp455w0rd)
- Aroma1997Core (by Aroma1997)
- The One Probe (by McJty)
- MPUtils Basic Tools (by GenDeathrow)
- Just Enough Resources (JER) (by Way2muchnoise)
- Tech Reborn (by modmuss50)
- Ranged Pumps (by raoulvdberge)
- Forestry (by SirSengir)
- Better Builder's Wands (by Portablejim)
- RFTools Control (by McJty)
- Bookshelf API Library (by TeamBRModding)
- Mekanism Generators (by aidancbrady)
- Just Enough Items (JEI) (by mezz)
- ZeroCore (by ZeroNoRyouki)
- Extreme Reactors (by ZeroNoRyouki)
- Brandon's Core (by brandon3055)
- Inventory Tweaks (by Kobata)
- Common Capabilities (by kroeser)

- Ender Storage 1.8.+ (by covers1624)
- ConnectedTexturesMod (by tterrag1098)
- CodeChicken Lib 1.8.+ (by covers1624)
- CompatLayer (by McJty)
- Bagginses (by lorddusk)
- Clay Bucket (by abecderic)
- FTBLib (by FTB)
- Reborn Core (by modmuss50)
- MPUtils (by GenDeathrow)
- Extra Utilities (by RWTema)
- More Overlays (by feldim2425)
- Environmental Tech (by ValkyrieofNight)
- ModTweaker (by jaredlll08)
- LibVulpes (by zmaster587)
- FTB Utilities (by FTB)
- Aroma1997s Dimensional World (by Aroma1997)
- Advanced Solar Panels (by Chocohead)
- NeoTech (by TeamBRModding)
- Industrial Craft (by Player)
- Dark Utilities (by darkh4x)
- TESLA (by darkh4x)
- GraveStone Mod (by EuhDawson)
- Mekanism (by aidancbrady)
- Ender IO (by CrazyPants_MC)
- EnderCore (by tterrag1098)
- Bad Wither No Cookie! (by droidicus)
- JEI Bees (by bdew)
- CalcCrT - ATM:E Tweaks (by BloodWorkXGaming)
- Solar Flux Reborn (by apengu_)
- p455w0rd's Library (by TheRealp455w0rd)
- Morpheus (by Quetzi)
- Sonar Core (by Ollie_Lansdell)
- Cyclops Core (by kroeser)
- BetterAchievements (by Way2muchnoise)
- BdLib (by bdew)
- MTLib (by jaredlll08)

- Simply Jetpacks 2 (by Tomson124)
- Integrated Dynamics (by kroeser)
- Custom Achievements (by davqvist)
- Chisel (by tterrag1098)

5.3.2 Forever Stranded

Concept

You have managed to crash on a planet. There is little around but sand. You will need to follow the quests lines as well as staying cool in this harsh environment. Beware of the night terrible things may happen

The first challenge you will have to face is getting water to cope with the heat.

Second challenge getting food to over come the hunger

The Map is set on hardcore

More lives will come as you progress

Good luck my friends

You can find more info about Forever Stranded over on the Website here

Mods

- Better Questing - Standard Expansion (by Funwayguy)
- Wawla - What Are We Looking At (by darkh4x)
- Woot (by Ipsis)
- Storage Drawers (by jaquadro)
- Weather, Storms & Tornadoes (by Corosus)
- Zombie Awareness (by Corosus)
- Super Crafting Frame (by Edgar_Allen)
- ZeroCore (by ZeroNoRyouki)
- Sound Filters (by Tmtravlr)
- ValkyrieLib (by ValkyrieofNight)
- MTLib (by jaredlll08)
- Applied Energistics 2 (by AlgorithmX2)
- Simple Generators (by ValkyrieofNight)
- Cooking for Blockheads (by BlayTheNinth)
- Ender IO (by CrazyPants_MC)
- Better Questing Triggerer (by MrAmericanMike)
- Ding (by iChun)
- Better Questing (by Funwayguy)
- Morpheus (by Quetzi)

- AppleCore (by squeek502)
- Simply Jetpacks 2 (by Tomson124)
- Better With Mods (by BeetoGuy)
- Reborn Core (by modmuss50)
- InfiniteFluids (by josephcsible)
- Railcraft (by CovertJaguar)
- Just Enough Resources (JER) (by Way2muchnoise)
- JourneyMap (by techbrew)
- Chameleon (by jaquadro)
- Pam's HarvestCraft (by MatrexsVigil)
- Pressure Pipes (by bdew)
- CraftTweaker (by jaredlll08)
- CoroUtil (by Corosus)
- Advanced Rocketry (by zmaster587)
- Lockdown (by TheAdubbz)
- Just Enough Items (JEI) (by mezz)
- Bloodmoon (by lumien231)
- Random Things (by lumien231)
- Extreme Reactors (by ZeroNoRyouki)
- Mike Dongles (by MrAmericanMike)
- LibVulpes (by zmaster587)
- Immersive Engineering (by BluSunrize)
- QuantumStorage (by Gigabit1011)
- Iron Chests (by progwml6)
- Ex Nihilo Omnia (by Raven2396)
- ModTweaker (by jaredlll08)
- AutoRegLib (by Vazkii)
- Doomlike Dungeons (by BlackJar72)
- Soul Shards: The Old Ways (by SgtPunishment)
- BdLib (by bdew)
- Progressive Automation (by VanhalMinecraft)
- Quark (by Vazkii)
- EnderCore (by tterrag1098)
- Inventory Tweaks (by Kobata)
- Chisels & Bits (by AlgorithmX2)
- AppleSkin (by squeek502)

- The Spice of Life (by squeek502)
- Hopper Ducts (by FyberOptic)
- CodeChicken Lib 1.8.+ (by covers1624)
- CodeChicken Core 1.8.+ (by covers1624)
- Ender Storage 1.8.+ (by covers1624)
- GraveStone Mod (by EuhDawson)
- OMLib (by Keridos)
- OpenModularTurrets (by Poenjabiesous)
- Mouse Tweaks (by YaLTeR97)
- Aroma1997Core (by Aroma1997)
- AromaBackup (by Aroma1997)
- More Overlays (by feldim2425)
- Environmental Tech (by ValkyrieofNight)
- TorchMaster (by xalcon)
- Flat Colored Blocks (by AlgorithmX2)
- Tiny Progressions (by Kashdeya)
- p455w0rd's Library (by TheRealp455w0rd)
- Tough Expansion (by TheRealp455w0rd)
- Forestry (by SirSengir)
- Snad (by TheRoBrit)
- B.A.S.E (by lanse505)
- Clumps (by jaredlll08)
- AtomicStryker's Battle Towers (by AtomicStryker)
- Baubles (by azanor)
- OpenBlocks Elevator (by VsnGamer)
- Wireless Crafting Terminal (by TheRealp455w0rd)
- Iron Backpacks (by gr8pefish)
- Neat (by Vazkii)
- DeathQuotes / Death Quotes (by andrenoel1)
- Industrial Craft (by Player)
- CoFH Core (by TeamCoFH)
- Thermal Expansion (by TeamCoFH)
- Thermal Foundation (by TeamCoFH)
- Redstone Arsenal (by TeamCoFH)
- Slugs Eu energy converters (by _Slug)
- Actually Additions (by Ellpeck)

- Chicken Chunks 1.8.+ (by covers1624)
- Industrial Wires (by malte0811)
- Open Glider (by gr8pefish)
- Custom Main Menu (by lumien231)
- Resource Loader (by lumien231)
- Thirsty Bottles (by darkh4x)
- MPUtils (by GenDeathrow)
- MPUtils Basic Tools (by GenDeathrow)
- Thermal Dynamics (by TeamCoFH)
- ConnectedTexturesMod (by tterrag1098)
- Chisel (by tterrag1098)
- Hwyla (by TehNut)
- Waila Harvestability (by squeek502)
- Ex Compressum (by BlayTheNinth)
- Extra Utilities (by RWTema)
- Mantle (by mDiyo)
- Tinkers Construct (by mDiyo)
- Tinkers' Addons (by oitsjustjose)
- Perfect Spawn (by lumien231)
- Better Builder's Wands (by Portablejim)
- BetterFps (by Guichaguri)
- ExtraCells2 (by Destroyer7128)
- TerraCore (by Terrails)
- Stats Keeper (by Terrails)
- Blur (by tterrag1098)
- Custom Backgrounds (by lumien231)
- GlitchCore (by Glitchfiend)
- Tough As Nails (by Glitchfiend)

5.3.3 FTB Beyond

Concept

The pack for all people. Beyond is the general all-purpose pack from the FTB team that is designed for solo play as well as small and medium population servers.

You can find more info about FTB Infinity over on the Website here

Mods

- Actually Additions (by Ellpeck)
- Advanced Machines (by Chocohead)
- Advanced Solar Panels (by Chocohead)
- AE2 Stuff (by bdew)
- AgriCraft (by InfinityRaider)
- Akashic Tome (by Vazkii)
- AppleSkin (by squeek502)
- Applied Energistics 2 (by AlgorithmX2)
- Aquaculture (by Shadowclaimer)
- ArchitectureCraft (by gcewing)
- Aroma1997Core (by Aroma1997)
- Aroma1997s Dimensional World (by Aroma1997)
- AutoRegLib (by Vazkii)
- Baubles (by azanor)
- BdLib (by bdew)
- Bed Bugs (by gr8pefish)
- Better Builder's Wands (by Portablejim)
- Better Than Bunnies (by iChun)
- BiblioCraft (by JDSinclair)
- Blood Arsenal (by Arcaratus)
- Blood Magic (by WayofTime)
- Bookshelf (by Darkhax)
- Botania (by Vazkii)
- Brandon's Core (by brandon3055)
- Ceramics (by KnightMiner)
- Chameleon (by jaquadro)
- ChatFlow (by Vazkii)
- Chest Transporter (by CubeX2)
- Chisel (by tterrag1098)
- Chisels & Bits (by AlgorithmX2)
- Clipboard (by shadowfactsmc)
- CodeChicken Core 1.8.+ (by covers1624)
- CodeChicken Lib 1.8.+ (by covers1624)
- CoFH Core (by TeamCoFH)
- Compact Solars (by progwml6)

- CompatLayer (by McJty)
- Controlling (by jaredlll08)
- Cooking for Blockheads (by BlayTheNinth)
- CraftTweaker (by jaredlll08)
- MineTogether (by Creeperhost)
- ConnectedTexturesMod (by tterrag1098)
- Custom Main Menu (by lumien231)
- Dark Utilities (by Darkhax)
- Decocraft2 (by RazzleberryFox)
- Deep Resonance (by McJty)
- Default Options (by BlayTheNinth)
- Draconic Evolution (by brandon3055)
- Drawers & Bits (by Belgabor)
- ElecCore (by Elec332)
- OpenBlocks Elevator (by VsnGamer)
- Embers (by epicsquid319)
- EnderCore (by tterrag1098)
- Ender IO (by CrazyPants_MC)
- Ender Storage 1.8.+ (by covers1624)
- Engineers Workshop (by EwyBoy)
- Environmental Tech (by ValkyrieofNight)
- ET Lunar [Environmental Tech Addon] (by ValkyrieofNight)
- Extra Utilities (by RWTema)
- Extreme Reactors (by ZeroNoRyouki)
- Flat Colored Blocks (by AlgorithmX2)
- Flux Networks (by Ollie_Lansdell)
- Forestry (by SirSengir)
- Shadowfacts' Forgelin (by shadowfactsmc)
- Forge MultiPart CBE (by covers1624)
- FTB Library (by FTB)
- FTB Utilities (by FTB)
- Funky Locomotion (by RWTema)
- Funnels (by shadowfactsmc)
- Gendustry (by bdew)
- GraveStone Mod (by EuhDawson)
- Gravitation Suite (by Chocohead)

- Guide-API (by TehNut)

- Hammer Core (by Zeitheron)

- HelpFixer (by matthewprenger)

- Hopper Ducts (by FyberOptic)

- Immersive Engineering (by BluSunrize)

- Industrial Craft (by Player)

- InfinityLib (by InfinityRaider)

- InGame Info XML (by Lunatrius)

- Interaction Wheel (by McJty)

- Inventory Tweaks (by Kobata)

- Iron Backpacks (by gr8pefish)

- Iron Chests (by progwml6)

- JEI Bees (by bdew)

- Just Enough Items (JEI) (by mezz)

- JourneyMap (by techbrew)

- Just Enough Resources (JER) (by Way2muchnoise)

- KleeSlabs (by BlayTheNinth)

- LaunchGUI (by TehNut)

- Long Fall Boots (by NanoHeart)

- LunatriusCore (by Lunatrius)

- MalisisCore (by Ordinastie)

- MalisisDoors (by Ordinastie)

- Mantle (by mDiyo)

- McJtyLib (by McJty)

- MCMultiPart (by amadornes)

- Mercurius (by TamasHenning)

- Modular Forcefield System (by nekosune)

- MmmMmmMmmMmm (by bonusboni)

- Mob Grinding Utils (by Vadis365)

- Mod Name Tooltip (by mezz)

- ModTweaker (by jaredlll08)

- More Bees (by Tencao)

- Morph-o-Tool (by Vazkii)

- Morpheus (by Quetzi)

- Mouse Tweaks (by YaLTeR97)

- MPUtils Basic Tools (by GenDeathrow)

- MPUtils (by GenDeathrow)
- MrTJPCore (by Mr_TJP)
- MTLib (by jaredlll08)
- MultiStorage (by ShetiPhian)
- Natura (by mDiyo)
- NetherPortalFix (by BlayTheNinth)
- Not Enough Items 1.8.+ (by covers1624)
- OpenComputers (by SangarWasTaken)
- Open Glider (by gr8pefish)
- p455w0rd's Library (by TheRealp455w0rd)
- Pam's HarvestCraft (by MatrexsVigil)
- Project Red - Base (by Mr_TJP)
- Project Red - Integration (by Mr_TJP)
- Project Red - Lighting (by Mr_TJP)
- Project Red - Mechanical (by Mr_TJP)
- Project Red - World (by Mr_TJP)
- Psi (by Vazkii)
- QuantumStorage (by Gigabit1011)
- Quark (by Vazkii)
- Railcraft (by CovertJaguar)
- Ranged Pumps (by raoulvdberge)
- ReAuth (by TechnicianLP)
- Reborn Core (by modmuss50)
- Redstone Arsenal (by TeamCoFH)
- Refined Relocation 2 (by BlayTheNinth)
- Refined Storage (by raoulvdberge)
- Reliquary v1.3 (by P3pp3rF1y)
- Resource Loader (by lumien231)
- RFTools (by McJty)
- RFTools Control (by McJty)
- RFTools Dimensions (by McJty)
- Roots (by epicsquid319)
- ShadowMC (by shadowfactsmc)
- ShetiPhianCore (by ShetiPhian)
- Signals (by MineMaarten)
- Simple Void World (by modmuss50)

- Simpleretrogen (by cpw11)
- Simply Jetpacks 2 (by Tomson124)
- Sleeping Bag (by shadowfactsmc)
- Snad (by TheRoBrit)
- Solar Flux Reborn (by Zeitheron)
- Sonar Core (by Ollie_Lansdell)
- Steve's Carts Reborn (by modmuss50)
- Storage Drawers (by jaquadro)
- Storage Drawers Extras (by jaquadro)
- Super Circuit Maker (by amadornes)
- Super Crafting Frame (by Edgar_Allen)
- Tinkers Construct (by mDiyo)
- Tech Reborn (by modmuss50)
- The One Probe (by McJty)
- Thermal Dynamics (by TeamCoFH)
- Thermal Expansion (by TeamCoFH)
- Thermal Foundation (by TeamCoFH)
- Tinkers' Tool Leveling (by bonusboni)
- TOP Addons (by DrManganese)
- TorchMaster (by xalcon)
- Translocators 1.8.+ (by covers1624)
- UniDict (by WanionCane)
- Useful Nullifiers (by Bartz24)
- ValkyrieLib (by ValkyrieofNight)
- WanionLib (by WanionCane)
- Wireless Crafting Grid (by TheRealp455w0rd)
- Wireless Crafting Terminal (by TheRealp455w0rd)
- Woot (by Ipsis)
- Wireless Redstone CBE (by covers1624)
- XNet (by McJty)
- YABBA (by LatvianModder)
- ZeroCore (by ZeroNoRyouki)

5.3.4 Project Ozone Lite

Concept

This is Project Ozone as light weight as possible with a limit of only 135 mods. Project Ozone Lite is made for computers that wouldn't be able to handle a normal Project Ozone pack. This pack was made with multiplayer and performance in mind. Project Ozone Lite (POL or POLite for short) uses the Better Questing mod, almost every quest is a retrieval task, and all quests should detect no matter if you unlocked the quest or not.

You can find more info about Project Ozone Lite over on the Website here

Mods

- McJtyLib (by McJty)
- RFTools (by McJty)
- Random Things (by lumien231)
- RFTools Dimensions (by McJty)
- ItemPhysic Full (by CreativeMD)
- Botania: Garden of Glass (by Vazkii)
- TOP Addons (by DrManganese)
- Brandon's Core (by brandon3055)
- MMD OreSpawn (by jriwanek)
- Quick Leaf Decay (by lumien231)
- Thermal Dynamics (by TeamCoFH)
- Experience Rings (by MrComputerGhost)
- Iron Chests (by progwml6)
- Ore Excavation (by Funwayguy)
- Hardcore Wither (by thor12022)
- Extreme Reactors (by ZeroNoRyouki)
- NetherPortalFix (by BlayTheNinth)
- Client Tweaks (by BlayTheNinth)
- Ex Nihilo Adscensio (by insaneau)
- Resource Loader (by lumien231)
- Clumps (by jaredlll08)
- Storage Drawers (by jaquadro)
- Karat Garden (by MrAmericanMike)
- Custom Main Menu (by lumien231)
- Avaritia 1.1x (by brandon3055)
- Chisel (by tterrag1098)
- Furnace Overhaul (by TheCazadorSniper)

- NoFov (by lumien231)
- OpenBlocks Elevator (by VsnGamer)
- CodeChicken Core 1.8.+ (by covers1624)
- Applied Energistics 2 (by AlgorithmX2)
- Tinkers Construct (by mDiyo)
- Baubles (by azanor)
- CraftTweaker (by jaredlll08)
- Reliquary v1.3 (by P3pp3rF1y)
- InGame Info XML (by Lunatrius)
- ProjectE (by sinkillerj)
- Tiny Progressions (by Kashdeya)
- Mouse Tweaks (by YaLTeR97)
- CoFH Core (by TeamCoFH)
- Twerk Sim 2K16 (by Funwayguy)
- ConnectedTexturesMod (by tterrag1098)
- Better Questing (by Funwayguy)
- The One Probe (by McJty)
- Hammer Core (by apengu_)
- Nether Metals (by knoxhack)
- BiblioCraft (by JDSinclair)
- AppleSkin (by squeek502)
- Farming for Blockheads (by BlayTheNinth)
- Mekanism (by aidancbrady)
- Potion Icon Remover (by Kashdeya)
- LunatriusCore (by Lunatrius)
- JourneyMap (by techbrew)
- Better Questing - Standard Expansion (by Funwayguy)
- Mantle (by mDiyo)
- Aroma1997Core (by Aroma1997)
- Stacksize (by wwrpg)
- MPUtils Basic Tools (by GenDeathrow)
- MCMultiPart (by amadornes)
- Extra Utilities (by RWTema)
- AE2 Stuff (by bdew)
- Botania (by Vazkii)
- Better Builder's Wands (by Portablejim)

- PlusTiC (by Landmaster_phuong0429)
- AppleCore (by squeek502)
- Just Enough Items (JEI) (by mezz)
- Not Enough Items 1.8.+ (by covers1624)
- Pam's HarvestCraft (by MatrexsVigil)
- Inventory Tweaks (by Kobata)
- Mystical Agriculture (by BlakeBr0)
- Chicken Chunks 1.8.+ (by covers1624)
- Ender Storage 1.8.+ (by covers1624)
- No Mob Spawning on Trees (by oldjunyi)
- Chameleon (by jaquadro)
- Redstone Arsenal (by TeamCoFH)
- Mekanism Generators (by aidancbrady)
- CodeChicken Lib 1.8.+ (by covers1624)
- Draconic Evolution (by brandon3055)
- CompatLayer (by McJty)
- Wireless Crafting Terminal (by TheRealp455w0rd)
- FTBLib (by FTB)
- Mystical Agradditions (by BlakeBr0)
- QuantumFlux (by jotato)
- Reborn Core (by modmuss50)
- MPUtils (by GenDeathrow)
- B.A.S.E (by lanse505)
- ModTweaker (by jaredlll08)
- Better Questing Triggerer (by MrAmericanMike)
- SimpleLabels (by insaneau)
- FTB Utilities (by FTB)
- Aroma1997s Dimensional World (by Aroma1997)
- Simple Sponge (by Jacky1356400)
- Thermal Foundation (by TeamCoFH)
- Thermal Expansion (by TeamCoFH)
- Angel Ring To Bauble (by Portablejim)
- Mob Grinding Utils (by Vadis365)
- QuantumStorage (by Gigabit1011)
- Tinkers' Tool Leveling (by bonusboni)
- Chisels & Bits (by AlgorithmX2)

- TorchMaster (by xalcon)
- GraveStone Mod (by EuhDawson)
- Moo Fluids (by TheRoBrit)
- KleeSlabs (by BlayTheNinth)
- Ender IO (by CrazyPants_MC)
- LootBags (by Malorolam)
- p455w0rd's Library (by TheRealp455w0rd)
- EnderCore (by tterrag1098)
- Simply Jetpacks 2 (by Tomson124)
- Mekanism Tools (by aidancbrady)
- Solar Flux Reborn (by apengu_)
- BetterBedrockGen (by Gigabit1011)
- ZeroCore (by ZeroNoRyouki)
- Morpheus (by Quetzi)
- BdLib (by bdew)
- MTLib (by jaredlll08)
- Chance Cubes (by turkey2349)
- CreativeCore (by CreativeMD)
- Neat (by Vazkii)
- Minefactory Reloaded (by skyboy026)
- Ranchable Fluid Cows (by JDLogic)
- Mystical Agriculture - MFR Compatibility (by BlakeBr0)
- p455w0rd's Things (by TheRealp455w0rd)
- Hermit Skies series - Project Ozone Lite World (by Iskall85_Dev)

5.3.5 SkyFactory 3

Concept

It's skyblock like you've never seen it before! High tech mods and full automation! Sky Factory starts the player in the void with nothing but a tree and a *single* piece of dirt between you and certain death! Version 3 adds a variety of new mods to the pack and gives the player much more choice than ever before. Pick up your achievement book today and start your journey!

You can find more info about FTB Infinity over on the Website here

Mods

- Actually Additions (by Ellpeck)
- ActuallyComputers (by canitzp)

- Angel Ring To Bauble (by Portablejim)
- AppleCore (by squeek502)
- Apple Shields Mod (by Vadis365)
- AppleSkin (by squeek502)
- AutoPackager (by smbarbour)
- AutoRegLib (by Vazkii)
- Baconators (by Baijson)
- B.A.S.E (by lanse505)
- Baubles (by azanor)
- BdLib (by bdew)
- Bed Bugs (by gr8pefish)
- Better Builder's Wands (by Portablejim)
- BetterFps (by Guichaguri)
- Better Than Bunnies (by iChun)
- BiomeTweaker (by superckl)
- BlockDispenser (by Vazkii)
- Blood Magic (by WayofTime)
- Bookshelf (by Darkhax)
- Botania (by Vazkii)
- Brandon's Core (by brandon3055)
- Ceramics (by KnightMiner)
- Chameleon (by jaquadro)
- Chance Cubes (by turkey2349)
- Chest Transporter (by CubeX2)
- Chicken Chunks 1.8.+ (by covers1624)
- Chickens (by SetyCz)
- Chisel (by tterrag1098)
- Chisels & Bits (by AlgorithmX2)
- Client Tweaks (by BlayTheNinth)
- Clipboard (by shadowfactsmc)
- Clumps (by jaredlll08)
- CodeChicken Core 1.8.+ (by covers1624)
- CodeChicken Lib 1.8.+ (by covers1624)
- Colossal Chests (by kroeser)
- Common Capabilities (by kroeser)
- CompatLayer (by McJty)

- Controlling (by jaredlll08)
- Cooking for Blockheads (by BlayTheNinth)
- CraftTweaker (by jaredlll08)
- ConnectedTexturesMod (by tterrag1098)
- Custom Main Menu (by lumien231)
- Cyclops Core (by kroeser)
- Dark Utilities (by Darkhax)
- Decocraft2 (by RazzleberryFox)
- Default Options (by BlayTheNinth)
- Dimensional Cake (by insaneau)
- Draconic Evolution (by brandon3055)
- Drawers & Bits (by Belgabor)
- OpenBlocks Elevator (by VsnGamer)
- EnderCore (by tterrag1098)
- Ender IO (by CrazyPants_MC)
- Ender Storage 1.8.+ (by covers1624)
- Energy Converters (by xalcon)
- Engineers Workshop (by EwyBoy)
- Environmental Tech (by ValkyrieofNight)
- ET Lunar [Environmental Tech Addon] (by ValkyrieofNight)
- Ex Compressum (by BlayTheNinth)
- Ex Nihilo Adscensio (by insaneau)
- Extra Bit Manipulation (by MolecularPhylo)
- Extra Utilities (by RWTema)
- Extreme Reactors (by ZeroNoRyouki)
- Fairy Lights (by pau101)
- Farming for Blockheads (by BlayTheNinth)
- Flat Colored Blocks (by AlgorithmX2)
- Flux Networks (by Ollie_Lansdell)
- Shadowfacts' Forgelin (by shadowfactsmc)
- FTB Library (by FTB)
- FTB Utilities (by FTB)
- Fullscreen Windowed (Borderless) for Minecraft (by hancin)
- Funnels (by shadowfactsmc)
- Botania: Garden of Glass (by Vazkii)
- Advanced Generators (by bdew)

- GooglyEyes (by iChun)
- GraveStone Mod (by EuhDawson)
- Grue (by Shinoow)
- Guide-API (by TehNut)
- Get Ya' Tanks Here (by Darkhax)
- Hammer Core (by Zeitheron)
- Hatchery (by GenDeathrow)
- Headcrumbs (by ganymedes01)
- Hopper Ducts (by FyberOptic)
- Hwyla (by TehNut)
- HydroGel (by digitalfeonix)
- Immersive Engineering (by BluSunrize)
- InGame Info XML (by Lunatrius)
- Initial Inventory (by jaredlll08)
- Integrated Dynamics (by kroeser)
- Integrated Tunnels (by kroeser)
- Inventory Sorter (by cpw11)
- Iron Backpacks (by gr8pefish)
- Iron Chests (by progwml6)
- ItsBecauseUHasNoGoodSpawn (by illyohs)
- It's Raining Food! (by insaneau)
- Just Enough Items (JEI) (by mezz)
- KleeSlabs (by BlayTheNinth)
- Literal Ascension (by JamiesWhiteShirt)
- LLibrary (by iLexiconn)
- Long Fall Boots (by NanoHeart)
- LootBags (by Malorolam)
- LunatriusCore (by Lunatrius)
- Mantle (by mDiyo)
- McJtyLib (by McJty)
- MCMultiPart (by amadornes)
- Mercurius (by TamasHenning)
- MineMenu (by Girafi)
- MiniCoal (by KiwiFails)
- Missing Pieces (by sboy205)
- MoarSigns (by Gory_Moon)

- Mob Grinding Utils (by Vadis365)
- ModTweaker (by jaredlll08)
- More Chickens (by GenDeathrow)
- More Shearables (by Lellson)
- More Shears (by Kashdeya)
- Morpheus (by Quetzi)
- Mouse Tweaks (by YaLTeR97)
- MPUtils Basic Tools (by GenDeathrow)
- MPUtils (by GenDeathrow)
- MTLib (by jaredlll08)
- Mystical Agriculture (by BlakeBr0)
- Natura (by mDiyo)
- Neat (by Vazkii)
- xNICEx (by McJty)
- Not Enough Items 1.8.+ (by covers1624)
- Not Enough Wands (by romelo333)
- OpenComputers (by SangarWasTaken)
- Ore Excavation (by Funwayguy)
- Packing Tape (by gigaherz)
- Pam's HarvestCraft (by MatrexsVigil)
- Platforms (by ShetiPhian)
- Psi (by Vazkii)
- QuantumStorage (by Gigabit1011)
- Random Things (by lumien231)
- Ranged Pumps (by raoulvdberge)
- Reborn Core (by modmuss50)
- Reborn Storage (by modmuss50)
- Redstone Paste (by FyberOptic)
- Refined Storage (by raoulvdberge)
- Reliquia (by KitsuneAlex)
- Resource Loader (by lumien231)
- RFTools (by McJty)
- RFTools Control (by McJty)
- RFTools Dimensions (by McJty)
- Roots (by epicsquid319)
- [SBM] Wooden Shears (by darkguardsman)

- Scanner (by Eladkay)
- ShadowMC (by shadowfactsmc)
- Shear Madness (by AtomicBlom)
- ShetiPhianCore (by ShetiPhian)
- Simple Achievements (by tterrag1098)
- Simple Barrels (by workshopcraft)
- Simple Corn (by cleverpanda714)
- Simple Generators (by ValkyrieofNight)
- SimpleLabels (by insaneau)
- Simply Jetpacks 2 (by Tomson124)
- Snad (by TheRoBrit)
- Solar Flux Reborn (by Zeitheron)
- Sonar Core (by Ollie_Lansdell)
- Steve's Carts Reborn (by modmuss50)
- Storage Drawers (by jaquadro)
- Super Circuit Maker (by amadornes)
- Tinkers Construct (by mDiyo)
- The Beneath (by Shinoow)
- Tinkers' Tool Leveling (by bonusboni)
- Tiny Progressions (by Kashdeya)
- TorchMaster (by xalcon)
- Translocators 1.8.+ (by covers1624)
- Twerk Sim 2K16 (by Funwayguy)
- Twitchcrumbs (by BlayTheNinth)
- UniDict (by WanionCane)
- ValkyrieLib (by ValkyrieofNight)
- Void Cup (by insaneau)
- Waddles (by Girafi)
- WanionLib (by WanionCane)
- Wawla - What Are We Looking At (by Darkhax)
- WitherCrumbs (by turkey2349)
- Experience Rings (by MrComputerGhost)
- YUNoMakeGoodMap (by LexManos)
- ZeroCore (by ZeroNoRyouki)
- Fence Overhaul (by The_WeatherPony)

5.4 1.12.2

5.4.1 FTB Continuum

Concept

FTB Continuum is an expert style modpack packed with some of the latest tech mods by Feed the Beast! Majority of the recipes and intended progression that you are used to has been changed. Continuum introduces new, never before used mods to make things even more difficult and challenging. The overall goal of this pack is to extend game play by making large changes to progression throughout the mods. This pack contains a lot of custom quests to help you progress and provide tips/tricks and even rewards as you play through Continuum. Note that the quests are completely optional to play through the pack, but highly suggested due to the large number of game play changes. The survival difficulty has not been changed other than the introduction of Spice of Life, however this is setup in a way where it's not a burden to the player. Good luck and enjoy!

Mods

- Actually Additions (by Ellpeck)
- Advanced Rocketry (by zmaster587)
- AE2 Stuff (by bdew)
- AE2 Wireless Terminal Library (by TheRealp455w0rd)
- AppleCore (by squeek502)
- AppleSkin (by squeek502)
- Applied Energistics 2 (by AlgorithmX2)
- AutoRegLib (by Vazkii)
- Bad Wither No Cookie - Reloaded (by kreezxil)
- B.A.S.E (by lanse505)
- Baubles (by azanor)
- BdLib (by bdew)
- Bed Patch (by Mordenkainen3141)
- Better Advancements (by Way2muchnoise)
- Better Builder's Wands (by Portablejim)
- Better Questing (by Funwayguy)
- Better Questing Triggerer (by MrAmericanMike)
- BiblioCraft (by JDSinclair)
- Binnie's Mods (by Binnie567)
- Blockcraftery (by epicsquid319)
- Bookshelf (by Darkhax)
- Career Bees (by RWTema)
- Chameleon (by jaquadro)
- Charset Lib (by asiekierka)

- Chest Transporter (by CubeX2)
- Chisel (by tterrag1098)
- Chisels & Bits (by AlgorithmX2)
- Clumps (by jaredlll08)
- CodeChicken Lib 1.8.+ (by covers1624)
- CoFH Core (by TeamCoFH)
- CoFH World (by TeamCoFH)
- Controlling (by jaredlll08)
- Cooking for Blockheads (by BlayTheNinth)
- CraftTweaker (by jaredlll08)
- ConnectedTexturesMod (by tterrag1098)
- Custom Main Menu (by lumien231)
- Dark Utilities (by Darkhax)
- Default Options (by BlayTheNinth)
- Diet Hoppers (by RWTema)
- EFab (by McJty)
- Ender Storage 1.8.+ (by covers1624)
- Engineers Workshop Reborn (by modmuss50)
- Engineer's Doors (by Nihiltres)
- Environmental Tech (by ValkyrieofNight)
- Exchangers (by Jacky1356400)
- ExtraCells2 (by Destroyer7128)
- Extra Utilities (by RWTema)
- Extreme Reactors (by ZeroNoRyouki)
- FastWorkbench (by Shadows_of_Fire)
- Flat Colored Blocks (by AlgorithmX2)
- Flux Networks (by Ollie_Lansdell)
- FoamFix for Minecraft (by asiekierka)
- Forestry (by SirSengir)
- Shadowfacts' Forgelin (by shadowfactsmc)
- Forge MultiPart CBE (by covers1624)
- FTB Guides (by LatvianModder)
- FTB Library (by FTB)
- FTB Utilities (by FTB)
- Gendustry (by bdew)
- SimpleHarvest (by TehNut)

- Immersive Engineering (by BluSunrize)
- Immersive Petroleum (by theFlaxbeard)
- Industrial Foregoing (by Buuz135)
- Initial Inventory (by jaredlll08)
- Inventory Tweaks (by Kobata)
- Iron Backpacks (by gr8pefish)
- Iron Chests (by progwml6)
- Just Enough HarvestCraft (JEHC) (by mrAppleXZ)
- JEI Bees (by bdew)
- JEI Integration (by SnowShock35)
- Just Enough Items (JEI) (by mezz)
- JourneyMap (by techbrew)
- LetsEncryptCraft (by CloudyPSP)
- LibVulpes (by zmaster587)
- LootTableTweaker (by Darkhax)
- Magic Bees (by MysteriousAges)
- Mantle (by mDiyo)
- McJtyLib (by McJty)
- MineTogether (by Creeperhost)
- ModTweaker (by jaredlll08)
- More Overlays (by feldim2425)
- Morpheus (by Quetzi)
- Mouse Tweaks (by YaLTeR97)
- MTLib (by jaredlll08)
- MysticalLib (by epicsquid319)
- Natura (by mDiyo)
- NetherPortalFix (by BlayTheNinth)
- Ore Excavation Integration (by BloodWorkXGaming)
- OpenBlocks (by OpenMods)
- OpenModsLib (by OpenMods)
- Ore Excavation (by Funwayguy)
- p455w0rd's Library (by TheRealp455w0rd)
- Pam's HarvestCraft (by MatrexsVigil)
- Pretty Beaches (by BlayTheNinth)
- ProjectE (by sinkillerj)
- Quark (by Vazkii)

- Quick Leaf Decay (by lumien231)
- Ranged Pumps (by raoulvdberge)
- ReAuth (by TechnicianLP)
- Reborn Core (by modmuss50)
- Redstone Arsenal (by TeamCoFH)
- Redstone Flux (by TeamCoFH)
- Refined Storage (by raoulvdberge)
- Resource Loader (by lumien231)
- RFTools (by McJty)
- RFTools Control (by McJty)
- RFTools Power (by McJty)
- SimpleLogic Gates (by asiekierka)
- Simply Jetpacks 2 (by Tomson124)
- Snad (by TheRoBrit)
- Sonar Core (by Ollie_Lansdell)
- The Spice of Life (by squeek502)
- SplashAnimation (by asiekierka)
- Better Questing - Standard Expansion (by Funwayguy)
- Steve's Carts Reborn (by modmuss50)
- Storage Drawers (by jaquadro)
- Storage Drawers Extras (by jaquadro)
- Tinkers Construct (by mDiyo)
- Tech Reborn (by modmuss50)
- TESLA (by Darkhax)
- Tesla Core Lib (by Face_of_Cat)
- The One Probe (by McJty)
- Thermal Cultivation (by TeamCoFH)
- Thermal Dynamics (by TeamCoFH)
- Thermal Expansion (by TeamCoFH)
- Thermal Foundation (by TeamCoFH)
- Tinkers' Tool Leveling (by bonusboni)
- TipTheScales (by jaredlll08)
- TOP Addons (by DrManganese)
- TorchMaster (by xalcon)
- Translocators 1.8.+ (by covers1624)
- Traverse (by ProfessorProspector)

- UniDict (by WanionCane)

- ValkyrieLib (by ValkyrieofNight)

- WanionLib (by WanionCane)

- Wireless Crafting Terminal (by TheRealp455w0rd)

- Wireless Redstone CBE (by covers1624)

- XNet (by McJty)

- YABBA (by LatvianModder)

- ZeroCore (by ZeroNoRyouki)

5.4.2 Enigmatica Expert

Concept

- The goal of the pack is to the complete the "Bragging Rights" questline - Crafting one of every available creative item.

- Quests! There are currently over 650 quests, that guide you through the progression. You can see most of them in the Images tab above.

- Semi-linear gated progression - At every Technology and Magic tier you'll have the choice between several different mods.

- Tougher mobs - Dragons, Cyclops, Zombies with Quantum Armor and many more unique threats.

- Tons and tons of custom recipes.

- The progression will lead you to Space, where you'll have the opportunity to explore custom worlds.

Mods

- AE2 Wireless Terminal Library (by TheRealp455w0rd)

- AI Improvements (by darkguardsman)

- Actually Additions (by Ellpeck)

- Actually Baubles (by Jacky1356400)

- Advanced Rocketry (by zmaster587)

- Akashic Tome (by Vazkii)

- Animus (by TeamDman)

- AppleCore (by squeek502)

- AppleSkin (by squeek502)

- AutoRegLib (by Vazkii)

- Avaritia 1.1x (by brandon3055)

- Baubles (by azanor)

- Better Advancements (by Way2muchnoise)

- Better Builder's Wands (by Portablejim)

- BetterFps (by Guichaguri)
- Better Questing (by Funwayguy)
- BiblioCraft (by JDSinclair)
- Biomes O' Plenty (by Glitchfiend)
- Blood Magic (by WayofTime)
- Bookshelf (by Darkhax)
- Botania (by Vazkii)
- Brandon's Core (by brandon3055)
- Building Gadgets (by direwolf20)
- ConnectedTexturesMod (by tterrag1098)
- Carry On (by Tschipp)
- Chameleon (by jaquadro)
- Chisel (by tterrag1098)
- Chunk-Pregenerator (by Speiger)
- Clay Bucket (by abecderic)
- Clumps (by jaredlll08)
- CoFH Core (by TeamCoFH)
- CoFH World (by TeamCoFH)
- CodeChicken Lib 1.8.+ (by covers1624)
- Common Capabilities (by kroeser)
- Compact Solars (by progwml6)
- Controlling (by jaredlll08)
- Cooking for Blockheads (by BlayTheNinth)
- Cosmetic Armor Reworked (by ZLainSama)
- CraftStudio API (by ZeAmateis)
- CraftTweaker (by jaredlll08)
- Cucumber Library (by BlakeBr0)
- Custom Backgrounds (by lumien231)
- Custom Main Menu (by lumien231)
- Cyclic (by Lothrazar)
- Cyclops Core (by kroeser)
- /dank/null (by TheRealp455w0rd)
- Dark Utilities (by Darkhax)
- Default Options (by BlayTheNinth)
- Ding (by iChun)
- DiscordSuite (by HRZNStudio)

- Draconic Evolution (by brandon3055)
- EmberRoot Zoo (by Lothrazar)
- Lapis Stays in the Enchanting Table (by csb987)
- EnderCore (by tterrag1098)
- Ender IO (by CrazyPants_MC)
- Ender Storage 1.8.+ (by covers1624)
- Ex Compressum (by BlayTheNinth)
- Exchangers (by Jacky1356400)
- Extended Crafting (by BlakeBr0)
- ExtraCells2 (by Destroyer7128)
- Extreme Reactors (by ZeroNoRyouki)
- FTB Library (by FTB)
- FTB Utilities (by FTB)
- Farming for Blockheads (by BlayTheNinth)
- FastFurnace (by Shadows_of_Fire)
- FastWorkbench (by Shadows_of_Fire)
- Shadowfacts' Forgelin (by shadowfactsmc)
- FPS Reducer (by bre2el)
- Gas Conduits (by pupnewfster)
- Guide-API (by TehNut)
- Horse Tweaks (by BlayTheNinth)
- Hunger Persistence (by squeek502)
- Hwyla (by TehNut)
- Immersive Engineering (by BluSunrize)
- Integrated Dynamics (by kroeser)
- Integrated Tunnels (by kroeser)
- Integration Foregoing (by Jacky1356400)
- Inventory Tweaks (by Kobata)
- Iron Backpacks (by gr8pefish)
- IvToolkit (by Ivorforce)
- JAOPCA (by TheLMiffy1111)
- Just Enough HarvestCraft (JEHC) (by mrAppleXZ)
- Just Enough Energistics (JEE) (by TheRealp455w0rd)
- Just Enough Petroleum (by BordListian)
- Just Enough Reactors (by The_BrainStone)
- Just Enough Resources (JER) (by Way2muchnoise)

- KleeSlabs (by BlayTheNinth)
- LootTableTweaker (by Darkhax)
- LootTweaker (by Daomephsta)
- LunatriusCore (by Lunatrius)
- MCMultiPart (by amadornes)
- MTLib (by jaredlll08)
- Mantle (by mDiyo)
- Mekanism (by aidancbrady)
- Mekanism Generators (by aidancbrady)
- MemoryTester (by KaptainWutax)
- Modular Diversity (by BordListian)
- Morph-o-Tool (by Vazkii)
- Mouse Tweaks (by YaLTeR97)
- Mystical Agradditions (by BlakeBr0)
- Mystical Agriculture (by BlakeBr0)
- Nature's Compass (by ChaosTheDude)
- Neat (by Vazkii)
- Netherending Ores (by ic_trab)
- No Mob Spawning on Trees (by oldjunyi)
- No Night Vision Flashing (by TeamCoFH)
- NotEnoughIDs (by fewizz)
- NuclearCraft (by TLJGames)
- OldJavaWarning (by Darkhax)
- OpenBlocks (by OpenMods)
- OpenComputers (by SangarWasTaken)
- OpenModsLib (by OpenMods)
- Ore Excavation (by Funwayguy)
- PackagedAuto (by TheLMiffy1111)
- Pam's HarvestCraft (by MatrexsVigil)
- Placebo (by Shadows_of_Fire)
- Pretty Beaches (by BlayTheNinth)
- Project Intelligence (by brandon3055)
- Psi (by Vazkii)
- Quark (by Vazkii)
- Quick Leaf Decay (by lumien231)
- Random Things (by lumien231)

- Recurrent Complex (by Ivorforce)
- Redstone Arsenal (by TeamCoFH)
- Redstone Flux (by TeamCoFH)
- Resource Loader (by lumien231)
- Scannable (by SangarWasTaken)
- Schematica (by Lunatrius)
- Better Questing - Standard Expansion (by Funwayguy)
- Storage Drawers (by jaquadro)
- Tinkers Construct (by mDiyo)
- TESLA (by Darkhax)
- Thaumcraft (by azanor)
- Thaumic Computers (by jco2641)
- Thaumic Inventory Scanning (Thaumcraft Addon) (by BlayTheNinth)
- Thaumic JEI (by Buuz135)
- Thermal Cultivation (by TeamCoFH)
- Thermal Dynamics (by TeamCoFH)
- Thermal Expansion (by TeamCoFH)
- Thermal Foundation (by TeamCoFH)
- Tinkers' Tool Leveling (by bonusboni)
- Tinkers' Complement (by KnightMiner)
- TipTheScales (by jaredlll08)
- Toast Control (by Shadows_of_Fire)
- Tomb Many Graves 2 (by M4thG33k)
- UniDict (by WanionCane)
- Unlimited Chisel Works (by asiekierka)
- Waila Harvestability (by squeek502)
- WanionLib (by WanionCane)
- Wawla - What Are We Looking At (by Darkhax)
- Wireless Crafting Terminal (by TheRealp455w0rd)
- WrapUp (by TheLMiffy1111)
- YNot (by asiekierka)
- AE2 Stuff (by bdew)
- Anger Management (by Lothrazar)
- Animania (by Purplicious_Cow)
- Applied Energistics 2 (by AlgorithmX2)
- ArchitectureCraft - ElytraDev Version (by darkevilmac)

- ArmoreableMobs (by Buuz135)
- Astral Sorcery (by HellFirePvP)
- Backpacks (by Eydamos)
- Bad Wither No Cookie - Reloaded (by kreezxil)
- BdLib (by bdew)
- Bed Patch (by Mordenkainen3141)
- Blockcraftery (by epicsquid319)
- Block Drops (JEI Addon) (by MrRiegel)
- Broken Wings (by quat1024)
- ME Capability Adapter (by ruifung)
- CC: Tweaked (by SquidDev)
- Chisels & Bits (by AlgorithmX2)
- Colytra (by theillusivec4)
- Compact Machines (by Davenonymous)
- Demagnetize (by comp500)
- Diet Hoppers (by RWTema)
- Dirt2Path (by marwat208)
- Engineer's Doors (by Nihiltres)
- Environmental Materials (by ValkyrieofNight)
- Environmental Tech (by ValkyrieofNight)
- Ex Nihilo: Creatio (by BloodWorkXGaming)
- Extra Utilities (by RWTema)
- Fence Jumper (by TheRealp455w0rd)
- Flat Colored Blocks (by AlgorithmX2)
- Flux Networks (by Ollie_Lansdell)
- FoamFix for Minecraft (by asiekierka)
- Forestry (by SirSengir)
- Gendustry (by bdew)
- Gendustry JEI Addon (by ninjabrain1)
- Advanced Generators (by bdew)
- Ice and Fire: Dragons in a whole new light! (by alex1the1666)
- Immersive Petroleum (by theFlaxbeard)
- Immersive Tech (by ferroo2000)
- Industrial Craft (by Player)
- Industrial Foregoing (by Buuz135)
- Iron Chests (by progwml6)

- Just Enough Items (JEI) (by mezz)
- JEI Bees (by bdew)
- JEI Villagers (by Buuz135)
- Just Enough Pattern Banners (by Lorexe)
- Just Enough Throwing In Fluids (JETIF) (by Lykrast)
- JourneyMap (by techbrew)
- JustTheTips (by deflatedpickle)
- LLibrary (by iLexiconn)
- McJtyLib (by McJty)
- ModTweaker (by jaredlll08)
- Modular Machinery (by HellFirePvP)
- More Overlays (by feldim2425)
- MystAgrad Cloche Compat (by NicJames2378)
- MysticalLib (by epicsquid319)
- p455w0rd's Library (by TheRealp455w0rd)
- Plethora Peripherals (by SquidDev)
- PlusTiC (by Landmaster_phuong0429)
- Better Questing - Quest Book (by Drethic)
- RandomPatches (by TheRandomLabs)
- ReAuth (by TechnicianLP)
- RFTools (by McJty)
- RFTools Control (by McJty)
- RFTools Dimensions (by McJty)
- Rustic (by mangoose3039)
- Spice of Life: Carrot Edition (by LordCazsius)
- Sonar Core (by Ollie_Lansdell)
- SwingThroughGrass (by exidex)
- Super Sound Muffler (by Edgar_Allen)
- Tesla Core Lib (by Face_of_Cat)
- Thaumic Tinkerer (by nekosune)
- Tinker I/O (by gkbm2011)
- Tool Progression (by tyra314)
- ToroHealth Damage Indicators (by ToroCraft)
- The Twilight Forest (by Benimatic)
- Unloader (by Unnoen)
- ValkyrieLib (by ValkyrieofNight)

- Villager Market (by Face_of_Cat)

- XNet (by McJty)

- ZeroCore (by ZeroNoRyouki)

5.4.3 Enigmatica Expert: Skyblock

Concept

A modification on Enigmatica 2 Expert, to bring it to Skyblock! This skyblock won't put a heavy focus on being a skyblock, as it is a port of the Enigmatica 2: Expert modpack.

That said, there are of course some changes that had to be made. Notably

Mods

- AE2 Wireless Terminal Library (by TheRealp455w0rd)

- AI Improvements (by darkguardsman)

- Actually Additions (by Ellpeck)

- Actually Baubles (by Jacky1356400)

- Advanced Rocketry (by zmaster587)

- Akashic Tome (by Vazkii)

- Animus (by TeamDman)

- AppleCore (by squeek502)

- AppleSkin (by squeek502)

- AutoRegLib (by Vazkii)

- Avaritia 1.1x (by brandon3055)

- Baubles (by azanor)

- Better Advancements (by Way2muchnoise)

- Better Builder's Wands (by Portablejim)

- BetterFps (by Guichaguri)

- Better Questing (by Funwayguy)

- BiblioCraft (by JDSinclair)

- Blood Magic (by WayofTime)

- Bookshelf (by Darkhax)

- Botania (by Vazkii)

- Brandon's Core (by brandon3055)

- Building Gadgets (by direwolf20)

- ConnectedTexturesMod (by tterrag1098)

- Carry On (by Tschipp)

- Chameleon (by jaquadro)

- Chisel (by tterrag1098)
- Clay Bucket (by abecderic)
- Clumps (by jaredlll08)
- CoFH Core (by TeamCoFH)
- CoFH World (by TeamCoFH)
- CodeChicken Lib 1.8.+ (by covers1624)
- Common Capabilities (by kroeser)
- Compact Solars (by progwml6)
- ComputerCraft (by dantwohundred)
- ContentTweaker (by jaredlll08)
- Controlling (by jaredlll08)
- Cooking for Blockheads (by BlayTheNinth)
- Cosmetic Armor Reworked (by ZLainSama)
- CraftStudio API (by ZeAmateis)
- CraftTweaker (by jaredlll08)
- Cucumber Library (by BlakeBr0)
- Custom Backgrounds (by lumien231)
- Custom Main Menu (by lumien231)
- Cyclic (by Lothrazar)
- Cyclops Core (by kroeser)
- /dank/null (by TheRealp455w0rd)
- Dark Utilities (by Darkhax)
- Default Options (by BlayTheNinth)
- Ding (by iChun)
- DiscordSuite (by HRZNStudio)
- Draconic Evolution (by brandon3055)
- Lapis Stays in the Enchanting Table (by csb987)
- EnderCore (by tterrag1098)
- Ender IO (by CrazyPants_MC)
- Ender Storage 1.8.+ (by covers1624)
- Ex Compressum (by BlayTheNinth)
- Exchangers (by Jacky1356400)
- Extended Crafting (by BlakeBr0)
- ExtraCells2 (by Destroyer7128)
- Extreme Reactors (by ZeroNoRyouki)
- FTB Library (by FTB)

- FTB Utilities (by FTB)
- Farming for Blockheads (by BlayTheNinth)
- FastFurnace (by Shadows_of_Fire)
- FastWorkbench (by Shadows_of_Fire)
- Shadowfacts' Forgelin (by shadowfactsmc)
- Forgiving Void (by BlayTheNinth)
- FPS Reducer (by bre2el)
- Gas Conduits (by pupnewfster)
- Guide-API (by TehNut)
- Hunger Persistence (by squeek502)
- Hwyla (by TehNut)
- Immersive Engineering (by BluSunrize)
- Integrated Dynamics (by kroeser)
- Integrated Tunnels (by kroeser)
- Integration Foregoing (by Jacky1356400)
- Inventory Tweaks (by Kobata)
- Iron Backpacks (by gr8pefish)
- IvToolkit (by Ivorforce)
- JAOPCA (by TheLMiffy1111)
- Just Enough HarvestCraft (JEHC) (by mrAppleXZ)
- Just Enough Energistics (JEE) (by TheRealp455w0rd)
- Just Enough Petroleum (by BordListian)
- Just Enough Reactors (by The_BrainStone)
- Just Enough Resources (JER) (by Way2muchnoise)
- KleeSlabs (by BlayTheNinth)
- LunatriusCore (by Lunatrius)
- MCMultiPart (by amadornes)
- MTLib (by jaredlll08)
- Mantle (by mDiyo)
- Mekanism (by aidancbrady)
- Mekanism Generators (by aidancbrady)
- MemoryTester (by KaptainWutax)
- Modular Diversity (by BordListian)
- Morph-o-Tool (by Vazkii)
- Mouse Tweaks (by YaLTeR97)
- Mystical Agradditions (by BlakeBr0)

- Mystical Agriculture (by BlakeBr0)
- Neat (by Vazkii)
- No Mob Spawning on Trees (by oldjunyi)
- No Night Vision Flashing (by TeamCoFH)
- NotEnoughIDs (by fewizz)
- NuclearCraft (by TLJGames)
- OldJavaWarning (by Darkhax)
- OpenBlocks (by OpenMods)
- OpenComputers (by SangarWasTaken)
- OpenModsLib (by OpenMods)
- Ore Excavation (by Funwayguy)
- PackagedAuto (by TheLMiffy1111)
- Pam's HarvestCraft (by MatrexsVigil)
- Placebo (by Shadows_of_Fire)
- Project Intelligence (by brandon3055)
- Psi (by Vazkii)
- Quark (by Vazkii)
- Quick Leaf Decay (by lumien231)
- Random Things (by lumien231)
- Redstone Arsenal (by TeamCoFH)
- Redstone Flux (by TeamCoFH)
- Resource Loader (by lumien231)
- Schematica (by Lunatrius)
- Sky Compression (by HQBananana)
- Better Questing - Standard Expansion (by Funwayguy)
- Storage Drawers (by jaquadro)
- Tinkers Construct (by mDiyo)
- Twerk Sim 2K16 (by Funwayguy)
- TESLA (by Darkhax)
- Thaumcraft (by azanor)
- Thaumic Computers (by jco2641)
- Thaumic Inventory Scanning (Thaumcraft Addon) (by BlayTheNinth)
- Thaumic JEI (by Buuz135)
- Thermal Cultivation (by TeamCoFH)
- Thermal Dynamics (by TeamCoFH)
- Thermal Expansion (by TeamCoFH)

- Thermal Foundation (by TeamCoFH)
- Tinkers' Tool Leveling (by bonusboni)
- Tinkers' Complement (by KnightMiner)
- TipTheScales (by jaredlll08)
- Toast Control (by Shadows_of_Fire)
- Tomb Many Graves 2 (by M4thG33k)
- UniDict (by WanionCane)
- Unlimited Chisel Works (by asiekierka)
- Waila Harvestability (by squeek502)
- WanionLib (by WanionCane)
- Wawla - What Are We Looking At (by Darkhax)
- Wireless Crafting Terminal (by TheRealp455w0rd)
- WrapUp (by TheLMiffy1111)
- YNot (by asiekierka)
- AE2 Stuff (by bdew)
- Applied Energistics 2 (by AlgorithmX2)
- ArchitectureCraft - ElytraDev Version (by darkevilmac)
- ArmoreableMobs (by Buuz135)
- Astral Sorcery (by HellFirePvP)
- Backpacks (by Eydamos)
- Bad Wither No Cookie - Reloaded (by kreezxil)
- B.A.S.E (by lanse505)
- BdLib (by bdew)
- Bed Patch (by Mordenkainen3141)
- Blockcraftery (by epicsquid319)
- Block Drops (JEI Addon) (by MrRiegel)
- ME Capability Adapter (by ruifung)
- Chisels & Bits (by AlgorithmX2)
- Colytra (by theillusivec4)
- Compact Machines (by Davenonymous)
- Demagnetize (by comp500)
- Diet Hoppers (by RWTema)
- Engineer's Doors (by Nihiltres)
- Environmental Materials (by ValkyrieofNight)
- Environmental Tech (by ValkyrieofNight)
- Ex Nihilo: Creatio (by BloodWorkXGaming)

- Extra Utilities (by RWTema)
- Fence Jumper (by TheRealp455w0rd)
- Flat Colored Blocks (by AlgorithmX2)
- Flux Networks (by Ollie_Lansdell)
- FoamFix for Minecraft (by asiekierka)
- Forestry (by SirSengir)
- Gendustry (by bdew)
- Gendustry JEI Addon (by ninjabrain1)
- Advanced Generators (by bdew)
- Immersive Petroleum (by theFlaxbeard)
- Immersive Tech (by ferroo2000)
- Industrial Craft (by Player)
- Industrial Foregoing (by Buuz135)
- Iron Chests (by progwml6)
- Just Enough Items (JEI) (by mezz)
- JEI Bees (by bdew)
- JEI Villagers (by Buuz135)
- Just Enough Pattern Banners (by Lorexe)
- Just Enough Throwing In Fluids (JETIF) (by Lykrast)
- JourneyMap (by techbrew)
- JustTheTips (by deflatedpickle)
- LLibrary (by iLexiconn)
- McJtyLib (by McJty)
- ModTweaker (by jaredlll08)
- Modular Machinery (by HellFirePvP)
- More Overlays (by feldim2425)
- MystAgrad Cloche Compat (by NicJames2378)
- MysticalLib (by epicsquid319)
- p455w0rd's Library (by TheRealp455w0rd)
- Plethora Peripherals (by SquidDev)
- PlusTiC (by Landmaster_phuong0429)
- Better Questing - Quest Book (by Drethic)
- RandomPatches (by TheRandomLabs)
- ReAuth (by TechnicianLP)
- RFTools (by McJty)
- RFTools Control (by McJty)

- RFTools Dimensions (by McJty)

- Rustic (by mangoose3039)

- Sky Resources 2 (by Bartz24)

- Spice of Life: Carrot Edition (by LordCazsius)

- Sonar Core (by Ollie_Lansdell)

- SwingThroughGrass (by exidex)

- Super Sound Muffler (by Edgar_Allen)

- Tesla Core Lib (by Face_of_Cat)

- Thaumic Tinkerer (by nekosune)

- Tinker I/O (by gkbm2011)

- ToroHealth Damage Indicators (by ToroCraft)

- Unloader (by Unnoen)

- ValkyrieLib (by ValkyrieofNight)

- Villager Market (by Face_of_Cat)

- Void Island Control (by Bartz24)

- XNet (by McJty)

- ZeroCore (by ZeroNoRyouki)

5.4.4 Project Ozone 3

Concept

Project Ozone 3: A New Way Forward is a pack filled to the brim of mods ranging from tech to magic to even exploration. A Better Questing pack filled with "currently 1106" quests (if you include the reward system). Project Ozone 3 also supports pack modes as they become available (Normal, Titan and Kappa). Normal mode in PO3 will be "slightly" more difficult than Project Ozone 2's due to mod progression. There are still "simple" achievements after the main quests we just use Better Questing entirely.

Mods

- Resource Loader (by lumien231)

- Botania: Garden of Glass (by Vazkii)

- ZeroCore (by ZeroNoRyouki)

- Morpheus (by Quetzi)

- CoFH World (by TeamCoFH)

- CoFH Core (by TeamCoFH)

- Chisels & Bits (by AlgorithmX2)

- TESLA (by Darkhax)

- AbyssalCraft (by Shinoow)

- TamModized (by Tamaized)

- Brandon's Core (by brandon3055)

- Clumps (by jaredlll08)

- LunatriusCore (by Lunatrius)

- Cyclops Core (by kroeser)

- RFTools Control (by McJty)

- YABBA (by LatvianModder)

- Draconic Evolution (by brandon3055)

- Mouse Tweaks (by YaLTeR97)

- InstantUnify (by MrRiegel)

- Just Enough Items (JEI) (by mezz)

- Integration Foregoing (by Jacky1356400)

- Better Advancements (by Way2muchnoise)

- Dimensional Edibles (by Jacky1356400)

- ModTweaker (by jaredlll08)

- Rock Candy (by Radient_Sora)

- Thermal Dynamics (by TeamCoFH)

- PackMode (by SkySomm)

- OpenModularTurrets (by Keridos)

- Mod Name Tooltip (by mezz)

- Teslafied (by TheRealp455w0rd)

- Better Questing - Standard Expansion (by Funwayguy)

- OMLib (by Keridos)

- BetterFps (by Guichaguri)

- Client Tweaks (by BlayTheNinth)

- Immersive Petroleum (by theFlaxbeard)

- ExtraCells2 (by Destroyer7128)

- Mob Grinding Utils (by Vadis365)

- Waystones (by BlayTheNinth)

- EverlastingAbilities (by kroeser)

- Lord Craft (by Cobbs_3)

- Chance Cubes (by turkey2349)

- LootBags (by Malorolam)

- Ore Excavation (by Funwayguy)

- Land Craft (by Landmaster_phuong0429)

- ArmorPlus (by sokratis12GR)

- Grue (by Shinoow)

- Custom Main Menu (by lumien231)
- Dark Utilities (by Darkhax)
- FTB Utilities (by FTB)
- Moo Fluids (by TheRoBrit)
- Chameleon (by jaquadro)
- Simple Void World (by modmuss50)
- Mantle (by mDiyo)
- Pam's HarvestCraft (by MatrexsVigil)
- Tinkers' Complement (by KnightMiner)
- Crafting Tweaks (by BlayTheNinth)
- VoidCraft (by Tamaized)
- Storage Drawers (by jaquadro)
- InGame Info XML (by Lunatrius)
- Solar Flux Reborn (by Zeitheron)
- MPUtils (by GenDeathrow)
- Mystical Agradditions (by BlakeBr0)
- AbyssalCraft Integration (by Shinoow)
- RiteClicker Mod (by P3PSIE)
- Additional Resources (by Portablejim)
- Twerk Sim 2K16 (by Funwayguy)
- Natura (by mDiyo)
- TipTheScales (by jaredlll08)
- TheDragonLib (by sokratis12GR)
- ConnectedTexturesMod (by tterrag1098)
- Shadowfacts' Forgelin (by shadowfactsmc)
- Extra Utilities (by RWTema)
- Bookshelf (by Darkhax)
- ProjectE (by sinkillerj)
- Tiny Progressions (by Kashdeya)
- JourneyMap (by techbrew)
- The Twilight Forest (by Benimatic)
- Hwyla (by TehNut)
- BiblioCraft (by JDSinclair)
- Audio Death (by Portablejim)
- Hammer Core (by Zeitheron)
- ModelLoader (by cout970)

- QuantumStorage (by Gigabit1011)
- CraftTweaker (by jaredlll08)
- Iron Chests (by progwml6)
- Magneticraft (by cout970)
- Karat Garden (by MrAmericanMike)
- Stackie (by Lunatrius)
- Mystical Agriculture (by BlakeBr0)
- Compacter (by bdew)
- Better Builder's Wands (by Portablejim)
- RFTools Dimensions (by McJty)
- AttributeFix (by Darkhax)
- PlusTiC (by Landmaster_phuong0429)
- MCMultiPart (by amadornes)
- Chicken Chunks 1.8.+ (by covers1624)
- Diet Hoppers (by RWTema)
- Chisel (by tterrag1098)
- iChunUtil (by iChun)
- BdLib (by bdew)
- Quark (by Vazkii)
- Woot (by Ipsis)
- Industrial Foregoing (by Buuz135)
- Knob Control (by Kashdeya)
- Netherending Ores (by ic_trab)
- /dank/null (by TheRealp455w0rd)
- Random Things (by lumien231)
- Controlling (by jaredlll08)
- Guide-API (by TehNut)
- Ender Storage 1.8.+ (by covers1624)
- Stacksize (by wwrpg)
- Bloodmoon (by lumien231)
- Modular Diversity (by BordListian)
- Extreme Reactors (by ZeroNoRyouki)
- MPUtils Basic Tools (by GenDeathrow)
- Waila Harvestability (by squeek502)
- Reliquary v1.3 (by P3pp3rF1y)
- Bonsai Trees (by Davenonymous)

- Neat (by Vazkii)
- Fence Jumper (by TheRealp455w0rd)
- Redstone Flux (by TeamCoFH)
- Inventory Tweaks (by Kobata)
- Redstone Arsenal (by TeamCoFH)
- AE2 Stuff (by bdew)
- Botania (by Vazkii)
- Open Modular Passive Defense (by Keridos)
- Farming for Blockheads (by BlayTheNinth)
- Baubley Heart Canisters (by Radient_Sora)
- XNet (by McJty)
- Ceramics (by KnightMiner)
- FTB Library (by FTB)
- Thermal Foundation (by TeamCoFH)
- Tesla Core Lib (by Face_of_Cat)
- Unforgiving Void (by The_Fireplace)
- The Lost Cities (by McJty)
- WanionLib (by WanionCane)
- Immersive Engineering (by BluSunrize)
- p455w0rd's Library (by TheRealp455w0rd)
- MTLib (by jaredlll08)
- Baubles (by azanor)
- UniDict (by WanionCane)
- LandCore (by Landmaster_phuong0429)
- Wither Skeleton Tweaks (by Shadows_of_Fire)
- Exchangers (by Jacky1356400)
- Tinkers Construct (by mDiyo)
- AutoRegLib (by Vazkii)
- CodeChicken Lib 1.8.+ (by covers1624)
- Overloaded (by cjm721)
- Ex Nihilo: Creatio (by BloodWorkXGaming)
- Actually Additions (by Ellpeck)
- Cucumber Library (by BlakeBr0)
- Astral Sorcery (by HellFirePvP)
- Better Questing Triggerer (by MrAmericanMike)
- Hunting Dimension (by Darkhax)

- PneumaticCraft: Repressurized (by desht)
- DiscordSuite (by HRZNStudio)
- Avaritia 1.1x (by brandon3055)
- YNot (by asiekierka)
- Placebo (by Shadows_of_Fire)
- Toast Control (by Shadows_of_Fire)
- Overpowered Armor Bar (by LocusWay)
- OpenModsLib (by OpenMods)
- OpenBlocks (by OpenMods)
- WaitingTime (by jaredlll08)
- Enderman Evolution (by TheRealp455w0rd)
- Simply Jetpacks 2 (by Tomson124)
- Tweakers Construct (by RCXcrafter)
- Mapmaker's Gadgets (by Tmtravlr)
- Simple Sponge (by Jacky1356400)
- McJtyLib (by McJty)
- Corail Tombstone (by Corail31)
- FastWorkbench (by Shadows_of_Fire)
- Blood Magic (by WayofTime)
- Forge MultiPart CBE (by covers1624)
- Soot (by BordListian)
- FoamFix for Minecraft (by asiekierka)
- Progressive Bosses (by Insane96)
- LootTableTweaker (by Darkhax)
- EnderCore (by tterrag1098)
- CreativeCore (by CreativeMD)
- ItemPhysic Full (by CreativeMD)
- Thermal Innovation (by TeamCoFH)
- Portality (by Buuz135)
- SkyLandsForge (by Asd1995sse)
- MrTJPCore (by Mr_TJP)
- Project Red - Base (by Mr_TJP)
- Project Red - World (by Mr_TJP)
- Project Red - Mechanical (by Mr_TJP)
- Broken Wings (by quat1024)
- No Mob Spawning on Trees (by oldjunyi)

- Galacticraft Tweaker (by MJRLegends)
- MJRLegends Lib (by MJRLegends)
- ExtraPlanets (by MJRLegends)
- Applied Energistics 2 (by AlgorithmX2)
- Epic Siege Mod (by Funwayguy)
- InfinityLib (by InfinityRaider)
- AgriCraft (by InfinityRaider)
- Avaritia Tweaks (by Jacky1356400)
- Translocators 1.8.+ (by covers1624)
- Just Enough Petroleum (by BordListian)
- KleeSlabs (by BlayTheNinth)
- B.A.S.E (by lanse505)
- Ender IO (by CrazyPants_MC)
- Mekanism Generators (by aidancbrady)
- Mekanism Tools (by aidancbrady)
- Mekanism (by aidancbrady)
- Extended Crafting (by BlakeBr0)
- Better Questing (by Funwayguy)
- Aroma1997s Dimensional World (by Aroma1997)
- Aroma1997Core (by Aroma1997)
- ContentTweaker (by jaredlll08)
- Cooking for Blockheads (by BlayTheNinth)
- Thermal Solars (by JoltEffect)
- RFTools (by McJty)
- NuclearCraft (by TLJGames)
- Wawla - What Are We Looking At (by Darkhax)
- Tinkers' Tool Leveling (by bonusboni)
- Reborn Core (by modmuss50)
- Rough Mobs 2 (by Lellson)
- Expanded Equivalence (by Zeitheron)
- NoFog (by craftalotreloaded)
- More Overlays (by feldim2425)
- QuantumFlux (by FantasyTeddy)
- Mystical Agriculture Tiered Crystals (by Electrolyte)
- LibEx (by LogicTechCorp)
- NetherEx (by LogicTechCorp)

- Equivalent Integrations (by pkmnfrk)

- Embers Rekindled (by BordListian)

- ManaVisualizer (by ExtraMeteorP)

- Simple Trophies (by quat1024)

- MysticalLib (by epicsquid319)

- Blockcraftery (by epicsquid319)

- Ender IO Endergy (by tterrag1098)

- TickProfiler (by minimallycorrect)

- Thermal Expansion (by TeamCoFH)

- The Erebus (by Vadis365)

- AE2 Wireless Terminal Library (by TheRealp455w0rd)

- Wireless Crafting Terminal (by TheRealp455w0rd)

- Unloader (by Unnoen)

- BiomeTweaker (by superckl)

- BiomeTweakerCore (by superckl)

- OpenComputers (by SangarWasTaken)

- Ozone Resources (by TheCazadorSniper)

- Just Enough Energistics (JEE) (by TheRealp455w0rd)

- Modular Machinery (by HellFirePvP)

- Akashic Tome (by Vazkii)

- Morph-o-Tool (by Vazkii)

- Ender Tweaker (by Shadows_of_Fire)

- AppleCore (by squeek502)

- AppleSkin (by squeek502)

- ElecCore (by Elec332)

- Furnace Overhaul (by TheCazadorSniper)

- NotEnoughIDs (by fewizz)

5.4.5 FTB Revelation

Concept

Revelation is a general all-purpose modpack with optimal FPS, server performance and stability. This is the largest pack ever built to date, by the Feed The Beast Team. Ongoing development, support and updates insure you will have the best experience as a player whether your a seasoned player or new to modded Minecraft.

Revelation is not a themed pack nor a focused pack, it's a pack designed to cater to a large amount of players, whether you like tech mods, magic mods, exploration, building or all of those then this pack is for you. With a Forge Mod Loader count of well over 200, this pack has most everything a player is looking for with performance and stability

being the main focus of design and mod choice. Minimal changes have been made to the mods so you experience each mod the way the developers intended. Also this proves very helpful when learning a new mod using a Wiki.

Large well-known mods such as EnderIO, Applied Energistics, Thaumcraft, Botania, Thermal Expansion, Immersive Engineering and Project Red are present in Revelation, as well as some lesser known mods like Rustic, Gadgetry, Thut's Elevators and xnet. Twilight Forest also makes a comeback in Revelation v2.0.0+ for all the exploration players.

Whether you want to build in a cave and reach the end of progression in a week, or build complex bases loaded with tech and magic infrastructure all while armoring up to take on the bosses in Twilight Forest, then Revelation is the perfect modpack for you.

More info about the pack can be found here

Mods

- Actually Additions (by Ellpeck)
- Actually Baubles (by Jacky1356400)
- AE2 Wireless Terminal Library (by TheRealp455w0rd)
- Akashic Tome (by Vazkii)
- AppleSkin (by squeek502)
- Applied Energistics 2 (by AlgorithmX2)
- ArchitectureCraft - ElytraDev Version (by darkevilmac)
- Aroma1997Core (by Aroma1997)
- Aroma1997s Dimensional World (by Aroma1997)
- Astral Sorcery (by HellFirePvP)
- AutoRegLib (by Vazkii)
- Bad Wither No Cookie - Reloaded (by kreezxil)
- B.A.S.E (by lanse505)
- Baubles (by azanor)
- BdLib (by bdew)
- Bed Patch (by Mordenkainen3141)
- Better Advancements (by Way2muchnoise)
- Better Builder's Wands (by Portablejim)
- BiblioCraft (by JDSinclair)
- Binnie's Mods (by Binnie567)
- Blockcraftery (by epicsquid319)
- Blood Magic (by WayofTime)
- Bookshelf (by Darkhax)
- Botania (by Vazkii)
- Brandon's Core (by brandon3055)
- Career Bees (by RWTema)

- Chameleon (by jaquadro)
- Chest Transporter (by CubeX2)
- Chisel (by tterrag1098)
- Chisels & Bits (by AlgorithmX2)
- Clumps (by jaredlll08)
- CodeChicken Lib 1.8.+ (by covers1624)
- CoFH Core (by TeamCoFH)
- CoFH World (by TeamCoFH)
- Compacter (by bdew)
- Compact Machines (by Davenonymous)
- Compact Solars (by progwml6)
- Construct's Armory (by theillusivec4)
- Controlling (by jaredlll08)
- Cooking for Blockheads (by BlayTheNinth)
- CraftTweaker (by jaredlll08)
- ConnectedTexturesMod (by tterrag1098)
- Custom Main Menu (by lumien231)
- /dank/null (by TheRealp455w0rd)
- Dark Utilities (by Darkhax)
- Deep Resonance (by McJty)
- Default Options (by BlayTheNinth)
- Diet Hoppers (by RWTema)
- Dirt2Path (by marwat208)
- Draconic Evolution (by brandon3055)
- ElecCore (by Elec332)
- Embers Rekindled (by BordListian)
- EnderCore (by tterrag1098)
- Ender IO (by CrazyPants_MC)
- Ender Storage 1.8.+ (by covers1624)
- Engineers Workshop Reborn (by modmuss50)
- Engineer's Doors (by Nihiltres)
- Environmental Tech (by ValkyrieofNight)
- ET Lunar [Environmental Tech Addon] (by ValkyrieofNight)
- Exchangers (by Jacky1356400)
- ExtraCells2 (by Destroyer7128)
- Extra Rails (by shadowfactsmc)

- Extra Utilities (by RWTema)
- Extreme Reactors (by ZeroNoRyouki)
- FastWorkbench (by Shadows_of_Fire)
- Fence Jumper (by TheRealp455w0rd)
- Flat Colored Blocks (by AlgorithmX2)
- Flux Networks (by Ollie_Lansdell)
- FoamFix for Minecraft (by asiekierka)
- Forestry (by SirSengir)
- Shadowfacts' Forgelin (by shadowfactsmc)
- Forge MultiPart CBE (by covers1624)
- FTB Guides (by LatvianModder)
- FTB Library (by FTB)
- FTB Utilities (by FTB)
- Gendustry (by bdew)
- Guide-API (by TehNut)
- SimpleHarvest (by TehNut)
- Immersive Engineering (by BluSunrize)
- Immersive Petroleum (by theFlaxbeard)
- Industrial Craft (by Player)
- Industrial Foregoing (by Buuz135)
- Industrial Wires (by malte0811)
- Initial Inventory (by jaredlll08)
- Integration Foregoing (by Jacky1356400)
- Inventory Tweaks (by Kobata)
- Iron Backpacks (by gr8pefish)
- Iron Chests (by progwml6)
- Just Enough HarvestCraft (JEHC) (by mrAppleXZ)
- JEI Bees (by bdew)
- JEI Integration (by SnowShock35)
- Just Enough Items (JEI) (by mezz)
- JourneyMap (by techbrew)
- Just Enough Resources (JER) (by Way2muchnoise)
- KleeSlabs (by BlayTheNinth)
- LetsEncryptCraft (by CloudyPSP)
- Long Fall Boots (by NanoHeart)
- The Lost Cities (by McJty)

- Magic Bees (by MysteriousAges)
- Mantle (by mDiyo)
- McJtyLib (by McJty)
- MCMultiPart (by amadornes)
- MineTogether (by Creeperhost)
- Mod Name Tooltip (by mezz)
- ModTweaker (by jaredlll08)
- More Overlays (by feldim2425)
- Morph-o-Tool (by Vazkii)
- Morpheus (by Quetzi)
- Mouse Tweaks (by YaLTeR97)
- MrTJPCore (by Mr_TJP)
- MTLib (by jaredlll08)
- MysticalLib (by epicsquid319)
- Natura (by mDiyo)
- Nature's Compass (by ChaosTheDude)
- NetherPortalFix (by BlayTheNinth)
- xNICEx (by McJty)
- NotEnoughIDs (by fewizz)
- Not Enough Wands (by romelo333)
- OpenBlocks (by OpenMods)
- OpenComputers (by SangarWasTaken)
- OpenModsLib (by OpenMods)
- p455w0rd's Library (by TheRealp455w0rd)
- Pam's HarvestCraft (by MatrexsVigil)
- Placebo (by Shadows_of_Fire)
- Platforms (by ShetiPhian)
- Project Red - Base (by Mr_TJP)
- Project Red - Fabrication (by Mr_TJP)
- Project Red - Integration (by Mr_TJP)
- Project Red - Lighting (by Mr_TJP)
- Project Red - Mechanical (by Mr_TJP)
- Project Red - World (by Mr_TJP)
- Quark (by Vazkii)
- Quick Leaf Decay (by lumien231)
- Ranged Pumps (by raoulvdberge)

- ReAuth (by TechnicianLP)
- Reborn Core (by modmuss50)
- Reborn Storage (by modmuss50)
- Redstone Arsenal (by TeamCoFH)
- Redstone Flux (by TeamCoFH)
- Refined Storage (by raoulvdberge)
- Refined Storage Addons (by raoulvdberge)
- Reliquary v1.3 (by P3pp3rF1y)
- Resource Loader (by lumien231)
- RFTools (by McJty)
- RFTools Control (by McJty)
- RFTools Power (by McJty)
- Roots (by epicsquid319)
- Rustic (by mangoose3039)
- SecretRoomsMod (by AbrarSyed)
- ShadowMC (by shadowfactsmc)
- ShetiPhianCore (by ShetiPhian)
- Signals (by MineMaarten)
- Simple Void World (by modmuss50)
- Simply Jetpacks 2 (by Tomson124)
- Snad (by TheRoBrit)
- Sonar Core (by Ollie_Lansdell)
- Soot (by BordListian)
- Soul Shards: The Old Ways (by SgtPunishment)
- SplashAnimation (by asiekierka)
- Steve's Carts Reborn (by modmuss50)
- Storage Drawers (by jaquadro)
- Storage Drawers Extras (by jaquadro)
- Tinkers Construct (by mDiyo)
- Tesla Core Lib (by Face_of_Cat)
- Thaumcraft (by azanor)
- Thaumic Inventory Scanning (Thaumcraft Addon) (by BlayTheNinth)
- Thaumic JEI (by Buuz135)
- The One Probe (by McJty)
- Thermal Cultivation (by TeamCoFH)
- Thermal Dynamics (by TeamCoFH)

- Thermal Expansion (by TeamCoFH)

- Thermal Foundation (by TeamCoFH)

- Thermal Innovation (by TeamCoFH)

- ThutCore (by patnevis)

- Thut's Elevators (by patnevis)

- Tinkers' Tool Leveling (by bonusboni)

- TipTheScales (by jaredlll08)

- TOP Addons (by DrManganese)

- TorchMaster (by xalcon)

- Translocators 1.8.+ (by covers1624)

- Traverse (by ProfessorProspector)

- The Twilight Forest (by Benimatic)

- UniDict (by WanionCane)

- ValkyrieLib (by ValkyrieofNight)

- WanionLib (by WanionCane)

- Waystones (by BlayTheNinth)

- Wireless Crafting Terminal (by TheRealp455w0rd)

- Woot (by Ipsis)

- XNet (by McJty)

- Xtones (by TehNut)

- YABBA (by LatvianModder)

- ZeroCore (by ZeroNoRyouki)

5.4.6 SevTech Ages

Concept

SevTech: Ages is a massive modpack packed with content and progression. This pack focuses on providing the player a long term progression experience with purpose. SevTech introduces a number of mechanics never before done such as: hiding ore until unlocked, dynamically hidden items and recipes based on progress, new mobs appear as you progress further and much more! The modpack uses the vanilla advancement system to guide the player along while still allowing an open, sandbox experience. As you progress through the hundreds of custom advancements you will unlock new "ages" which will show you new mods to work through.

SevTech aims to introduce many mods not frequently used while altering some more widely known mods. The pack also features a ton of custom mods for the best player experience.

You'll start your first world with nothing. No map or HWYLA and only a handful of items and recipes. As you progress, you will unlock those features, thousands of items and blocks, and much more. Your goal is to follow through the advancement system from the stone age all the way into space!

Mods

- B.A.S.E (by lanse505)
- BuildCraft|Builders (by CovertJaguar)
- Aroma1997Core (by Aroma1997)
- ArmoreableMobs (by Buuz135)
- Baubles (by azanor)
- BuildCraft|Factory (by CovertJaguar)
- Blood Magic (by WayofTime)
- Bookshelf (by Darkhax)
- Better Foliage (by octarine_noise)
- Bedrock B Gone (by Karjah2)
- AutoRegLib (by Vazkii)
- BNBGamingLib (by BloodNBonesGaming)
- Better Advancements (by Way2muchnoise)
- Applied Energistics 2 (by AlgorithmX2)
- AppleCore (by squeek502)
- AromaBackup (by Aroma1997)
- Astikoor [Horse Carts] (by MennoMax)
- BuildCraft|Core (by CovertJaguar)
- AppleSkin (by squeek502)
- Bonsai Trees (by Davenonymous)
- Antique Atlas (by Hunternif)
- Animalium (by Vadis365)
- BetterFps (by Guichaguri)
- Advanced Mortars (by codetaylor)
- Better With Addons (by BordListian)
- BiblioCraft (by JDSinclair)
- Better With Mods (by BeetoGuy)
- Actually Baubles (by Jacky1356400)
- Better Builder's Wands (by Portablejim)
- BuildCraft|Robotics (by CovertJaguar)
- BnBGamingCore (by BloodNBonesGaming)
- BuildCraft|Silicon (by CovertJaguar)
- Astral Sorcery (by HellFirePvP)
- BdLib (by bdew)
- Actually Additions (by Ellpeck)

- BuildCraft|Transport (by CovertJaguar)
- Farming for Blockheads (by BlayTheNinth)
- Despawning Spawners (by Buuz135)
- Chameleon (by jaquadro)
- JourneyMap (by techbrew)
- Quick Leaf Decay (by lumien231)
- Mystical Agradditions (by BlakeBr0)
- MultiBlock Stages (by SkySomm)
- Fat Cat (by Vadis365)
- Clumps (by jaredlll08)
- Refined Storage Addons (by raoulvdberge)
- MTLib (by jaredlll08)
- Cyclic (by Lothrazar)
- Mantle (by mDiyo)
- Redstone Flux (by TeamCoFH)
- Refined Storage (by raoulvdberge)
- Tinkers' Tool Leveling (by bonusboni)
- Player API (by Divisor82)
- Reborn Storage (by modmuss50)
- Gobble Core (by turkey2349)
- Mundane Redstone Ore (by svennieke)
- Immersive Petroleum (by theFlaxbeard)
- SwingThroughGrass (by exidex)
- Forge MultiPart CBE (by covers1624)
- PrimalChests (by jaredlll08)
- Chisel (by tterrag1098)
- Simply Arrows (by Darkhax)
- Yoyos (by Raven2396)
- Immersive Engineering (by BluSunrize)
- ValkyrieLib (by ValkyrieofNight)
- Prestige (by jaredlll08)
- Natura (by mDiyo)
- Modular Machinery (by HellFirePvP)
- Reborn Core (by modmuss50)
- AutoRun (by mysticdrew)
- MystAgrad Cloche Compat (by NicJames2378)

- Hunting Dimension (by Darkhax)
- Placebo (by Shadows_of_Fire)
- AbyssalCraft Integration (by Shinoow)
- CodeChicken Lib 1.8.+ (by covers1624)
- Enchantment Descriptions (by Darkhax)
- CraftTweaker (by jaredlll08)
- Industrial Foregoing (by Buuz135)
- Galacticraft Tweaker (by MJRLegends)
- Neat (by Vazkii)
- Informational Accessories (by Darkhax)
- Item Stages (by Darkhax)
- SevTweaks (by artdude543)
- Iron Jetpacks (by BlakeBr0)
- Stuff A Sock In It (by Darkhax)
- Thirsty Bottles (by Darkhax)
- FastWorkbench (by Shadows_of_Fire)
- Common Capabilities (by kroeser)
- Dung Pipe (by BordListian)
- Translocators 1.8.+ (by covers1624)
- Power Adapters (by Darkhax)
- Guide-API (by TehNut)
- Cucumber Library (by BlakeBr0)
- Simple Storage Network (by Lothrazar)
- Not Enough Items 1.8.+ (by covers1624)
- Just Enough Petroleum (by BordListian)
- YNot (by asiekierka)
- Totemic (by ljfa)
- Waddles (by Girafi)
- Uppers (by Vadis365)
- MJRLegends Lib (by MJRLegends)
- Overloaded (by cjm721)
- Shadowfacts' Forgelin (by shadowfactsmc)
- MPUtils (by GenDeathrow)
- Just A Raft Mod (by mrbysco)
- FoamFix for Minecraft (by asiekierka)
- Chisels & Bits (by AlgorithmX2)

- TipTheScales (by jaredlll08)
- Chargers (by Gory_Moon)
- SimpleHarvest (by TehNut)
- OpenBlocks Elevator (by VsnGamer)
- Mo' Bends (by iwoplaza)
- [ANGRY PIXEL] The Betweenlands (by MrCompost)
- Mystical Agriculture (by BlakeBr0)
- Ore Excavation Integration (by BloodWorkXGaming)
- Inventory Tweaks (by Kobata)
- Recipe Stages (by jaredlll08)
- Dimensional Control (by BloodNBonesGaming)
- XNet (by McJty)
- Immersive Tech (by ferroo2000)
- Water Strainer (by Rubironi)
- Magma Monsters (by Kashdeya)
- Rustic (by mangoose3039)
- Together Forever (by Buuz135)
- Game Stages (by Darkhax)
- Pickle Tweaks (by BlakeBr0)
- Improved Backpacks (by DreenDex)
- Streams (by delvr)
- ReAuth (by TechnicianLP)
- Morpheus (by Quetzi)
- Primal Tech (by Vadis365)
- Mob Stages (by Darkhax)
- JourneyMapStages (by Darkhax)
- JustTheTips (by deflatedpickle)
- Progression Tweaks (by turkey2349)
- Immersive Craft (by McJty)
- AbyssalCraft (by Shinoow)
- Ender Utilities (by masa_)
- ConnectedTexturesMod (by tterrag1098)
- Advanced Generators (by bdew)
- QuantumStorage (by Gigabit1011)
- Player Skin Mob (by GenDeathrow)
- IvToolkit (by Ivorforce)

- Ceramics (by KnightMiner)
- The Beneath (by Shinoow)
- Waila Stages (by Darkhax)
- Spartan Shields (by ObliviousSpartan)
- Mercurius (by TamasHenning)
- Wopper (by Ellpeck)
- Construct's Armory (by theillusivec4)
- Iron Chests (by progwml6)
- Recurrent Complex (by Ivorforce)
- Environmental Tech (by ValkyrieofNight)
- Quark (by Vazkii)
- ExtraPlanets (by MJRLegends)
- NetherEx (by LogicTechCorp)
- Controlling (by jaredlll08)
- Ore Excavation (by Funwayguy)
- Ore Stages (by Darkhax)
- The Weirding Gadget (by AtomicBlom)
- Wither Skeleton Tweaks (by Shadows_of_Fire)
- CraftStudio API (by ZeAmateis)
- Mekanism (by aidancbrady)
- Dimension Stages (by Darkhax)
- Tinkers' Complement (by KnightMiner)
- Dark Utilities (by Darkhax)
- Cooking for Blockheads (by BlayTheNinth)
- Fancy Block Particles (by TominoCZ)
- RFTools (by McJty)
- Road Runner (by Thretcha)
- PneumaticCraft: Repressurized (by desht)
- Wawla - What Are We Looking At (by Darkhax)
- Inductive Logistics (by CD4017BE)
- McJtyLib (by McJty)
- Triumph (by BloodNBonesGaming)
- Mob Grinding Utils (by Vadis365)
- Tinkers Construct (by mDiyo)
- PrimalCore (by An_Sar)
- Modular Routers (by desht)

- Integrated Dynamics (by kroeser)
- RFTools Control (by McJty)
- Tesla Core Lib (by Face_of_Cat)
- Tumbleweed (by konwboj)
- "To the Bat Poles!" (by EnderLanky)
- Toast Control (by Shadows_of_Fire)
- TinkerStages (by Darkhax)
- Tomb Many Graves 2 (by M4thG33k)
- Compact Machines (by Davenonymous)
- Geolosys (by oitsjustjose)
- Just a Few Fish (by Tmtravlr)
- Caliper (by Darkhax)
- LootTableTweaker (by Darkhax)
- Steve's Carts Reborn (by modmuss50)
- Client Tweaks (by BlayTheNinth)
- Iron Backpacks (by gr8pefish)
- EmberRoot Zoo (by Lothrazar)
- Horse Power (by Gory_Moon)
- Villager Trade Tables (by csb987)
- Nature's Compass (by ChaosTheDude)
- Default Options (by BlayTheNinth)
- Ranged Pumps (by raoulvdberge)
- Water Control Extreme (by HRZNStudio)
- Ender Storage 1.8.+ (by covers1624)
- Smooth Font (by bre2el)
- TallGates (by Gory_Moon)
- Hwyla (by TehNut)
- ContentTweaker (by jaredlll08)
- Traverse (by ProfessorProspector)
- Coloured Tooltips (by Darkhax)
- ModTweaker (by jaredlll08)
- Simple Generators (by ValkyrieofNight)
- Scannable (by SangarWasTaken)
- Ocean Floor - Clay Sand and Dirt (by Lothrazar)
- Super Sound Muffler (by Edgar_Allen)
- KleeSlabs (by BlayTheNinth)

- Cyclops Core (by kroeser)
- Mo' Villages (by The_WeatherPony)
- In Control! (by McJty)
- FindMe (by Buuz135)
- WanionLib (by WanionCane)
- Mouse Tweaks (by YaLTeR97)
- Just Enough Items (JEI) (by mezz)
- Resource Loader (by lumien231)
- ViesCraft - Airships! (by Viesis_Gaming)
- Farseek (by delvr)
- A Block of Charcoal (by turkey2349)
- No Worldgen 5 You (by Darkhax)
- The Twilight Forest (by Benimatic)
- Wild Crops (by kormic911)
- Ore Prospectors (by Lothrazar)
- Storage Drawers (by jaquadro)
- Ferdinand's Flowers (by c0_0ry)
- MPUtils Basic Tools (by GenDeathrow)
- Ultimate Car Mod (by EuhDawson)
- Extended Crafting (by BlakeBr0)
- Trumpet Skeleton (by JamiesWhiteShirt)
- SpatialCompat (by MrDj200)
- Carry On (by Tschipp)
- CD4017BE Library (by CD4017BE)
- No Recipe Book (by Seneschal_Luwin)
- Custom Main Menu (by lumien231)
- Realistic Item Drops (by Funwayguy)
- Death Compass (by Vadis365)

5.4.7 FTB Sky Adventures

Concept

FTB Sky Adventures is a large 1.12 modpack with a mix of tech and magic mods using a new questing system, FTB Quests. This pack is centered around Project-E for resource gathering after acquiring your raw resources with Ex Nihilo in early game. Quests are not forced progression so the route you take is up to you.

For the first time in a FTB pack we focus on fun, fast progression if the player chooses to. Get loads of resources and blocks quickly to build the ultimate sky block base. Dive deep into the tech and magic trees of all mods, and even explore bee breeding! Trust me, it pays well!

Rewards are handed out in the form of in game money, save up your cash to buy unique and helpful items from the reward store found in the last chapter of the quest book. You also have the chance of getting rewards that could change the way you progress! *Note this is not real money, just in game currency that has no use outside of this modpack. Quests are completely optional and end game can be reached without even opening the quest book if the player so desires*

Mods

- Actually Additions (by Ellpeck)
- Actually Baubles (by Jacky1356400)
- AE2 Wireless Terminal Library (by TheRealp455w0rd)
- Akashic Tome (by Vazkii)
- AppleSkin (by squeek502)
- Applied Energistics 2 (by AlgorithmX2)
- ArchitectureCraft - ElytraDev Version (by darkevilmac)
- AutoRegLib (by Vazkii)
- Bad Wither No Cookie - Reloaded (by kreezxil)
- Baubles (by azanor)
- BdLib (by bdew)
- Bed Patch (by Mordenkainen3141)
- Better Advancements (by Way2muchnoise)
- Better Builder's Wands (by Portablejim)
- BiblioCraft (by JDSinclair)
- Binnie's Mods (by Binnie567)
- Blockcraftery (by epicsquid319)
- Blood Magic (by WayofTime)
- Bookshelf (by Darkhax)
- Botania (by Vazkii)
- Brandon's Core (by brandon3055)
- Building Gadgets (by direwolf20)
- Career Bees (by RWTema)
- Chameleon (by jaquadro)
- Chest Transporter (by CubeX2)
- Chickens (by SetyCz)
- Chisel (by tterrag1098)
- Chisels & Bits (by AlgorithmX2)
- Clumps (by jaredlll08)
- CodeChicken Lib 1.8.+ (by covers1624)

- CoFH Core (by TeamCoFH)
- CoFH World (by TeamCoFH)
- Compacter (by bdew)
- Compact Solars (by progwml6)
- Controlling (by jaredlll08)
- Cooking for Blockheads (by BlayTheNinth)
- Crafting Tweaks (by BlayTheNinth)
- CraftTweaker (by jaredlll08)
- ConnectedTexturesMod (by tterrag1098)
- Good Ol' Currency (by BeardlessBrady)
- Custom Main Menu (by lumien231)
- Dark Utilities (by Darkhax)
- Default Options (by BlayTheNinth)
- Diet Hoppers (by RWTema)
- Dirt2Path (by marwat208)
- Draconic Evolution (by brandon3055)
- ElecCore (by Elec332)
- EnderCore (by tterrag1098)
- Ender IO (by CrazyPants_MC)
- Ender Storage 1.8.+ (by covers1624)
- Engineer's Doors (by Nihiltres)
- Environmental Tech (by ValkyrieofNight)
- ET Lunar [Environmental Tech Addon] (by ValkyrieofNight)
- Exchangers (by Jacky1356400)
- Ex Nihilo: Creatio (by BloodWorkXGaming)
- Extra Utilities (by RWTema)
- Extreme Reactors (by ZeroNoRyouki)
- FastWorkbench (by Shadows_of_Fire)
- Flat Colored Blocks (by AlgorithmX2)
- Flux Networks (by Ollie_Lansdell)
- FoamFix for Minecraft (by asiekierka)
- Forestry (by SirSengir)
- Shadowfacts' Forgelin (by shadowfactsmc)
- Forge MultiPart CBE (by covers1624)
- FTB Guides (by LatvianModder)
- FTB Library (by FTB)

- FTB Quests (by LatvianModder)
- FTB Utilities (by FTB)
- Gendustry (by bdew)
- Guide-API (by TehNut)
- SimpleHarvest (by TehNut)
- Hatchery (by GenDeathrow)
- Immersive Engineering (by BluSunrize)
- Industrial Craft (by Player)
- Industrial Foregoing (by Buuz135)
- Industrial Wires (by malte0811)
- Initial Inventory (by jaredlll08)
- Inventory Tweaks (by Kobata)
- Iron Chests (by progwml6)
- JEI Bees (by bdew)
- JEI Integration (by SnowShock35)
- Just Enough Items (JEI) (by mezz)
- KleeSlabs (by BlayTheNinth)
- LetsEncryptCraft (by CloudyPSP)
- Long Fall Boots (by NanoHeart)
- LootBags (by Malorolam)
- LootTweaker (by Daomephsta)
- Magic Bees (by MysteriousAges)
- Mantle (by mDiyo)
- McJtyLib (by McJty)
- MCMultiPart (by amadornes)
- MineTogether (by Creeperhost)
- Mod Name Tooltip (by mezz)
- ModTweaker (by jaredlll08)
- More Chickens (by GenDeathrow)
- More Overlays (by feldim2425)
- Morph-o-Tool (by Vazkii)
- Morpheus (by Quetzi)
- Mouse Tweaks (by YaLTeR97)
- MrTJPCore (by Mr_TJP)
- MTLib (by jaredlll08)
- MysticalLib (by epicsquid319)

- Nature's Compass (by ChaosTheDude)
- NetherPortalFix (by BlayTheNinth)
- No Mob Spawning on Trees (by oldjunyi)
- Not Enough Wands (by romelo333)
- OpenBlocks (by OpenMods)
- OpenModsLib (by OpenMods)
- Ore Excavation (by Funwayguy)
- p455w0rd's Library (by TheRealp455w0rd)
- Placebo (by Shadows_of_Fire)
- ProjectE (by sinkillerj)
- Project Red - Base (by Mr_TJP)
- Project Red - Fabrication (by Mr_TJP)
- Project Red - Integration (by Mr_TJP)
- Project Red - Lighting (by Mr_TJP)
- Project Red - Mechanical (by Mr_TJP)
- Project Red - World (by Mr_TJP)
- QuantumStorage (by Gigabit1011)
- ReAuth (by TechnicianLP)
- Reborn Core (by modmuss50)
- Reborn Storage (by modmuss50)
- Redstone Arsenal (by TeamCoFH)
- Redstone Flux (by TeamCoFH)
- Refined Storage (by raoulvdberge)
- Refined Storage Addons (by raoulvdberge)
- Resource Loader (by lumien231)
- RFTools (by McJty)
- RFTools Control (by McJty)
- RFTools Power (by McJty)
- Roost (by timrwood)
- Simply Jetpacks 2 (by Tomson124)
- Smooth Font (by bre2el)
- Snad (by TheRoBrit)
- Sonar Core (by Ollie_Lansdell)
- SplashAnimation (by asiekierka)
- Steve's Carts Reborn (by modmuss50)
- Storage Drawers (by jaquadro)

- Storage Drawers Extras (by jaquadro)

- Tinkers Construct (by mDiyo)

- Team Islands (by LatvianModder)

- Tesla Core Lib (by Face_of_Cat)

- Thaumcraft (by azanor)

- Thaumic Inventory Scanning (Thaumcraft Addon) (by BlayTheNinth)

- Thaumic JEI (by Buuz135)

- The One Probe (by McJty)

- Thermal Cultivation (by TeamCoFH)

- Thermal Dynamics (by TeamCoFH)

- Thermal Expansion (by TeamCoFH)

- Thermal Foundation (by TeamCoFH)

- Thermal Innovation (by TeamCoFH)

- Tinkers' Tool Leveling (by bonusboni)

- TipTheScales (by jaredlll08)

- Toast Control (by Shadows_of_Fire)

- TOP Addons (by DrManganese)

- TorchMaster (by xalcon)

- Twerk Sim 2K16 (by Funwayguy)

- UniDict (by WanionCane)

- ValkyrieLib (by ValkyrieofNight)

- WanionLib (by WanionCane)

- Wireless Crafting Terminal (by TheRealp455w0rd)

- Woot (by Ipsis)

- Xaero's Minimap (by xaero96)

- XNet (by McJty)

- YABBA (by LatvianModder)

- YUNoMakeGoodMap (by LexManos)

- ZeroCore (by ZeroNoRyouki)

5.4.8 SkyFactory 4

Concept

Back again for more modded skyblock fun! SkyFactory 4 offers a brand-new experience never before seen in the series. Full automation, tech, magic, and bacon resources! This iteration offers over 30+ world types so you can play the pack like never before! While some world types are based on the classic tree on dirt others are designed with unique recipes and advancements.

Gaining Prestige with Cachet

Skyfactory 4 includes a point gathering system called "Prestige Points." Prestige is seen in Skyfactory 4 normally by the use of the parabox mod. As this mod is not server friendly, we have disabled the mod for the most part. With the help of MyM's own Matryoshika, we have developed a plugin to gain prestige passively.

Every time you complete a tab, you get a point. Once you complete one advancements tab you will start earning one prestige point per tab per hour.

- 1 Tab Completed: 1 Prestige point per hour.

- 2 Tabs Completed: 2 Prestige points per hour.

Note: You can use the in-game command /cachet to check time

And so on, these points can then be used to unlock mods such as Mystical Agriculture, Flux Networks, etc. These can be unlocked by using the keybinding for the prestige tab (default "p") and clicking on the stage you wish to unlock.

For example, you will see something that looks like this:

Mods

- Advancement Book (by ParkerMC)

- AE2 Stuff (by bdew)

- Animal Crops (by KnightMiner)

- Apotheosis (by Shadows_of_Fire)

- AppleCore (by squeek502)

- AppleSkin (by squeek)

- Applied Energistics 2 (by AlgorithX2)

- Aroma1997Core (by Aroma1997, Schillaa)

- AromaBackup (by Aroma1997)

- Astral Sorcery (by HellFirePvP,wiiv)

- Barrels, Drums, Storage & More (by Funwayguy,Darkosto)

- B.A.S.E (by SkySom,Lanse505,Jared,EwyBoy)

- Baubles (by Azanor)

- BD Lib (by bdew)

- Bed Patch (by Mordenkainen3141)

- Better Advancements (by way2muchnoise)

- Bibliocraft (by Joseph 'Nuchaz' Sinclair)

- BnBGamingCore (by BloodNBonesGaming,superckl,Blargerist)

- BnBGamingLib (by Blargerist, superckl)

- Bonsai Trees (by Davenonymous)
- Bookshelf (by darkhax,lclc98)
- bouncy_creepers (by vadis365)
- Building Gadgets (by Direwolf20)
- Caliper (by Darkhax)
- Calm Down Zombie Guy (by Blargerist)
- Carry On (by Tschipp, Purplicious_Cow, cy4n)
- Ceramics (by KnightMiner)
- Chargers (by Gory_Moon)
- ChineseWorkshop (by CityOfSkyTCD,Snownee)
- Chisel (by tterrag,Drullkus,minecreatr)
- Chisels & Bits (by AlgorithX2)
- Click Machine (by Shadows_of_Fire)
- Client Tweaks (by BlayTheNinth)
- Clumps (by Jaredlll08)
- CodeChickenLib (by ChickenBones,covers1624)
- CoFH Core (by TeamCoFH)
- CoFH World (by TeamCoFH)
- Colored Tooltips (by Darkhax)
- CommonCapabilities (by rubensworks (aka kroeserr))
- Compact Machines 3 (by Davenonymous)
- CompactStorage (by tattyseal)
- ComPatchedStorage (by Shadows_of_Fire)
- Construct's Armory (by C4)
- ContentTweaker (by SkySom)
- Controlling (by Jaredlll08)
- Cooking for Blockheads (by BlayTheNinth)
- CraftTweaker2 (by StanHebben,Jaredlll08)
- CTM (by tterrag,Drullkus,minecreatr)
- Cucumber Library (by BlakeBr0)
- Culinary Construct (by C4)
- Custom Main Menu (by limien)
- Cyclic (by Lothrazar)
- Cyclops Core (by rubensworks (aka kroeserr),immortaleeb (aka _EeB_))
- Dark Utilities (by Darkhax)
- Deep Mob Learning (by xt9 (IterationFunk))

- Default Options (by BlayTheNinth)
- Dimension Stages (by Darkhax)
- PlaneFix (by Shadows_of_Fire)
- Elevator Mod (by VsnGamer)
- Enchantment Descriptions (by Darkhax)
- EnderCore (by tterrag,CrazyPants,HenryLoenwind)
- Ender Crop (by DrManganese)
- EnderStorage (by ChickenBones, covers1624)
- Ender Utilities (by masa)
- Extended Crafting (by BlakeBr0)
- Extra Cells 2 (by M3gaFr3ak,DrummerMC)
- Fancy Block Particles (by TominoCZ)
- Farming for Blockheads (by BlayTheNinth)
- FastFurnace (by Shadows_of_Fire)
- FastWorkbench (by Shadows_of_Fire)
- Fence Overhaul (by The_WeatherPony)
- FindMe (by Buuz135)
- Flux Networks (by Ollie Lansdell)
- FoamFix (by asiekierka)
- Shadowfacts' Forgelin (by shadowfacts)
- Forge Multipart CBE (by ChickenBones)
- Forgiving Void (by BlayTheNinth)
- Game Stages (by Darkhax)
- Guide-API (by Tombenpotter,TehNut)
- Headcrumbs (by ganymedes01,Turkey2349)
- Horse Power (by Gory_Moon)
- Hunting Dimension (by Darkhax)
- Hurt Animation Remover (by Blargerist)
- Waila (by ProfMobius,TehNut)
- HydroGel (by DigitalFeonix)
- PigUtils (by iChun)
- InControl (by McJty)
- Industrial Foregoing (by Buuz135)
- Inspirations (by KnightMiner)
- Integrated Dynamics (by rubensworks (aka kroeserr))
- Integrated Tunnels (by rubensworks (aka kroeserr))

- Simple Inventory sorting (by cpw)
- Iron Jetpacks (by BlakeBr0)
- Item Stages (by Darkhax)
- Just Enough Items (by mezz)
- JourneyMap (by techbrew,mysticdrew)
- KleeStabs (by BlayTheNinth)
- Limitless Structure Blocks (by Blargerist)
- Loading Screens (by Blargerist)
- The Lost Cities (by McJty)
- MalisisCore (by Ordinastie,PaleoCrafter,AlmuraDev)
- MalisisDoors (by Ordinastie)
- Mantle (by boni,progWML6,Alexbegt)
- MatterOverdrive: Legacy   Edition   (by   Horizon   Studio,Coded,Buuz135,Simeon   Radi-
  voev,Shadowfacts,Dev_Osmium)
- McJtyLib (by McJty)
- MCMultiPart (by amadornes)
- Mekanism (by aidancbrady,thommy101,thiakil,pupnewfster,dizzyd)
- Mekanism: Generators (by aidancbrady,thommy101,thiakil,pupnewfster,dizzyd)
- Mercurius (by TamasHenning,LexManos)
- mob_grinding_utils (by vadis365)
- Mob Stages (by Darkhax)
- Mod Tweaker (by Jaredlll08)
- More Cauldrons (by Mrbysco)
- More Buckets (by BlakeBr0)
- MoreOverlays (by feldim2425)
- Morpheus (by Quetzi)
- Mouse Tweaks (by YaLTeR)
- ModPack Basic Tools (by GenDeathrow)
- ModPack Utilities (by GenDeathrow,Darkosto)
- MTLib (by Jaredlll08)
- Mystcraft (by XCompWiz)
- Mystical Agradditions (by BlakeBr0)
- Mystical Agriculture (by BlakeBr0)
- Neat (by Vazkii)
- NuclearCraft (by tomdodd4598)
- OpenComputers Xnet Driver (by Davenonymous)

- OG Dragon+ (by GenDeathrow)
- OpenComputers (by Sangar,Vexatos,payonel,magik6k,Lord Joda,Github Contributors)
- OreExcavation (Funwayguy,Darkosto)
- Parabox (by Shadows_of_Fire,Darkhax)
- Patchouli (by Vazkii)
- Pickle Tweaks (by BlakeBr0)
- Pipe Master 2000 (by Davenonymous)
- Placebo (by Shadows_of_Fire)
- PlaneFix (by Shadows_of_Fire)
- PortalGun (by iChun)
- Practical Logistics 2 (by Ollie Lansdell)
- Prestige (by Darkhax,Jaredlll08)
- Primitive Crafting (by Tschipp)
- ProjectE (by sinkillerj,Moze_Intel)
- Proportional Destruction Particles (by Phylogeny)
- Ranged Pumps (by Ranged Pumps contributors)
- Real Filing Cabinet (by bafomdad)
- ReAuth (by TechnicianLP)
- RecipeStages (by Jared)
- Redstone Flux (by Team CoFH)
- Resource Hogs (by Darkhax)
- Resource Loader (by lumien)
- RFTools Power (by McJty)
- Rustic (by the-realest-stu)
- Simple Generators (by ValkyrieofNight)
- Simple Storage Network (by MrRiegel,Lothrazar)
- Sky Bonsais (by Davenonymous)
- Sky Grid (by Funwayguy,Darkosto)
- sky_orchards (by vadis365)
- Slab Machines (by Mrbysco)
- SlimyBoyos (by Jared)
- Smooth Font (by bre2el)
- Snad (by TheRobBrit)
- SonarCore (by Ollie Lansdell)
- Squeezer Patch (by Shadows_of_Fire)
- Statues mod (by svennieke)

- SwingThroughGrass (by Exidex)
- Stuff A Sock In It (by Darkhax)
- Super Sound Muffler (by EdgarAllen)
- Surge (by Darkhax,Jaredlll08,lclc98)
- Sync (by iChun)
- TallGates (by Gory_Moon)
- Tinkers' Construct (by boni,KnightMiner)
- TelePastries (by Mrbysco)
- Tesla Core Lib (by Face_of_Cat)
- Thermal Dynamics (by Team CoFH)
- Thermal Foundation (by Team CoFH)
- Thermal Innovation (by Team CoFH)
- Tinkers' Complement (by KnightMiner)
- Tinkers Tool Levelling (by boni)
- Tiny Prograssions (by Kashdeya,Darkosto,GenDeathrow,ArclightTW)
- TipTheScales (by Jared)
- Toast Control (by Shadows_of_Fire)
- TogetherForever (by Buuz135)
- Corail Tombstone (by Corail)
- Topography (by Blargerist)
- TorchMaster (by xalcon)
- Translocators (by ChickenBones)
- Tree Growing Simulator 2016 (by tterrag,CaptainSwag101)
- Triumph (by Blargerist)
- The Twilight Forest (by Benimatic,AtomicBlom,Drullkus,Killer_Demon,quadraxis,Tamaized,williewillus)
- Twitchcrumbs (by BlayTheNinth)
- uppers (by badis365)
- Valkyrie Lib (by ValkyrieofNight)
- ViesCraft (by Vies)
- Waddles (by Girafi)
- Waila Stages (by Darkhax)
- Wall-Jump! (by genandnic)
- What Are We Looking At (by Darkhax)
- The Weirding Gadget (by AtomicBlom,Rorax)
- Wither Crumbs (by Turkey2349)
- World Book (by Jaredlll08)

- XC Patch (by Shadows_of_Fire)
- XL Food Mod (by mariot7)
- XNet (by McJty)
- YNot (by asie)
- Yoyos (by Jozufozu)
- ZenStages (by artdude543)

5.4.9 StoneBlock

Concept

This modpack is kinda like SkyBlock, except you don't start with a tree and you're surrounded by stone. It's a kitchen-sink modpack with lots of quests to help guide you in the start and to give the players goals to reach.

This is not a lightweight pack

Mods

- Mantle (by mDiyo)
- CXLibrary (by CubeX2)
- Chameleon (by jaquadro)
- Not Enough Wands (by romelo333)
- Snad (by TheRoBrit)
- EvilCraft (by kroeser)
- Client Tweaks (by BlayTheNinth)
- BdLib (by bdew)
- Exchangers (by Jacky1356400)
- Refined Storage Addons (by raoulvdberge)
- Clumps (by jaredlll08)
- p455w0rd's Library (by TheRealp455w0rd)
- ZeroCore (by ZeroNoRyouki)
- QuantumStorage (by Gigabit1011)
- CoFH World (by TeamCoFH)
- Integrated Dynamics (by kroeser)
- MTLib (by jaredlll08)
- ExtraCells2 (by Destroyer7128)
- AE2 Stuff (by bdew)
- Neat (by Vazkii)
- Simple Corn (by cleverpanda714)
- NetherPortalFix (by BlayTheNinth)

- Aroma1997Core (by Aroma1997)
- Redstone Flux (by TeamCoFH)
- iChunUtil (by iChun)
- xNICEx (by McJty)
- Ore Excavation (by Funwayguy)
- XNet (by McJty)
- Common Capabilities (by kroeser)
- ET Lunar [Environmental Tech Addon] (by ValkyrieofNight)
- KleeSlabs (by BlayTheNinth)
- Thermal Expansion (by TeamCoFH)
- Industrial Meat (by abused_master)
- Applied Energistics 2 (by AlgorithmX2)
- Baubles (by azanor)
- Ex Compressum (by BlayTheNinth)
- Tinkers' Tool Leveling (by bonusboni)
- Thermal Dynamics (by TeamCoFH)
- More Furnaces (by CubeX2)
- MMD OreSpawn (by jriwanek)
- Tesla Core Lib (by Face_of_Cat)
- SimpleHarvest (by TehNut)
- CoFH Core (by TeamCoFH)
- More Shearables (by Lellson)
- Wireless Crafting Terminal (by TheRealp455w0rd)
- Farming for Blockheads (by BlayTheNinth)
- McJtyLib (by McJty)
- Thermal Foundation (by TeamCoFH)
- GooglyEyes (by iChun)
- Fullscreen Windowed (Borderless) for Minecraft (by hancin)
- Mob Grinding Utils (by Vadis365)
- Morpheus (by Quetzi)
- Actually Additions (by Ellpeck)
- Ender Storage 1.8.+ (by covers1624)
- Cyclops Core (by kroeser)
- Thermal Cultivation (by TeamCoFH)
- Mystical Agriculture (by BlakeBr0)
- Mercurius (by TamasHenning)

- Natura (by mDiyo)
- Aroma1997s Dimensional World (by Aroma1997)
- Extra Utilities (by RWTema)
- Oreberries (by josephcsible)
- Controlling (by jaredlll08)
- Mod Name Tooltip (by mezz)
- Integrated Tunnels (by kroeser)
- MCMultiPart (by amadornes)
- AppleSkin (by squeek502)
- Chest Transporter (by CubeX2)
- RFTools Control (by McJty)
- Missing Pieces (by sboy205)
- Default Options (by BlayTheNinth)
- Just Enough HarvestCraft (JEHC) (by mrAppleXZ)
- Fast Leaf Decay (by Olafskii)
- Bad Wither No Cookie - Reloaded (by kreezxil)
- ValkyrieLib (by ValkyrieofNight)
- Iron Chests (by progwml6)
- BetterFps (by Guichaguri)
- Morph-o-Tool (by Vazkii)
- Pam's HarvestCraft (by MatrexsVigil)
- ReAuth (by TechnicianLP)
- CodeChicken Lib 1.8.+ (by covers1624)
- Draconic Evolution (by brandon3055)
- Ceramics (by KnightMiner)
- Flat Colored Blocks (by AlgorithmX2)
- Crafting Tweaks (by BlayTheNinth)
- Environmental Tech (by ValkyrieofNight)
- Twerk Sim 2K16 (by Funwayguy)
- Redstone Arsenal (by TeamCoFH)
- Hats (by iChun)
- EnergeticSheep (by kroeser)
- Extreme Reactors (by ZeroNoRyouki)
- RFTools Dimensions (by McJty)
- CraftTweaker (by jaredlll08)
- Compact Machines (by Davenonymous)

- Tinkers Construct (by mDiyo)
- Tiny Progressions (by Kashdeya)
- Solar Flux Reborn (by Zeitheron)
- Actually Baubles (by Jacky1356400)
- Pam's Simple Recipes (by MatrexsVigil)
- Chisel (by tterrag1098)
- Better Builder's Wands (by Portablejim)
- LLibrary (by iLexiconn)
- ComputerCraft (by dantwohundred)
- Better Than Llamas (by iChun)
- Ex Nihilo: Creatio (by BloodWorkXGaming)
- Industrial Craft (by Player)
- Xtones (by TehNut)
- Cooking for Blockheads (by BlayTheNinth)
- B.A.S.E (by lanse505)
- Compact Solars (by progwml6)
- Compacter (by bdew)
- Resource Loader (by lumien231)
- TorchMaster (by xalcon)
- Iron Backpacks (by gr8pefish)
- More Overlays (by feldim2425)
- Better Than Bunnies (by iChun)
- Colossal Chests (by kroeser)
- Long Fall Boots (by NanoHeart)
- More Chickens (by GenDeathrow)
- Inventory Sorter (by cpw11)
- Mouse Tweaks (by YaLTeR97)
- SlimyBoyos (by jaredlll08)
- Ducky Mod (by bdsoss)
- Comforts (by theillusivec4)
- LunatriusCore (by Lunatrius)
- InGame Info XML (by Lunatrius)
- Custom Main Menu (by lumien231)
- Woot (by Ipsis)
- Buildcraft (by CovertJaguar)
- Bonsai Trees (by Davenonymous)

- Mekanism Generators (by aidancbrady)
- Roost (by timrwood)
- Mekanism (by aidancbrady)
- Mekanism Tools (by aidancbrady)
- Mystical Agradditions (by BlakeBr0)
- Hwyla (by TehNut)
- Whoosh (by imba_knugel)
- LootBags (by Malorolam)
- Avaritia 1.1x (by brandon3055)
- Placebo (by Shadows_of_Fire)
- Toast Control (by Shadows_of_Fire)
- OpenModsLib (by OpenMods)
- OpenBlocks (by OpenMods)
- Wither Skeleton Tweaks (by Shadows_of_Fire)
- Hatchery (by GenDeathrow)
- RF Lux (by romelo333)
- Enderman Evolution (by TheRealp455w0rd)
- Simply Jetpacks 2 (by Tomson124)
- Better Questing - Standard Expansion (by Funwayguy)
- Better Questing Triggerer (by MrAmericanMike)
- Angel Ring To Bauble (by Portablejim)
- Void Island Control (by Bartz24)
- /dank/null (by TheRealp455w0rd)
- TESLA (by Darkhax)
- Chickens (by SetyCz)
- Forge MultiPart CBE (by covers1624)
- Translocators 1.8.+ (by covers1624)
- FoamFix for Minecraft (by asiekierka)
- EnderCore (by tterrag1098)
- Ender IO (by CrazyPants_MC)
- Chance Cubes (by turkey2349)
- WanionLib (by WanionCane)
- Immersive Engineering (by BluSunrize)
- CraftPresence (by cdagaming)
- No Recipe Book (by Seneschal_Luwin)
- OldJavaWarning (by Darkhax)

- UniDict (by WanionCane)
- Realistic Item Drops (by Funwayguy)
- Thermal Innovation (by TeamCoFH)
- World Primer (by masa_)
- JEI Bees (by bdew)
- CTMLib (by tterrag1098)
- Guide-API (by TehNut)
- ModTweaker (by jaredlll08)
- Random Things (by lumien231)
- Shear Madness (by AtomicBlom)
- Forestry (by SirSengir)
- Building Gadgets (by direwolf20)
- Featured Servers (by Jake_Evans)
- StoneBlock Utilities (by DAsh0t)
- Psi (by Vazkii)
- Industrial Foregoing (by Buuz135)
- Sonar Core (by Ollie_Lansdell)
- Integration Foregoing (by Jacky1356400)
- ConnectedTexturesMod (by tterrag1098)
- FTB Library (by FTB)
- FTB Utilities (by FTB)
- RFTools (by McJty)
- Storage Drawers (by jaquadro)
- Bookshelf (by Darkhax)
- Just Enough Items (JEI) (by mezz)
- Shadowfacts' Forgelin (by shadowfactsmc)
- Wawla - What Are We Looking At (by Darkhax)
- Better Questing (by Funwayguy)
- JustEnoughIDs (by Runemoro)
- RandomTweaks (by TheRandomLabs)
- Cyclic (by Lothrazar)
- Brandon's Core (by brandon3055)
- Steve's Carts Reborn (by modmuss50)
- PlusTiC (by Landmaster_phuong0429)
- JourneyMap (by techbrew)
- AttributeFix (by Darkhax)

- Signals (by MineMaarten)
- Modpack Configuration Checker (by matt_r__)
- ProjectE (by sinkillerj)
- Reborn Storage (by modmuss50)
- Botania (by Vazkii)
- Reborn Core (by modmuss50)
- Cucumber Library (by BlakeBr0)
- AutoRegLib (by Vazkii)
- Flux Networks (by Ollie_Lansdell)
- Chisels & Bits (by AlgorithmX2)
- Dark Utilities (by Darkhax)
- Refined Storage (by raoulvdberge)

5.4.10 FTB StoneBlock 2

Concept

The Stoneblock you like, now just even better then before! New mods, new dimensions, and new bosses! Like the first Stoneblock you start in world of stone, now with new modified Mining and End dimension! Kitchen-sink-like modpack with quests to help guide you in the start and to give you some goals to reach.

Mods

- Actually Additions (by Ellpeck)
- Actually Baubles (by Jacky1356400)
- AE2 Stuff (by bdew)
- AE2 Wireless Terminal Library (by TheRealp455w0rd)
- Akashic Tome (by Vazkii)
- Angel Ring To Bauble (by Portablejim)
- AppleSkin (by squeek502)
- Applied Energistics 2 (by AlgorithmX2)
- ArchitectureCraft - ElytraDev Version (by darkevilmac)
- AttributeFix (by Darkhax)
- AutoRegLib (by Vazkii)
- Avaritia 1.1x (by brandon3055)
- Bad Wither No Cookie - Reloaded (by kreezxil)
- B.A.S.E (by lanse505)
- Baubles (by azanor)
- BdLib (by bdew)

- Bed Patch (by Mordenkainen3141)
- Better Builder's Wands (by Portablejim)
- BetterFps (by Guichaguri)
- Blockcraftery (by epicsquid319)
- Bonsai Trees (by Davenonymous)
- Bookshelf (by Darkhax)
- Botania (by Vazkii)
- Brandon's Core (by brandon3055)
- Buildcraft (by CovertJaguar)
- Building Gadgets (by direwolf20)
- Ceramics (by KnightMiner)
- Chameleon (by jaquadro)
- Chance Cubes (by turkey2349)
- Chest Transporter (by CubeX2)
- Chickens (by SetyCz)
- Chisel (by tterrag1098)
- Chisels & Bits (by AlgorithmX2)
- Client Tweaks (by BlayTheNinth)
- Clipboard (by shadowfactsmc)
- Clumps (by jaredlll08)
- CodeChicken Lib 1.8.+ (by covers1624)
- CoFH Core (by TeamCoFH)
- CoFH World (by TeamCoFH)
- Common Capabilities (by kroeser)
- Compact Machines (by Davenonymous)
- Controlling (by jaredlll08)
- Cooking for Blockheads (by BlayTheNinth)
- Crafting Tweaks (by BlayTheNinth)
- CraftPresence (by cdagaming)
- CraftTweaker (by jaredlll08)
- ConnectedTexturesMod (by tterrag1098)
- Cucumber Library (by BlakeBr0)
- Custom Main Menu (by lumien231)
- CXLibrary (by CubeX2)
- Cyclic (by Lothrazar)
- Cyclops Core (by kroeser)

- /dank/null (by TheRealp455w0rd)
- Dark Utilities (by Darkhax)
- Default Options (by BlayTheNinth)
- Diet Hoppers (by RWTema)
- Draconic Evolution (by brandon3055)
- EnderCore (by tterrag1098)
- Ender IO (by CrazyPants_MC)
- Ender IO Endergy (by tterrag1098)
- Ender Storage 1.8.+ (by covers1624)
- Environmental Tech (by ValkyrieofNight)
- Exchangers (by Jacky1356400)
- Ex Compressum (by BlayTheNinth)
- Ex Nihilo: Creatio (by BloodWorkXGaming)
- Expanded Equivalence (by Zeitheron)
- Extra Utilities (by RWTema)
- Extreme Reactors (by ZeroNoRyouki)
- Farming for Blockheads (by BlayTheNinth)
- Faster Ladder Climbing (by MadDachshund)
- FastFurnace (by Shadows_of_Fire)
- Fast Leaf Decay (by Olafskii)
- FastWorkbench (by Shadows_of_Fire)
- Flat Colored Blocks (by AlgorithmX2)
- Fluid cows (by DAsh0t)
- Flux Networks (by Ollie_Lansdell)
- FoamFix for Minecraft (by asiekierka)
- Shadowfacts' Forgelin (by shadowfactsmc)
- Forge MultiPart CBE (by covers1624)
- Framland (by Gaz492)
- FTB Library (by FTB)
- FTB Quests (by LatvianModder)
- FTB Utilities (by FTB)
- Fullscreen Windowed (Borderless) for Minecraft (by hancin)
- Gas Conduits (by pupnewfster)
- GooglyEyes (by iChun)
- GraveStone Mod (by EuhDawson)
- Hammer Core (by Zeitheron)

- Hatchery (by GenDeathrow)
- iChunUtil (by iChun)
- Immersive Engineering (by BluSunrize)
- Industrial Foregoing (by Buuz135)
- Industrial Meat (by abused_master)
- Integrated Dynamics (by kroeser)
- Integrated Tunnels (by kroeser)
- Integration Foregoing (by Jacky1356400)
- Inventory Tweaks (by Kobata)
- Iron Backpacks (by gr8pefish)
- Iron Chests (by progwml6)
- Item Filters (by LatvianModder)
- Just Enough HarvestCraft (JEHC) (by mrAppleXZ)
- Just Enough Items (JEI) (by mezz)
- Just Enough Energistics (JEE) (by TheRealp455w0rd)
- Just Enough Resources (JER) (by Way2muchnoise)
- KleeSlabs (by BlayTheNinth)
- LetsEncryptCraft (by CloudyPSP)
- LLibrary (by iLexiconn)
- LootTweaker (by Daomephsta)
- Main Menu Scale (by modmuss50)
- MalisisCore (by Ordinastie)
- MalisisDoors (by Ordinastie)
- Mantle (by mDiyo)
- McJtyLib (by McJty)
- Mekanism (by aidancbrady)
- Mekanism Generators (by aidancbrady)
- Mekanism Tools (by aidancbrady)
- Mighty Ender Chicken (by iChun)
- MineTogether (by Creeperhost)
- Missing Pieces (by sboy205)
- Mob Grinding Utils (by Vadis365)
- Mod Name Tooltip (by mezz)
- ModTweaker (by jaredlll08)
- More Chickens (by GenDeathrow)
- More Furnaces (by CubeX2)

- More Overlays (by feldim2425)
- Morph (by iChun)
- Morph-o-Tool (by Vazkii)
- Morpheus (by Quetzi)
- Mouse Tweaks (by YaLTeR97)
- MPUtils (by GenDeathrow)
- MrTJPCore (by Mr_TJP)
- MTLib (by jaredlll08)
- Mystical Agradditions (by BlakeBr0)
- Mystical Agriculture (by BlakeBr0)
- MysticalLib (by epicsquid319)
- Neat (by Vazkii)
- No Mob Spawning on Trees (by oldjunyi)
- No Recipe Book (by Seneschal_Luwin)
- No Tema Stahp (by Darkhax)
- Not Enough Wands (by romelo333)
- OpenBlocks (by OpenMods)
- OpenModsLib (by OpenMods)
- Oreberries (by josephcsible)
- Ore Excavation (by Funwayguy)
- p455w0rd's Library (by TheRealp455w0rd)
- Pack Crash Info (by BloodWorkXGaming)
- Pam's HarvestCraft (by MatrexsVigil)
- Petrock Mod (by manmaed)
- Placebo (by Shadows_of_Fire)
- PlusTiC (by Landmaster_phuong0429)
- ProjectE (by sinkillerj)
- Project EX (by LatvianModder)
- Project Intelligence (by brandon3055)
- Project Red - Base (by Mr_TJP)
- Project Red - Compat (by Mr_TJP)
- Project Red - Fabrication (by Mr_TJP)
- Project Red - Integration (by Mr_TJP)
- Project Red - Lighting (by Mr_TJP)
- Project Red - Mechanical (by Mr_TJP)
- Psi (by Vazkii)

- QuantumFlux (by FantasyTeddy)
- RandomPatches (by TheRandomLabs)
- Random Things (by lumien231)
- RandomTweaks (by TheRandomLabs)
- Realistic Item Drops (by Funwayguy)
- ReAuth (by TechnicianLP)
- Reborn Core (by modmuss50)
- Redstone Arsenal (by TeamCoFH)
- Redstone Flux (by TeamCoFH)
- Resource Loader (by lumien231)
- RF Lux (by romelo333)
- RFTools (by McJty)
- RFTools Control (by McJty)
- RFTools Power (by McJty)
- Roost (by timrwood)
- ServerLevelType (by modmuss50)
- ShadowMC (by shadowfactsmc)
- Simply Jetpacks 2 (by Tomson124)
- Simply Light (by Flanks255)
- Smooth Font (by bre2el)
- Snad (by TheRoBrit)
- Sonar Core (by Ollie_Lansdell)
- SplashAnimation (by asiekierka)
- Stoneblock Dimensions (by DAsh0t)
- StoneBlock Utilities (by DAsh0t)
- Stone Chest (by DAsh0t)
- Storage Drawers (by jaquadro)
- Tinkers Construct (by mDiyo)
- Tesla Core Lib (by Face_of_Cat)
- Thaumcraft (by azanor)
- Thaumic Inventory Scanning (Thaumcraft Addon) (by BlayTheNinth)
- Thaumic JEI (by Buuz135)
- Thaumic Terminal (by DAsh0t)
- The One Probe (by McJty)
- Thermal Cultivation (by TeamCoFH)
- Thermal Dynamics (by TeamCoFH)

- Thermal Expansion (by TeamCoFH)
- Thermal Foundation (by TeamCoFH)
- Thermal Innovation (by TeamCoFH)
- Tinkers' Tool Leveling (by bonusboni)
- Tiny Progressions (by Kashdeya)
- TipTheScales (by jaredlll08)
- Too Many Efficiency Losses (by caffeinatedpinkie)
- Toast Control (by Shadows_of_Fire)
- TOP Addons (by DrManganese)
- TorchMaster (by xalcon)
- Trample Stopper (by unrealdinnerbone)
- Translocators 1.8.+ (by covers1624)
- Twerk Sim 2K16 (by Funwayguy)
- UniDict (by WanionCane)
- Uppers (by Vadis365)
- ValkyrieLib (by ValkyrieofNight)
- VanillaFix (by Runemoro)
- Void Island Control (by Bartz24)
- WanionLib (by WanionCane)
- Wireless Crafting Terminal (by TheRealp455w0rd)
- Wireless Redstone CBE (by covers1624)
- Xaero's Minimap (by xaero96)
- XNet (by McJty)
- Xtones (by TehNut)
- YABBA (by LatvianModder)
- YNot (by asiekierka)
- ZeroCore (by ZeroNoRyouki)

Server IP's

6.1 Server Ip's 1.10.2

Note: `mym.li` can be used in place of `mineyourmind.net`

Servers

- *Age of Engineering (1.10)*
- *Beyond (1.10)*
- *Forever Stranded (1.10)*
- *Project Ozone Lite (1.10)*
- *SkyFactory 3 (1.10)*

6.1.1 Age of Engineering (1.10)

Note: This is highly experimental

- `aoe4.mineyourmind.net` - Version `1.1.2`

6.1.2 Beyond (1.10)

Note: This is highly experimental

- `beyond4.mineyourmind.net` - Version `1.11.0`

6.1.3 Forever Stranded (1.10)

Note: This is highly experimental

- `stranded2.mineyourmind.net` - Version `1.9.9.1`

6.1.4 Project Ozone Lite (1.10)

Note: This is highly experimental

- `polite.mineyourmind.net` - Version `1.3.6`

6.1.5 SkyFactory 3 (1.10)

Note: This is highly experimental

- `skyfactory3.mineyourmind.net` - Version `3.0.15`
- `skyfactory4.mineyourmind.net` - Version `3.0.15`

6.2 Server Ip's 1.12.2

Note: `mym.li` can be used in place of `mineyourmind.net`

6.2.1 FTB Interactions (1.12.2)

Note: This is highly experimental

- `interactions2.mineyourmind.net` - Version `1.9.1`

6.2.2 Enigmatica 2: Expert (1.12.2)

Note: This is highly experimental

- `enigmatica.mineyourmind.net` - Version `1.69`

6.2.3 FTB Revelation (1.12.2)

Note: This is highly experimental

- `revelation.mineyourmind.net` - Version `3.2.0`

6.2.4 Project Ozone 3 (1.12.2)

Note: This is highly experimental

- `projectozone3.mineyourmind.net` - Version `3.0.41`

6.2.5 Sevtech (1.12.2)

Note: This is highly experimental

- `sevtech.mineyourmind.net` - Version `3.0.8`

6.2.6 StoneBlock 2 (1.12.2)

Note: This is highly experimental

- `ftbstoneblock.mineyourmind.net` - Version `1.15.0`

6.2.7 Skyfactory 4 (1.12.2)

Note: This is highly experimental and is a **Patron Only** server. See Our Shop for more details on Patron.

- `skyfactory4next.mym.li` - Version `4.1.0`

6.3 Server Ip's 1.6.4

Note: `mym.li` can be used in place of `mineyourmind.net`

Servers

- *Agrarian Skies (1.6.4)*
- *Attack of the B-Team (1.6.4)*

- *Crash Landing (1.6.4)*

6.3.1 Agrarian Skies (1.6.4)

Note: Current version `4.0.5`

- `agrarian.mineyourmind.net`

6.3.2 Attack of the B-Team (1.6.4)

Note: Current version `1.0.12c`

- `bteam.mineyourmind.net`

6.3.3 Crash Landing (1.6.4)

Note: Current version `1.1.3`

- `crash.mineyourmind.net`

6.4 Server Ip's 1.7

Note: `mym.li` can be used in place of `mineyourmind.net`

Servers

- *Agrarian Skies 2 (1.7.10)*
- *Crackpack (1.7.10)*
- *Crundee Craft (1.7.10)*
- *Direwolf20 (1.7.10)*
- *Divine Journey (1.7.10)*
- *Galactic Science (1.7.10)*
- *Infinity (1.7.10)*
- *Infinity Skyblock (1.7.10)*
- *Regrowth (1.7.10)*
- *Project Ozone 2 (1.7.10)*

- *Tekkit Legends (1.7.10)*

6.4.1 Agrarian Skies 2 (1.7.10)

Note: Current version `1.1.14`

- `as2.mineyourmind.net`

6.4.2 Crackpack (1.7.10)

Note: Current version `1.1.0`

- `crackpack.mineyourmind.net`

6.4.3 Crundee Craft (1.7.10)

Note: Current version `1.1.0`

- `crundee.mineyourmind.net`

6.4.4 Direwolf20 (1.7.10)

Note: Current version `1.10.0`

- `direwolf202.mineyourmind.net`

6.4.5 Divine Journey (1.7.10)

Note: Current version is `1.5.7`

- `divinejourney.mineyourmind.net`

6.4.6 Galactic Science (1.7.10)

Note: Current version `1.6.4`

- `galactic.mineyourmind.net`

6.4.7 Infinity (1.7.10)

Note: Current version `3.1.0`

- `infinity2.mineyourmind.net` - normal mode - latest (recommended)
- `infinity-expert.mineyourmind.net` - expert mode - latest (recommended)

6.4.8 Infinity Skyblock (1.7.10)

Note: Current version `2.0.1`

- `infinityskyblock.mineyourmind.net`

6.4.9 Regrowth (1.7.10)

Note: Current version `1.0.2`

- `regrowth.mineyourmind.net`

6.4.10 Project Ozone 2 (1.7.10)

Note: Current version `2.3.0`

- `projectozone2.mineyourmind.net`

6.4.11 Tekkit Legends (1.7.10)

Note: Current version `1.1.1`

- `tekkit2.mineyourmind.net`

6.5 Hub Servers

Note: `mym.li` can be used in place of `mineyourmind.net`

Servers

- *Hub*

6.5.1 Hub

Note: You can join the hub on Minecraft 1.7.x to 1.14.x (vanilla or modded)

- `play.mineyourmind.net`

6.5.2 Hub (Legacy)

Note: You can join the hub on Minecraft 1.6.x (vanilla or modded)

- `legacy.mineyourmind.net`

Automatic Farmworld Resets

7.1 What are Automatic Farmworld Resets?

Automatic Farmworld Resets (AFR) is a system on MineYourMind that completely resets a dimension/world at a given point in time. If we didn't do this, worlds like The End or the Nether would be completely destroyed and/or looted after a certain point the server opened. When we reset it, it becomes an untouched, clean world.

7.2 What type of Farmworld resets are there?

Currently there are two types of resets on MineYourMind. We have **Weekly** and **Monthly** resets. The time varies for worlds and when they reset by MineYourMind Administrators. Administrators look at the demands of a world/dimension and see how heavily the world is used up in resources.

7.3 When exactly do these resets happen?

- **Weekly** - Saturday
- **Monthly** - The *1st* of each month

The reset happens on the first restart of that day **The timezone of the server is GMT+1/2 (Winter/Summer)**

7.4 Which worlds are on the reset list currently?

We have two different lists here. We have a General reset section and a Exemption/Server Specific reset list. General meaning that these worlds/dimensions are, by default, automatically reset.

7.4.1 General

Weekly

- The End
- Outer Lands (*Thaumcraft*)
- Erebus

Monthly

- Farmworld
- Nether
- Dream World (*Witchery*)
- Deep Dark / Under Dark
- The Beneath
- Bedrock Dimension
- Promised Land
- Spirit World (*Witchery*)
- Tropicraft
- Hoanna
- Advent of Ascension Worlds
- Aether

7.4.2 Never resetting worlds/dimensions

- OverWorld
- Void World
- Last Millenium (*Extra Utilities*)
- Galaticraft Planets
- Advanced Rocketry Planets

7.4.3 Server Specific Exceptions

Attack of the B-Team

- Tropicraft (is *NOT* being reset)

Galatic Science

- Nothing will be reset

SevTech

- Twilight Forest (is being reset *Weekly*)

Infinity Evolved Skyblock

- Nether (is *NOT* being reset as it is a void world)

Divine Journey

- Runic Dungeons (is being reset *Weekly*)

- Eden (is being reset *Weekly*)

- Iceika (is being reset *Weekly*)

- Wildwood (is being reset *Monthly*)

- Apalachia (is being reset *Monthly*)

- Skythern (is being reset *Monthly*)

- Mortum (is being reset *Monthly*)

Engmatica 2: Expert

- Twilight Forest (is being reset *Weekly*)

Engmatica 2: Expert Skyblock

- The End (is *NOT* being reset)

- Nether (is *NOT* being reset)

Revelations

- Twilight Forest (is being reset *Weekly*)

Project Ozone 3

- Abyssalcraft Dimensions (is being reset *Weekly*)

- Twilight Forest (is being reset *Weekly*)

- Erebus (is being reset *Weekly*)

- Hunting Dimension (is being reset *Monthly*)

- Landia (is being reset *Monthly*)

- Lost Cities (is being reset *Monthly*)

- Xia (is being reset *Weekly*)

Dungeons, Dragons and Space Shuttles

- Farmworld (is being reset *Weekly*)

- Twilight Forest (is being reset *Weekly*)

Launcher

8.1 F.A.Q.

8.1.1 Why use the launcher?

- Supply of custom fixes (recipe changes, config options, crash fix..)
- Support for additional mods to enhance the gameplay (TabbyChat, VoxelMods, Fastcraft..)
- Always up to date with the server
- Partitial updates (only changed files get updated)
- Custom modpacks

REI Minimap migration

These are the steps to migrate the REI's waypoints from FTB Launcher to the MYM Launcher.

1. Open a new window and navigate to your FTB Install Folder
   - You can find the folder by starting the FTB Launcher and pressing options.
2. From the FTB Install folder navigate to [FTB Install Folder]Monsterminecraftmodsrei_minimap.
3. In   another   window,   navigate   to   %AppData%.mineyourmindinstancesMyM-FTB-Monsterminecraftmodsrei_minimap
   - You should be able to copy this entire path to your navigation bar.
4. Copy   all   the   .points   files   from   *[FTB   Install   Folder]Monsterminecraftmodsrei_minimap   to   %AppData%.mineyourmindinstancesMyM-FTB-Monsterminecraftmodsrei_minimap*.
5. You might have to rename some files depending on what method you use to connect to the servers

- If you have been connecting to the lobby and would like to use direct connect on the MYM Launcher, re-name your files to have the prefix "monster-new.mineyourmind.net" `monster.mineyourmind.net.DIM0.points` **->** `monster-new.mineyourmind.net.DIM0.points`

- Other Examples: `monster-new.mym.li.DIM0.points` **->** `monster-new.mineyourmind.net.DIM0.points`

by slyder5649

8.2 Issues and Plans

8.2.1 Known issues

The list of modpacks could not be downloaded

- This happens for a few reasons. Usually, it means your firewall is blocking access to the download servers. To allow the application for your firewall, see the guide below.

- If allowing it in your firewall did not fix it, it could also be caused when an application forces Java to use IPv6 instead of IPv4. To fix this, please look in your installed programs for a program called `RelevantKnowledge`. This application is a known malware that alters internet traffic and causes unwanted behaviour. Remove it, and it should fix this issue. If all else fails, see below on how to force java to use IPv4.

Windows 10 Firewall Guide

Forcing Java to use IPv4:

1. Open command prompt (windows start button, type cmd in search)

2. Click the top left of command prompt, click properties, enable quick edit mode

3. Copy this command: `setx _JAVA_OPTIONS -Djava.net.preferIPv4Stack=true`

4. Right-click on command prompt window to paste it and then hit enter.

Please report any issues on our forums or through an in-game ticket!

8.2.2 Planned

- Bootstrapper for auto-updates

- Reuse valid sessions

- Bright design (as an alternative to the dark one)

8.2.3 Implemented

- New UI design

- Search bar

- Per modpack icons

- New news page design

- Optional install location

- Auto retry failed downloads

- Warn about Java 6 incompatibility with some modpacks

- Custom Java installation detection on Mac

- Improved (auto) Java RAM settings for 32 bit systems

8.3 Ubuntu Install

8.3.1 MyM Launcher on Ubuntu

This is optional! It only allows it to show up as an Application, and adds a desktop icon!

This instruction with 7 Steps intends to help setup a Ubuntu Launcher and Icon that you (Home Ubuntu 16.04.x User) can quickly access without excessive navigating to launch it.

Summary of Steps involved:

- Oracle Java JDK 8 will be installed first.

- There will be editing of scripts, extracting an icon from the MyM-Launcher.jar and editing the launcher application file (.desktop)

- File edits will be done with sudo or gksu for graphical editors. nano, gedit, vi or any editor may be used based on familiarity.

- This process is very similar to doing the same with vanilla Minecraft or other Java or "portable" applications that you desire to launch easily.

- Commands using the home userland work directory paths will be instructed.

1. Install Oracle JDK from Command Line

    - This installs Java 8 for the entire system.

    - This Java is recommended but other variations of Java will work.

```
sudo add-apt-repository ppa:webupd8team/java
sudo apt-get update
sudo apt-get install oracle-java8-installer
```

    - Make sure to agree to the terms and wait for it to finish installing. This can take some time.

2. Download, creation of directory and moving of files

Download The Official free MyM Launcher directly from here by scrolling down and clicking the button at the bottom that says `Mac + Linux`

Now we need to run a few commands to get the directory made, and the launcher moved to the proper folder

```
sudo mkdir ~/Programs/MyM
cd ~/Downloads
mv MyM-Launcher.jar ~/Programs/MyM
```

3. Getting the Icon from within the jar.

- Right click the *MyM-Launcher.jar* and choose *Archive Manager*

- Then navigate to */com/skcraft/launcher/* and click the *bootstrapper_icon.png* and then click *Extract*

- Once you have the icon, save it to the work directory in `~/Programs/MyM`

4. Create the *bash* script

Create and edit a new `MyM.sh` shell script.

The `MyM.sh` script file will be stored in the `~/Programs/MyM` work directory and executed from the `MyM-Launcher.desktop` application file when you run it.

Run the following command to make the shell script

```
gedit /home/user/Programs/MyM/MyM.sh
```

Copy the following code, and paste it into the script file

```bash
#!/bin/bash
    cd ~/Programs/MyM
    java -jar MyM-Launcher.jar
```

Save the file and close the editor. Please make edits to accomidate the filename at your time of download!

5. Set permissions

Run the following commands to make the Shell Script and the Launcher Jar executable. This will allow us to run them later on to get the launcher working.

```
chmod a+x ~/Programs/MyM/MyM.sh
chmod a+x ~/Programs/MyM/MyM-Launcher.jar
```

Alternatively, you can use the File Explorer to right click the file and choose Properties->Permissions, and check Execute.

6. Creating and editing a `MyM-Launcher.desktop` file

We will be making a file in `~/.local/share/applications` called `MyM-Launcher.desktop`. This file will only be usable by your current user, and will need to be repeated for other users who wish to have an independent launcher install.

Mind the case of the letters and name format!

At the command line run the following command to create the file

```
gedit ~/.local/share/applications/MyM-Launcher.desktop
```

Copy this into the editor

```
[Desktop Entry]
Name=MyM Launcher
Comment=Launches MyM-Launcher quickly.
Exec=/home/<USER>/Programs/MyM/MyM.sh
Terminal=true
Type=Application
Icon=/home/<USER>/Programs/MyM/bootstrapper_icon.png
StartupNotify=true
Hidden=false
```

Change *<USER>* to your username, save it, and close the window.

7. Final Checkup.

In the `~/Programs/MyM/` folder, you should have the following items: `MyM-Launcher.jar`, `MyM.sh` and `bootstrapper_icon.png`

If those items are present, you can safely copy the `MyM-Launcher.desktop` from `~/.local/share/applications` to your desktop using the following commands

```
cd ~/.local/share/applications
cp MyM-Launcher.desktop ~/Desktop
```

and run it from the desktop to enjoy our launcher!

If you still have issues after following this guide, please double check all steps. If there are still issues, please report it to us on the forums or through an ingame ticket!

Created by: Meli0

Updated 01/29/2019 by Column01

Credits

9.1 Overall

- Forge, LexManos
- LiteLoader, Mumfrey
- VoxelLib, VoxelModPack Team
- VoxelMenu, Mumfrey & Thatapplefreak
- VoxelPlayer, Mumfrey & MamiyaOtaru
- VoxelMap, MamiyaOtaru
- VoxelBoards, Mumfrey
- VoxelCam, Thatapplefreak
- Tabbychat, RocketMan10404
- WorldEdit CUI, lahwran, yetanotherx, nejinx
- JourneyMap, techbrew
- ReisMinimap, ReiFNSK
- Opis, ProfMobius
- MineTweaker, StanH
- ArmorStatusHUD, bspkrs
- StatusEffectHUD, bspkrs
- DamageIndicators, rich1051414
- BetterFoliage, OctarineNoise
- Unity TexturePack, Cyanidex
- ItemPhysic, CreativeMD

- InGameInfoXML, Lunatrius
- ReAuth, TechnicianLP
- FoamFix, asiekierka

9.2 MyM Packs

- Galactic Science, caithleen

9.3 Other Modpacks

You can find a complete list of our hosted modpacks here. You can find their names, IP, and version information there. All the modpacks can be found on Curse Forge, the AT launcher or the Technic launcher for mod lists, and credits to the mod authors.

Note: MyM does **not** take responsibility for a pack author's failure to give credit to mod authors!

CHAPTER 10

Indices and tables

- genindex
- search