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# **MyMWiki Documentation**

*Release 0.0.1*

**MyM Community**

**Feb 10, 2018**



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### 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.

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### 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

#### 1.2.1 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.

### 1.2.2 (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=LAEp7KTgIW0](http://www.youtube.com/watch?v=LAEp7KTgIW0))

### 1.2.3 Staff

We currently have 7 Ranks in our staff Team. It follows as Jr.Mod -> Mod -> Sr.Mod -> Jr.Admin -> Manager -> Admin -> Founder We also have a couple irregular Ranks like Consultant & Developer

**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.

**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.

**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 and junior administrator positions. They report directly to the Founder position.

**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.

**Junior Administrator:** Our Junior Administrators handle 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 can still work on Moderator type issues if needed. They are handed work from the Administrator Team. They report directly to the Manager position.

**Senior Moderator:** Our Senior Moderators are in charge of the day to day operation of the servers in-game. This means taking care of server performance, handling escalated tickets from moderators and general task list from administrators. They report directly to the Manager position.

**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.

**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.



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/>

## 1.2.4 Backups

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## 1.3 About MineYourMind

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## CHAPTER 2

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### F.A.Q.

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**Note:** Use `ctrl + F` to search through this page.

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- *Where do I apply to become part of the MyM Team?*
- *When do I get promoted from Lost Soul etc.?*
- *What are credits and how do I obtain them?*
- *How frequently does the server restart (every x hours)?*
- *Is there a TeamSpeak server?*
- *Is there a Discord server?*
- *Can I record YouTube or Twitch on here?*
- *Do I get a special rank if I'm a Streamer/YouTuber?*
- *What are tokens and how do I get them?*
- *What are MyM's, what can I use them for and how do I get them?*
- *What are chunk loader tickets, what can I use them for and how do I get them?*
- *Tokens? MyMs? Tickets? I am confused, do you have more information?*
- *What protection does this server use?*
- *What is the difference between Farmworld and Overworld? What does Farmworld mean?*
- *When will the Farmworld and other secondary worlds be reset?*
- *Are there any warnings prior to the reset?*
- *How do I get more Claimblocks?*
- *Is there a limit to the amount of Claimblocks you can have?*

- *Is PvP allowed here?*
- *Is raiding allowed?*
- *Am I allowed to break graves?*
- *Can I get a refund for my [Item]?*
- *Where can I see the banned items?*
- *Where do I report a bug?*
- *Can you remove this claim next to mine?*
- *Do staff get paid for working for MyM?*
- *Are you guys (staff) playing legit, or use creative for own sake?*
- *Can I transfer Claimblocks to a friend?*
- *Why is [Modname/Item] banned?*
- *How do I create a ticket?*
- *How do I build a nether portal?*
- *What is a Standalone server?*

## 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 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](#).

## 2.3 What are credits and how do I obtain them?

Credits are our micro payment currency. It can be obtained on [the shop](#).

## 2.4 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 in terms of leaking CPU, disk io or memory usage or 1.10 servers currently*

## 2.5 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 your Minecraft account with Teamspeak. Nothing more.

## 2.6 Is there a Discord server?

We do now! You can get to the MyM discord by accepting [this](#) invite.

## 2.7 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.

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

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

## 2.9 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`.

## 2.10 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.

## 2.11 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`.

## 2.12 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](#).

## 2.13 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](#).

## 2.14 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.

## 2.15 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](#).

## 2.16 Are there any warnings prior to the reset?

Warnings are given around 5-7 days before with automated ingame announcements. If the reset only affects The End, the warning might not be so long ahead due to the nature of The End not containing big/expensive setups and the bigger urge of more frequent resets.

## 2.17 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.

## 2.18 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.

## 2.19 Is PvP allowed here?

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

## 2.20 Is raiding allowed?

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`.

## 2.21 Am I allowed to break graves?

Griefing is not allowed, be it protected or not. Taking the belongings of another player is griefing. Please look up the exact definition of the word [griefing](#) for the full picture.

## 2.22 Can I get a refund for my [Item]?

Please check out our [Refund Policy](#)

## 2.23 Where can I see the banned items?

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

## 2.24 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](#)

## 2.25 Can you remove this claim next to mine?

Our rules state 2 weeks. Once the owner of the claim and possible trusted people have been offline for more than 2 weeks, we are happy to remove the claim and restore the region unless it is an awesome build. In case of small unused claims, there is no need for the full 2 weeks inactivity rule. To request a claim removal, use our [ticket system](#) within the claim.

On the latest servers, we utilize an auto reset system. Claims are being removed after a 2 week inactivity period of the owner unless his account is in absence mode. During the second of those weeks, members of the claim can request a transfer to them, too.

## 2.26 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. They play legit as you do. So be grateful for all the work they do.

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

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 strictly, if you are seeing someone not playing legit, [please report](#).

## 2.28 Can I transfer Claimblocks to a friend?

Claimblocks can be transferred by selling them for MyM's by using the command `/sellclaimblocks #amount` and then transferring the MyM's to your friend by using `/money send`. Your friend can buy the claimblocks by using the command `/buyclaimblocks #amount`.

## 2.29 Why is [Modname/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.

## 2.30 How do I create a ticket?

Create a ticket requires a forum account which you can create [here](#). Once created use `/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.) **Be aware** the command only creates a ticket mask, you need to go to the ticket system and fill it out else no one will see it.

## 2.31 How do I build a nether portal?

See [Multiplex Nether Portal Tutorial](#)

## 2.32 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.



### 3.1 Commands

#### 3.1.1 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

#### 3.1.2 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)

### 3.1.3 Claims

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

### 3.1.4 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

### 3.1.5 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

### 3.1.6 Tickets

- `/ticket` - Creates a new ticket

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

### 3.1.7 Premium

#### 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

## 3.2 Commands 1.10

### 3.2.1 General

- `/spawn` - Teleports you to the spawn point
- `/sethome` - Sets your home location
- `/money` - Shows your money
- `/pay [player] [amount]` - Sends money to a player
- `/baltop` - 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
- `/ignore <player>` - Toggles ignoring of the specific player
- `/mail send [player] [message]` - Sends an offline message
- `/mail` - Checks your offline message(s)
- `/mail clear` - Removes your offline message(s)
- `/party` - Shows party chat commands
- `/friend` - Shows friend commands

### 3.2.3 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.

### 3.2.4 Island

- `/island create` - Creates a island
- `/island reset` - Deletes your island and starts a new one
- `/island setspawn` - Sets your island spawn point
- `/island spawn` - Teleports to your island spawn point

### 3.2.5 Tickets

- `/ticket` - Show information regarding ticket creation
- `/ticket create` - Create a ticket

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

### 3.2.6 Premium

#### Tier1:

- `/kit <kitname>` - Shows all kits, or redeems the defined kit
- `/anvil` - Allows remote access to your personal anvil

#### Tier2:

- `/enderchest` - Allows remote access to your personal vanilla enderchest
- `/workbench` - Allows access to a remote crafting table
- `/et <power>` - Allows remote access to your personal vanilla enchanting table

#### Tier3:

- `/back` - Teleports you back to a previous teleport
- `/feed` - Fills your hunger bar
- `/hat` - Sets the item in your hand as a hat

#### 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, allowing no damage to be taken (Not including damage that bypasses creative)
- `/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 Crash-Report Guide

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

### 3.3.1 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/webchat/ticket.

### 3.3.2 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/webchat/ticket.

### 3.3.3 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/webchat/ticket.

### 3.3.4 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/webchat/ticket.

### 3.3.5 Curse Launcher

1. Open the launcher.
2. 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/webchat/ticket.

## 3.4 Custom Built

### 3.4.1 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

## 3.4.2 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

### 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

## 3.4.3 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](#)

## 3.5 Debugging Tools

### 3.5.1 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

## 3.5.2 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

## 3.6 Community Forum

### 3.6.1 Features

### 3.6.2 Tips

### 3.6.3 Structure

- Announcements

- Server News and Changelogs
- Private Area
  - Ban Appeal
  - Complaints against Players and Staff
  - Private Bug Reports (dupes, protection bypass..)
- Jobs
- Support Area
- Community Talk
- Suggestions and Feedback
- Tutorials, Tipps and Tricks
- Offtopic

todo

## 3.7 GriefPrevention (protect your land)

### 3.7.1 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.

### 3.7.2 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]`.

### 3.7.3 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.

### 3.7.4 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.

### 3.7.5 Fakeplayers

- `[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*)

## 3.8 IRC - Public Chat

### 3.8.1 Introduction

IRC is no longer supported please refer to Discord if you need assistance

## 3.9 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 & 1.6 servers:

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

## 3.10 Slack - Public Chat

### 3.10.1 Introduction

slack is a chat app that allows you to communicate with other players and staff

### 3.10.2 Guidelines

Below is a list of simple rules helping you to achieve the most out of using general IRC channels

- **Diffrent channels** Our public slack has many channels these are used for diffrent purposes such as `#support` which is linked to a staff slack this allows staff to help you
- **#Support** is only used for support questions if you are crashing or having other issues if you just want to talk please use `#random`
- **How do i sign up to slack?** you sign up here <http://foxtrot.mym.li:3000/>
- **Be friendly and refrain from acting demanding** No one is obligated to help you, so don't act like they would be. The chance of being ignored raises with your level of demanding and unfriendliness.
- **Be patient!** Responses can take hours. People in an IRC channel are not there waiting for people to join and chat with them. They might not even be on the computer, be focused on work or playing a game. Give them time to respond and don't wait for an answer. (Do it like them and have IRC open in background, checking from time to time for updates/responses)

## 3.11 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.





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## Performance Guide

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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.

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

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### 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.

#	Automation	Storage	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 occupy one slot per resource type. A good way to still have access to everything 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. Preferred 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 extremely resource intense. Please be aware and keep an extra eye on it.

### 4.1.3 Specific

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. . .

## 4.2 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 performance

- 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

## 4.3 Active Tile Entities

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**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 minecraft 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:

### 4.3.1 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 Energistics. 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.. ?

## 4.4 Known performance eater

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**Todo:** Known performance eater

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## 4.5 How to increase Client FPS

### Basic Minecraft

To increase your FPS on many of our modpacks, firstly you will want to open your favourite 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.

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**Todo:** What options to select in Optifine and Fastcraft to increase FPS

---

### 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 possible.

#### 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.

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**Todo:** Client performance guide. (get the most out of it)

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## CHAPTER 5

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### Modpacks/Servers

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#### 5.1 Custom Modpacks (MyM)

##### 5.1.1 Agrarian Skies Plus (MyM)

Concept

Mods

##### 5.2 1.6.4

##### 5.2.1 Agrarian Skies

Concept

Mods

##### 5.2.2 Attack of the B-Team

Concept

Mods

##### 5.2.3 Crash Landing

Concept

Mods

##### 5.2.4 Test Pack Please Ignore aka TPPI

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##### 5.3 1.7.10

##### 5.3.1 Infinity Evolved



You can find more info about FTB Infinity over on the Website : <https://www.feed-the-beast.com/projects/ftb-infinity-evolved>

## Mods

- Forge/FML by LexManos, cpw
- Advanced Solar Panels by SeNtiMeL
- AOBD 2 by ganymedes01
- Applied Energistics by AlgorithmX2
- Aroma1997Core by Aroma1997
- AromaBackup by Aroma1997
- Baubles by Azanor
- Bdlib by bdew
- BiblioCraft by Nuchaz
- Big Reactors by Erogenous Beef
- Binnie's Mods by Binnie
- Biomes O' Plenty by TDWP\_FTW, Adubbz
- Blood Magic by WayofTime
- Botania by Vazkii
- Buildcraft by CovertJaguar, SirSengir, Krapht, cpw, spacetoad
- Carpenter's Blocks by Mineshopper
- ChickenChunks by Chickenbones
- Chisel by AUTOMATIC\_MAIDEN
- CodeChickenCore by Chickenbones
- CodeChickenLib by Chickenbones
- CoFH Core by CoFH team
- ComputerCraft by dan200
- Custom Main Menu by lumien231
- DecoCraft by RazzleberryFox
- DenseOres by RWTema
- Draconic Evolution by brandon3055
- Ender Tech by Drayshak
- Ender Zoo by CrazyPants
- EnderIO by CrazyPants
- EnderStorage by Chickenbones
- Extra Utilities by RWTema
- ExtraTiC by Glassmaker

- FastCraft by Player
- FastLeafDecay by Olafski
- Forbidden Magic by SpitefulFox
- Forestry by SirSengir
- Forge Multipart by Chickenbones
- Funky Locomotion by RWTema
- Gendustry by bdew
- Gravitation Suite by SeNtiMeL
- HarvestCraft by MatrexsVigil, Rhodox
- Hat Stand by iChun
- Hats by iChun
- Headcrumbs by ganymedes
- iChunUtil by iChun
- IndustrialCraft 2 by IC2 Dev Team
- InfiniBows by Myrathi
- INpure Core by denoflionsx
- Inventory Tweaks by Kobata
- IronChests by cpw
- JABBA by ProfMobius
- JourneyMap by techbrew
- LogisticsPipes by davboeck, AartBluestoke, ArtForz, GUIpsp, theZorro266
- Magic Bees by MysteriousAges
- Mantle by mDiyo, progwml6
- Mapwriter by mapwriter
- MineFactory Reloaded by skyboy026, powercrystals
- MineTweaker by StanH
- MobiusCore by ProfMobius
- Morpheus by quetzi
- Mystcraft by XCompWiz
- Natura by mDiyo
- NEI Addons by bdew
- NEI Integration by Tonus
- NetherOres by skyboy026, powercrystals
- Not Enough Items by Chickenbones
- Not Enough Keys by Mr\_okushama
- Nuclear Control by shedar

- OpenBlocks by Mikeemoo
- OpenModsLib by Mikeemoo
- OpenPeripheral Core by Mikeemoo
- Opis by ProfMobius
- Portal Gun by iChun
- Project Red by MrTJP, Chickenbones
- Railcraft by CovertJaguar
- Redstone Arsenal by TeamCoFH
- Resource Loader by lumien231
- RFtools by McJty
- Runic Dungeons by MrComputerGhost
- Simply Jetpacks by Tonius
- Solar Expansion by TedTheRusSB624
- 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
- Thaumcraft by Azanor
- Thaumcraft NEI Plugin by DjGiannuzz
- Thaumic Energistics by Nividica
- Thaumic Exploration by Flaxbeard, nekosune
- Thaumic Tinkerer by pixlepix, nekosune, vazkii
- Thermal Dynamics by TeamCoFH
- Thermal Expansion by CoFH team
- Thermal Foundation by TeamCoFH
- TiC Tooltips by squeek502
- Tinker's Construct by boni, mDiyo
- Tinker's Mechworks by mDiyo
- Translocators by Chickenbones
- ttCore by tterrag
- Twilight Forest by Benimatic
- Waila by ProfMobius
- Waila Harvestability by squeek502
- Wawla by Darkhax
- Wireless Redstone CBE by Chickenbones

- Witchery by Emoniph

## 5.3.2 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 : <https://minecraft.curseforge.com/projects/agrarian-skies-2>

### Mods

- Forge/FML by LexManos, cpw
- Accidentally Circumstantial Events(ACE) by Zavviasso
- AE2 Stuff by bdew
- AgriCraft by Raider
- AppleCore by squeek502
- Applied Energistics 2 by AlgorithmX2
- Aroma1997Core by Aroma1997
- AromaBackup by Aroma1997
- Automagy by Tuhljin
- AutoPackager by smbarbour
- Bagginses by lorddusk
- Baubles by azanor
- BdLib by bdew
- BiblioCraft by Nuchaz
- BiblioCraft: BiblioWoods Forestry Edition by Nuchaz
- BiblioCraft: BiblioWoods Natura Edition by Nuchaz
- BiomeTweaker by superckl
- Blood Magic by WayofTime
- Botania by Vazkii
- Buildcraft by CovertJaguar
- BuildCraftlCore by CovertJaguar
- CodeChickenCore by chicken\_bones
- CoFH Core by TeamCoFH
- CoFH Lib by TeamCoFH
- CompactStorage by tattyseal

- Cooking for Blockheads by BlayTheNinth
- Custom Main Menu by Lumien
- Custom NPCs by Noppes
- Ding by iChun
- Enchiridion by joshiejack
- Ender IO by CrazyPants
- EnderTech by CarrotCodes
- Ex Astris by insaneau
- Ex Nihilo by Erasmus\_Crowley
- Extra Utilities by RWTema
- ExtraTiC by JeanGlassmaker
- FinndusFillies by Myrathi
- FlatSigns by Myrathi
- Forbidden Magic by SpitefulFox
- Forestry by SirSengir
- Forge Multi Part by chicken\_bones
- Gendustry by bdew
- Guide-API by TehNut
- Hardcore Map Reset by modmuss50
- Hardcore Questing Mode by lorddusk
- Headcrumbs by ganymedes01
- Hunger Overhaul by progwml6
- Iguanas Tinker Tweaks by boni
- INpureCore by INpureProjects
- Inventory Tweaks by Kobata
- Jabba by ProfMobius
- Jaded Tweaks by jadedcat
- Jadeds Shinies by boni
- JourneyMap by techbrew
- LaunchGUI by TehNut
- Magic Bees by MysteriousAges
- Mantle by mDiyo
- Minefactory Reloaded by skyboy026
- MobiusCore by ProfMobius
- Natura by mDiyo
- NEI Addons by bdew

- NEI Integration by Tonius
- NetherOres by skyboy026
- Nodal Mechanics by Shukaro
- NotEnoughItems by chicken\_bones
- ObsidiPlates by Myrathi
- PackGuard by CoolSquid
- Pam's HarvestCraft by MatrexsVigil
- Progressive Automation by Vanhal
- Rainmaker by EwyBoy
- Recall Stones by Vanhal
- Redstone Arsenal by TeamCoFH
- Refined Relocation by Dynious
- Resource Loader by Lumien
- RF Windmills by Piepenguin
- Router Reborn by TomEV
- Sanguimancy by Tombenpotter
- SimpleLabels by insaneau
- Simply Jetpacks by Tonius
- Solar Flux by Nauktis
- Special AI by FatherToast
- SquidAPI by CoolSquid
- Steve's Workshop by Vswe
- Storage Drawers by jaquadro
- Storage Drawers: Natura Pack by jaquadro
- Super Crafting Frame by EdgarAllen
- Thaumcraft by azanor
- Thaumcraft NEI Plugin by DjGiannuzz
- Thaumcraft Node Tracker by Dyonovan
- Thaumic Energistics by Nividica
- Thaumic Horizons by Kentington
- Thaumic NEI by gudenau
- Thermal Casting by insaneau
- Thermal Dynamics by TeamCoFH
- Thermal Expansion by TeamCoFH
- Thermal Foundation by TeamCoFH
- TiC Tooltips by squeek502

- Tinkers Construct by mDiyo
- Town Builder by brandon3055
- Traveller's Gear by BluSunrize
- Waila by ProfMobius
- Waila Harvestability by squeek502
- Witching Gadgets by BluSunrize

### 5.3.3 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 : <https://www.feed-the-beast.com/projects/ftb-presents-crackpack>

#### Mods

- Forge/FML by LexManos, cpw
- Insert mods-

### 5.3.4 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 : <https://www.atlauncher.com/pack/CrundeeCraft>

#### Mods

- Forge/FML by LexManos, cpw
- Insert mods-

### 5.3.5 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. This pack uses the same mod configuration as used in Season 7 of his single-player Let's Play series, and thus supports playing the series' map snapshots released every ten episodes.

You can find more info about DireWolf 20 over on this website : <https://www.feed-the-beast.com/projects/ftb-presents-direwolf20>

### Mods

- Forge/FML by LexManos, cpw
- Insert mods-

## 5.3.6 The Ferret Business

### Concept

Welcome to The Ferret Business, new assistants! As part of the largest corporation, we deal in all manner of things: from technology to magic, farming to cooking, even life and death. Every assistant, including yourself now, are important in keeping The Business running, as even the smallest gear helps the machine!

But you, you are unique! First day on the job, you were tasked with assisting one of our researchers in Yet Another Teleportation Test. And...it worked! Sort of...see, teleporting across the street, to the moon, heck even to another solar system is easy. Well, easy relative to..whatever JUST happened to you.

You are on a strange world in a strange dimension. We can communicate with you, and send items back and forth through your handy, dandy QUEST Tablet, but...unfortunately, we can't seem to bring you home, nor does it seem like we can send you anyone else to help get you home.

Wherever you are, I think you can become our biggest asset to date, something that will help The Business grow even larger! Wherever you are is special, and working together with all our top researchers, scientists, and wizards here, we can discover so many new things! In return, you will get paid, receive rewards, accolades, a better job, heck you might even get onto the Board of Directors if you do well!

So, are you ready, Assistant?

You can find more info about The Ferret Business over on this website : <https://forum.feed-the-beast.com/threads/1-7-10-the-ferret-business-wip-bq-hqm-400-quests-v-0-2-2.64930/>

### Mods

- Forge/FML by LexManos, cpw
- Insert mods-

## 5.3.7 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 Galactic Science over on this website : <https://forum.feed-the-beast.com/threads/listed-1-7-10-hqm-survival-galactic-science-something-fresh.86203/>



## Mods

- Forge/FML by LexManos, cpw
- Insert mods-

### 5.3.8 Infinity Evolved Skyblock

#### Concept

FTB Infinity Evolved Skyblock is a modpack designed to provide an extra challenge for any experienced Minecraft player. 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 this website : <https://www.feed-the-beast.com/projects/ftb-infinity-evolved-skyblock>

## Mods

- Forge/FML by LexManos, cpw
- Insert mods-

### 5.3.9 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\_AristOtle, Kayjaxx, BaconBrotato, BrickBosworth, LadyAristOtle, LukasMc, Slikrick, TheCazadorSniper, Seyeght, and others will be watching from the heavens.

You can find more info about Project Ozone 2 over on this website : <https://minecraft.curseforge.com/projects/project-ozone-2-reloaded>

## Mods

- Forge/FML by LexManos, cpw
- Insert mods-

### 5.3.10 Regrowth

#### Concept

Let me introduce you all to the modpack I've been working on - Regrowth. It's a HQM driven pack where you find yourself in a desolate wasteland, lacking in natural growth and sparse of materials except for a few boulders and dead, charred trees. You'll quickly discover the depths of the earth to be barren as well, devoid of any form of ore. You will need to find a way to start restoring the presence of nature back to the world, and in doing so find yourself a way to start producing the materials you'll need to produce a thriving industry.

The pack is heavily adjusted to be a more cohesive experience through the usage of minetweaker and modtweaker, with just over 1000 lines of scripts at the time of writing this. A large part of the idea behind the pack came from a couple of “what if?”s. Specifically, the pack was designed to be without ore, but while still having a world to work with. The other was to do so without the use of something like Ex Nihilo, finding a way to unlock access to resources for the player with the standard mods that exist in the pack.

You can find more info about Regrowth over on this website : <https://forum.feed-the-beast.com/threads/1-7-10-regrowth-a-wip-hqm-pack-now-listed.57184/>

### Mods

- Forge/FML by LexManos, cpw
- Insert mods-

### 5.3.11 Sky Factory 2

### 5.3.12 Project Ozone 2

#### 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 : <https://www.technicpack.net/modpack/tekkit-legends.735902>

### Mods

- Forge/FML by LexManos, cpw
- Insert mods-

## 5.4 1.10.2

### 5.4.1 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 resources 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 : <https://minecraft.curseforge.com/projects/age-of-engineering>

## Mods

- Forge/FML by LexManos, cpw
- Actually Additions by Ellpeck
- Advanced Generators by bdew
- Advanced Rocketry by zmaster587
- Advanced Solar Panels by Chocohead
- Applied Energistics 2 by AlgorithmX2
- Aroma1997Core by Aroma1997
- Aroma1997s Dimensional World by Aroma1997
- Bad Wither No Cookie! by droidicus
- Bagginses by lorddusk
- Base Metals by jriwanek
- BdLib by bdew
- Bed Bugs by gr8pefish
- Better Builder's Wands by Portablejim
- BetterAchievements by Way2muchnoise
- BetterFps by Guichaguri
- Bookshelf by Darkhax
- Bookshelf API Library by TeamBRModding
- Brandon's Core by brandon3055
- CalcCrT - ATM:E Tweaks by BloodWorkXGaming
- Calculator by Ollie\_Lansdell
- Chameleon by jaquadro
- Chest Transporter by CubeX2
- Chisel by tterrag1098
- Chisels & Bits by AlgorithmX2
- Clay Bucket by abecderic
- CodeChicken Core 1.8+ by covers1624
- CodeChicken Lib 1.8.+ by covers1624

- Common Capabilities by kroeser
- Compact Solars by progwml6
- CompatLayer by Mcjty
- ConnectedTexturesMod by tterrag1098
- CraftTweaker by jaredlll08
- Custom Achievements by davqvist
- Custom Main Menu by Lumien
- Cyclops Core by kroeser
- Dark Utilities by Darkhax
- Deep Resonance by Mcjty
- Draconic Evolution by brandon3055
- ElecCore | Rendering Library by Elec332
- Ender IO by CrazyPants
- Ender Storage 1.8.+ by covers1624
- EnderCore by tterrag1098
- Environmental Tech by ValkyrieofNight
- Extra Utilities by RWTema
- Extreme Reactors by ZeroNoRyouki
- Flat Colored Blocks by AlgorithmX2
- Forestry by SirSengir
- FTB Utilities by FTB\_ModpackTeam
- FTBLib by FTB\_ModpackTeam
- GraveStone Mod by EuhDawson
- Hammer Core by **apengu\_**
- Hopper Ducts by FyberOptic
- Immersive Engineering by BluSunrize
- Industrial Craft by Player
- Integrated Dynamics by kroeser
- Inventory Tweaks by Kobata
- JEI Bees by bdew
- JourneyMap by techbrew
- Just Enough Items (JEI) by mezz
- Just Enough Resources (JER) by Way2muchnoise
- LibVulpes by zmaster587
- Mantle by mDiyo
- McJtyLib by McJty

- Mekanism by aidancbrady
- Mekanism Generators by aidancbrady
- Mekanism Tools by aidancbrady
- Mod Name Tooltip by mezz
- Modern Metals by jriwanek
- ModTweaker by jaredlll08
- More Bees by Lach\_01298
- More Overlays by feldim2425
- Morpheus by Quetzi
- MPUtils by GenDeathrow
- MPUtils Basic Tools by GenDeathrow
- MTLib by jaredlll08
- NeoTech by TeamBRModding
- p455w0rd's Library by TheRealp455w0rd
- Progressive Automation by Vanhal
- QuantumStorage by Gigabit101
- Ranged Pumps by raoulvdberge
- Reborn Core by modmuss50
- Resource Loader by Lumien
- RFTools by McJty
- RFTools Control by McJty
- RFTools Dimensions by McJty
- Simply Jetpacks 2 by Tomson124
- Solar Flux Reborn by **apengu\_**
- Sonar Core by Ollie\_Lansdell
- Storage Drawers by jaquadro
- Super Circuit Maker by amadornes
- SwingThroughGrass by exidex
- Tech Reborn by modmuss50
- TESLA by Darkhax
- The One Probe by McJty
- Tinkers Construct by mDiy0
- Tiny Progressions by Kashdeya
- TOP Addons by DrManganese
- Translocators 1.8.+ by covers1624
- ValkyrieLib by ValkyrieofNight

- Wireless Crafting Terminal by TheRealp455w0rd
- ZeroCore by ZeroNoRyouki

### 5.4.2 DireWolf20 1.10

#### Concept

Play along with Direwolf20 in this FTB pack curated and designed to match his 1.10.2 YouTube series.

You can find more info about DireWolf20 1.10 over on the Website : <https://www.feed-the-beast.com/projects/ftb-presents-direwolf20-1-10>

#### Mods

- Forge/FML by LexManos, cpw
- Actually Additions by Ellpeck
- Akashic Tome by Vazkii
- Applied Energistics 2 by AlgorithmX2
- AutoRegLib by Vazkii
- Bad Wither No Cookie! by droidicus
- Bagginses by lorddusk
- Baubles by azanor
- Better Builder's Wands by Portablejim
- Biomes O' Plenty by Glitchfiend
- Blood Magic by WayofTime
- Bookshelf by Darkhax
- Botania by Vazkii
- Brandon's Core by brandon3055
- Chameleon by jaquadro
- Chisel by tterrag
- Chisels & Bits by AlgorithmX2
- CodeChicken Core 1.8.+ by covers1624
- CodeChicken Lib 1.8.+ by covers1624
- CoFH Core by TeamCoFH
- Compact Solars by progwml6
- CompatLayer by McJty
- CraftTweaker by jaredlll08
- Custom Main Menu by lumien231
- Dark Utilities by Darkhax
- Deep Resonance by McJty

- Draconic Evolution by brandon3055
- ElecCore | Rendering Library by Elec332
- Ender IO by CrazyPants\_MC
- Ender Storage 1.8.+ by covers1624
- EnderCore by tterrag
- Extra Utilities by RWTema
- Extreme Reactors by ZeroNoRyouki
- Fast Leaf Decay by Olafskii
- Flat Colored Blocks by AlgorithmX2
- Forestry by SirSengir
- FTB Utilities by FTB
- FTBLib by FTB
- GraveStone Mod by EuhDawson
- Guide-API by TehNut
- Immersive Engineering by BluSunrize
- Industrial Craft by User\_7025176
- Inventory Sorter by cpw11
- Iron Backpacks by gr8pefish
- Iron Chests by progwml6
- JEI Bees by bdew
- JourneyMap by techbrew
- Just Enough Items (JEI) by mezz
- Just Enough Resources (JER) by Way2muchnoise
- Light Level Overlay Reloaded by oldjunyi
- Mantle by mDiyo
- McJtyLib by McJty
- MCMultiPart by amadornes
- Mercurius by voltnincs
- Morpheus by quetzi
- Morph-o-Tool by Vazkii
- Not Enough Wands by romelo333
- OpenComputers by Sangar
- Pam's HarvestCraft by MatrexsVigil
- Psi by Vazkii
- Quark by Vazkii
- Railcraft by CovertJaguar

- Ranged Pumps by raoulvdberge
- Redstone Arsenal by TeamCoFH
- Refined Storage by raoulvdberge
- Resource Loader by lumien231
- RFTools by McJty
- RFTools Control by McJty
- RFTools Dimensions by McJty
- Storage Drawers by jaquadro
- Super Circuit Maker by amadornes
- The One Probe by McJty
- Thermal Expansion by TeamCoFH
- Thermal Foundation by TeamCoFH
- Tinkers Construct by mDiyo
- Waila by ProfMobius
- Waila Harvestability by squeek502
- Wawla - What Are We Looking At by Darkhax
- XNet by McJty
- ZeroCore by ZeroNoRyouki

### 5.4.3 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 : <https://minecraft.curseforge.com/projects/forever-stranded>

#### Mods

- Forge/FML by LexManos, cpw
- Actually Additions by Ellpeck
- Advanced Rocketry by zmaster587
- AppleCore by squeek502



- AppleSkin by squeek502
- Applied Energistics 2 by AlgorithmX2
- Aroma1997Core by Aroma1997
- AromaBackup by Aroma1997
- AtomicStryker's Battle Towers by AtomicStryker
- AutoRegLib by Vazkii
- B.A.S.E by lanse505
- Baubles by azanor
- BdLib by bdew
- Better Questing by Funwayguy
- Better Questing - Standard Expansion by Funwayguy
- Better Questing Triggerer by MrAmericanMike
- Better With Mods by Beeto
- Bloodmoon by Lumien
- Chameleon by jaquadro
- Chicken Chunks 1.8.+ by covers1624
- Chisel by tterrag1098
- Chisels & Bits by AlgorithmX2
- Clumps by jaredlll08
- CodeChicken Core 1.8.+ by covers1624
- CodeChicken Lib 1.8.+ by covers1624
- CoFH Core by TeamCoFH
- ConnectedTexturesMod by tterrag1098
- Cooking for Blockheads by BlayTheNinth
- CoroUtil by Corosus
- CraftTweaker by jaredlll08
- Custom Main Menu by Lumien
- DeathQuotes / Death Quotes by andrenoel1
- Ding by iChun
- Doomlike Dungeons by BlackJar72
- Ender IO by CrazyPants
- Ender Storage 1.8.+ by covers1624
- EnderCore by tterrag1098
- Environmental Tech by ValkyrieofNight
- Ex Compressum by BlayTheNinth
- Ex Nihilo Omnia by Raven2396

- Extra Utilities by RWTema
- Extreme Reactors by ZeroNoRyouki
- Flat Colored Blocks by AlgorithmX2
- Forestry by SirSengir
- GraveStone Mod by EuhDawson
- Hopper Ducts by FiberOptic
- Hwyla by TehNut
- Immersive Engineering by BluSunrize
- Industrial Craft by Player
- Industrial Wires by malte0811
- InfiniteFluids by josephcible
- Inventory Tweaks by Kobata
- Iron Backpacks by gr8pefish
- Iron Chests by progwml6
- JourneyMap by techbrew
- Just Enough Items (JEI) by mezz
- Just Enough Resources (JER) by Way2muchnoise
- LibVulpes by zmaster587
- Lockdown by Adubbz
- Mantle by mDiyo
- Mike Dongles by MrAmericanMike
- ModTweaker by jaredlll08
- More Overlays by feldim2425
- Morpheus by Quetzi
- Mouse Tweaks by YaLTeR
- MPUtils by GenDeathrow
- MPUtils Basic Tools by GenDeathrow
- MTLib by jaredlll08
- Neat by Vazkii
- OMLib by Keridos
- Open Glider by gr8pefish
- OpenBlocks Elevator by VsnGamer
- OpenModularTurrets by Poenjabiesous
- p455w0rd's Library by TheRealp455w0rd
- Pam's HarvestCraft by MatrexsVigil
- Pressure Pipes by bdew

- Progressive Automation by Vanhal
- QuantumStorage by Gigabit101
- Quark by Vazkii
- Railcraft by CovertJaguar
- Random Things by Lumien
- Reborn Core by modmuss50
- Redstone Arsenal by TeamCoFH
- Resource Loader by Lumien
- Simple Generators by ValkyrieofNight
- Simply Jetpacks 2 by Tomson124
- Slugs Eu energy converters by \_Slug
- Snad by TheRoBrit
- Soul Shards: The Old Ways by SgtPunishment
- Sound Filters by Tmtravlr
- Stats Keeper by Terrails
- Storage Drawers by jaquadro
- Super Crafting Frame by EdgarAllen
- The Spice of Life by squeek502
- Thermal Dynamics by TeamCoFH
- Thermal Expansion by TeamCoFH
- Thermal Foundation by TeamCoFH
- Thirsty Bottles by Darkhax
- Tinkers' Addons by oitsjustjose
- Tinkers Construct by mDiyo
- Tiny Progressions by Kashdeya
- TorchMaster by xalcon
- Tough As Nails by Glitchfiend
- Tough Expansion by TheRealp455w0rd
- ValkyrieLib by ValkyrieofNight
- Waila Harvestability by squeek502
- Wawla - What Are We Looking At by Darkhax
- Weather, Storms & Tornadoes by Corosus
- Wireless Crafting Terminal by TheRealp455w0rd
- Woot by Ipsis
- ZeroCore by ZeroNoRyouki
- Zombie Awareness by Corosus

## 5.4.4 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 : <https://www.feed-the-beast.com/projects/ftb-beyond>

### Mods

- Forge/FML by LexManos, cpw
- 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 tterrag
- 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
- 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 | Rendering Library by Elec332
- Embers by elucent
- Ender IO by CrazyPants\_MC
- Ender Storage 1.8.+ by covers1624
- EnderCore by tterrag
- 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
- Forge MultiPart CBE by covers1624
- FTB Utilities by FTB
- FTBLib 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 MrDimkas\_Studio
- HelpFixer by matthewprenger
- Hopper Ducts by FyberOptic
- Immersive Engineering by BluSunrize
- Industrial Craft by User\_7025176
- 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
- JourneyMap by techbrew
- Just Enough Items (JEI) by mezz
- 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 voltnincs
- MmmMmmMmmMmm by bonusboni
- Mob Grinding Utils by Vadis365
- Mod Name Tooltip by mezz
- ModTweaker by jaredlll08
- Modular Forcefield System by nekosune
- More Bees by Lach\_01298

- Morpheus by quetzi
- Morph-o-Tool by Vazkii
- Mouse Tweaks by YaLTeR
- MPUtils by GenDeathrow
- MPUtils Basic Tools 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
- Open Glider by gr8pefish
- OpenBlocks Elevator by VsnGamer
- OpenComputers by Sangar
- p455w0rd's Library by TheRealp455w0rd
- Pam's HarvestCraft by MatrexsVigil
- Project Red - Base by Mr\_TJP
- Psi by Vazkii
- QuantumStorage by Gigabit101
- 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 elucent
- Shadowfacts' Forgein by shadowfactsmc
- 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 MrDimkas\_Studio
- 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
- Tech Reborn by modmuss50
- The One Probe by McJty
- Thermal Expansion by TeamCoFH
- Thermal Foundation by TeamCoFH
- Tinkers Construct by mDiyo
- Tinkers' Tool Leveling by bonusboni
- TOP Addons by DrMathiasDJ
- 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
- Wireless Redstone CBE by covers1624
- Woot by Ipsis
- XNet by McJty
- YABBA by LatvianModder
- ZeroCore by ZeroNoRyouki



## 5.4.5 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 : <https://minecraft.curseforge.com/projects/project-ozone-lite>

### Mods

- Forge/FML by LexManos, cpw
- AE2 Stuff by bdew
- Angel Ring to Bauble by Portablejim
- AppleCore by squeek502
- AppleSkin by squeek502
- Applied Energistics 2 by AlgorithmX2
- Aroma1997Core by Aroma1997
- Aroma1997s Dimensional World by Aroma1997
- Avaritia 1.1x by brandon3055
- B.A.S.E by lanse505
- Baubles by azanor
- BdLib by bdew
- Better Builder's Wands by Portablejim
- Better Questing by Funwayguy
- Better Questing - Standard Expansion by Funwayguy
- Better Questing Triggerer by MyAmericanMike
- Better BedrockGen by Gigabit101
- BiblioCraft by Nuchaz
- Botania by Vazkii
- Botania: Garden of Glass by Vazkii
- Brandon's Core by brandon3055
- Chameleon by jaquadro
- Chance Cubes by Turkey
- Chicken Chunks 1.8.+ by covers1624
- Chisel by tterrag1098
- Chisels & Bits by AlgorithmX2

- Client Tweaks by BlayTheNinth
- Clumps by jaredlll08
- CodeChicken Core 1.8.+ by covers1624
- CodeChicken Lib 1.8.+ by covers1624
- CoFH Core by TeamCoFH
- CompatLayer by Mcjty
- ConnectedTexturesMod by tterrag1098
- CraftTweaker by jaredlll08
- CreativeCore by CreativeMD
- Custom Main Menu by Lumien
- Draconic Evolution by brandon3055
- Ender IO by CrazyPants
- Ender Storage 1.8.+ by covers1624
- EnderCore by tterrag1098
- Ex Nihilo Adscensio by insaneau
- Experience Rings by MrComputerGhost
- Extra Utilities by RWTema
- Extreme Reactors by ZeroNoRyouki
- Farming for Blockheads by BlayTheNinth
- FTB Utilities by FTB\_ModpackTeam
- FTBLib by FTB\_ModpackTeam
- Furnace Overhaul by TheCazadorSniper
- GraveStone Mod by EuhDawson
- Hammer Core by **apengu\_**
- Hardcore Wither by thor12022
- Hermit Skies series - Project Ozone Lite World by Iskall85\_Dev
- InGame Info XML by Lunatrius
- Inventory Tweaks by Kobata
- Iron Chests by progwml6
- ItemPhysic Full by CreativeMD
- JourneyMap by techbrew
- Just Enough Items (JEI) by mezz
- Karat Garden by MrAmericanMike
- KleeSlabs by BlayTheNinth
- LootBags by Mal7690
- LunatriusCore by Lunatrius

- Mantle by mDiyo
- McJtyLib by McJty
- MCMultiPart by amadornes
- Mekanism by aidancbrady
- Mekanism Generators by aidancbrady
- Mekanism Tools by aidancbrady
- Minefactory Reloaded by skyboy026
- MMD OreSpawn by jriwanek
- Mob Grinding Utils by Vadis365
- ModTweaker by jaredlll08
- Moo Fluids by TheRoBrit
- Morpheus by Quetzi
- Mouse Tweaks by YaLTeR
- MPUtils by GenDeathrow
- MPUtils Basic Tools by GenDeathrow
- MTLib by jaredlll08
- Mystical Agradditions by BlakeBr0
- Mystical Agriculture by BlakeBr0
- Mystical Agriculture - MFR Compatibility by BlakeBr0
- Neat by Vazkii
- Nether Netals by koxhack
- NetherPortalFix by BlayTheNinth
- No Mob Spawning on Trees by oldjunyi
- NoFOV by Lumien
- Not Enough Items 1.8.+ by covers1624
- OpenBlocks Elevator by VsnGamer
- Ore Excavation by Funwayguy
- p455w0rd's Library by TheRealp455w0rd
- p455w0rd's Things by TheRealp455w0rd
- Pam's HarvestCraft by MatrexsVigil
- PlusTiC by Landmaster\_phuong0429
- Potion Icon Remover by Kashdeya
- ProjectE by sinkillerj
- QuantumFlux by jotato
- QuantumStorage by Gigabit101
- Quick Leaf Decay by Lumien

- Ranchable Fluid Cows by JDLogic
- Random Things by Lumien
- Reborn Core by modmuss50
- Redstone Arsenal by TeamCoFH
- Reliquary v1.3 by P3pp3rF1y
- Resource Loader by Lumien
- RFTools by McJty
- RFTools Dimensions by McJty
- Simple Sponge by Jackyy
- SimpleLabels by insaneau
- Simply Jetpacks 2 by Tomson124
- Solar Flux Reborn by **apengu\_**
- Stacksize by wwrpg
- Storage Drawers by jaquadro
- The One Probe by McJty
- Thermal Dynamics by TeamCoFH
- Thermal Expansion by TeamCoFH
- Thermal Foundation by TeamCoFH
- Tinkers Construct by mDiyo
- Tinkers' Tool Leveling by boni
- Tiny Progressions by Kashdeya
- TOP Addons by DrManganese
- TorchMaster by xalcon
- Twerk Sim 2K16 by Funwayguy
- Wireless Crafting Terminal by TheRealp455w0rd
- ZeroCore by ZeroNoRyouki

### 5.4.6 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 : <https://www.feed-the-beast.com/projects/ftb-presents-skyfactory-3>

## Mods

- Forge/FML by LexManos, cpw
- [SBM] Wooden Shears by darkguardsman
- Actually Additions by Ellpeck
- ActuallyComputers by canitzp
- Advanced Generators by bdew
- Angel Ring To Bauble by Portablejim
- Apple Shields Mod by Vadis365
- AppleCore by squeek502
- AppleSkin by squeek502
- AutoPackager by smbarbour
- AutoRegLib by Vazkii
- B.A.S.E by lanse505
- Baconators by Baijson
- Baubles by azanor
- BdLib by bdew
- Bed Bugs by gr8pefish
- Better Builder's Wands by Portablejim
- Better Than Bunnies by iChun
- BetterFps by Guichaguri
- BiomeTweaker by superckl
- BlockDispenser by Vazkii
- Blood Magic by WayofTime
- Bookshelf by Darkhax
- Botania by Vazkii
- Botania: Garden of Glass by Vazkii
- Brandon's Core by brandon3055
- Ceramics by KnightMiner
- Chameleon by jaquadro
- Chance Cubes by Turkey
- Chest Transporter by CubeX2
- Chicken Chunks 1.8.+ by covers1624
- Chickens by SetyCz
- Chisel by tterrag
- 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
- 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
- Ender IO by CrazyPants\_MC
- Ender Storage 1.8.+ by covers1624
- EnderCore by tterrag
- Engineers Workshop by EwyBoy
- Environmental Tech by ValkyrieofNight
- ET Lunar [Environmental Tech Addon] by ValkyrieofNight
- Ex Compressum by BlayTheNinth
- Ex Nihilo Adscensio by insaneau
- Experience Rings by MrComputerGhost
- Extra Bit Manipulation by Phylogeny
- Extra Utilities by RWTema
- Extreme Reactors by ZeroNoRyouki
- Fairy Lights by pau101
- Fence Overhaul by davfrs
- Flat Colored Blocks by AlgorithmX2
- Flux Networks by Ollie\_Lansdell
- FTB Utilities by FTB
- FTBLib by FTB
- Fullscreen Windowed (Borderless) for Minecraft by hancin

- Funnels by shadowfactsmc
- Get Ya' Tanks Here by Darkhax
- GooglyEyes by iChun
- GraveStone Mod by EuhDawson
- Grue by Shinoow
- Guide-API by TehNut
- Hammer Core by MrDimkas\_Studio
- 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
- It's Raining Food! by insaneau
- ItsBecauseUHasNoGoodSpawn by illyohs
- JourneyMap by techbrew
- Just Enough Items (JEI) by mezz
- KleeSlabs by BlayTheNinth
- Literal Ascension by Glenn
- 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 voltnincs
- MineMenu by dmillerw
- 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 YaLTeR
- MPUtils by GenDeathrow
- MPUtils Basic Tools by GenDeathrow
- MTLib by jaredlll08
- Mystical Agriculture by BlakeBr0
- Natura by mDiyo
- Neat by Vazkii
- Not Enough Items 1.8.+ by covers1624
- Not Enough Wands by romelo333
- OpenBlocks Elevator by VsnGamer
- OpenComputers by Sangar
- Ore Excavation by Funwayguy
- Packing Tape by gigaherz
- Pam's HarvestCraft by MatrexsVigil
- Platforms by ShetiPhian
- Psi by Vazkii
- QuantumStorage by Gigabit101
- 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 elucent
- Scanner by Eladkay
- Shadowfacts' Forgelin by shadowfactsmc
- ShadowMC by shadowfactsmc
- Shear Madness by AtomicBlom
- ShetiPhianCore by ShetiPhian
- Simple Achievements by tterrag
- Simple Barrels by workshopcraft
- Simple Corn by Cleverpanda
- Simple Generators by ValkyrieofNight
- SimpleLabels by insaneau
- Simply Jetpacks 2 by Tomson124
- Snad by TheRoBrit
- Solar Flux Reborn by MrDimkas\_Studio
- Sonar Core by Ollie\_Lansdell
- Steve's Carts Reborn by modmuss50
- Storage Drawers by jaquadro
- Super Circuit Maker by amadornes
- Surge by Darkhax
- The Beneath by Shinoow
- Tinkers Construct by mDiyo
- 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 Turkey
- xNICEx by McJty
- YUNoMakeGoodMap by LexManos

- ZeroCore by ZeroNoRyouki

### 6.1 Server Ip's 1.10.2

#### Servers

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

#### 6.1.1 Hub (1.10)

---

**Note:** You can use any version of Minecraft 1.10

---

- `next.mym.li` - Version 1.10

#### 6.1.2 Age of Engineering (1.10)

---

**Note:** This is highly experimental

---

- `aoe4.mym.li` - Version 1.1.2

### **6.1.3 Beyond (1.10)**

---

**Note:** This is highly experimental

---

- `beyond2.mym.li` - Version 1.11.0

### **6.1.4 Direwolf (1.10)**

---

**Note:** This is highly experimental

---

- `direwolfnext2.mym.li` - Version 1.12.0

### **6.1.5 Forever Stranded (1.10)**

---

**Note:** This is highly experimental

---

- `stranded.mineyourmind.net` - Version 1.9.5

### **6.1.6 Project Ozone Lite (1.10)**

---

**Note:** This is highly experimental

---

- `polite.mym.li` - Version 1.3.6
- `polite2.mym.li` - Version 1.3.6

### **6.1.7 SkyFactory 3 (1.10)**

---

**Note:** This is highly experimental

---

- `skyfactorynext.mym.li` - Version 3.0.15
- `skyfactorynext2.mym.li` - Version 3.0.15

## **6.2 Server Ip's 1.6.4**

---

**Note:** The `mym.li` can be swapped for `mineyourmind.net`

---

### Servers

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

## 6.2.1 Agrarian Skies (1.6.4)

---

**Note:** Current version 3.1.1

---

- agrarian.mym.li

## 6.2.2 Agrarian Skies + (1.6.4)

- agrarian-plus.mym.li - This is a custom pack based on JadedCat's original Agrarian Skies. It's available in our MyM launcher.

## 6.2.3 Attack of the B-Team (1.6.4)

---

**Note:** Current version 1.0.12c

---

- bteam.mym.li

## 6.2.4 Crash Landing (1.6.4)

---

**Note:** Current version 1.1.3

---

- crash.mym.li

## 6.3 Server Ip's 1.7 +

---

**Note:** The mym.li can be swapped for mineyourmind.net

---

### Servers

- *Hub (1.7.10)*

- *Agrarian Skies 2 (1.7.10)*
- *Crackpack (1.7.10)*
- *Crundee Craft (1.7.10)*
- *Direwolf20 (1.7.10)*
- *Galactic Science (1.7.10)*
- *Infinity (1.7.10)*
- *Infinity Skyblock (1.7.10)*
- *Project Ozone 2 (1.7.10)*
- *Regrowth (1.7.10)*
- *SkyFactory 2 (1.7.10)*
- *Tekkit Legends (1.7.10)*
- *The Ferret Business (1.7.10)*

---

### 6.3.1 Hub (1.7.10)

---

**Note:** You can join the hub on Minecraft 1.7 or 1.8 (vanilla or modded)

---

- `hub.mym.li`

### 6.3.2 Agrarian Skies 2 (1.7.10)

---

**Note:** Current version 1.1.14

---

- `as2.mym.li`

### 6.3.3 Crackpack (1.7.10)

---

**Note:** Current version 1.1.0

---

- `crackpack.mym.li`

### 6.3.4 Crundee Craft (1.7.10)

---

**Note:** Current version 1.1.0

---

- `crundee.mym.li`

### 6.3.5 Direwolf20 (1.7.10)

---

**Note:** Current version 1.10.0

---

- `direwolf202.mym.li`

### 6.3.6 Galactic Science (1.7.10)

---

**Note:** Current version 1.6.4

---

- `galactic.mym.li`

### 6.3.7 Infinity (1.7.10)

---

**Note:** Current version 3.0.2

---

- `infinity-normal.mym.li` - normal mode - latest (recommended)
- `infinity-expert.mym.li` - expert mode - latest (recommended)
- `infinity6.mym.li` - normal mode

### 6.3.8 Infinity Skyblock (1.7.10)

---

**Note:** Current version 2.0.1

---

- `infinityskyblock.mym.li`

### 6.3.9 Project Ozone 2 (1.7.10)

---

**Note:** Current version 2.3.0

---

- `projectozone2.mym.li`
- `projectozone2kappa.mym.li`

### 6.3.10 Regrowth (1.7.10)

---

**Note:** Current version 1.0.2

---

- `regrowth.mym.li`

### 6.3.11 SkyFactory 2 (1.7.10)

---

**Note:** Current version 2.5.6

---

- `skyfactory2.mym.li`

### 6.3.12 Tekkit Legends (1.7.10)

---

**Note:** Current version 1.1.1

---

- `tekkitnew.mym.li`

### 6.3.13 The Ferret Business (1.7.10)

---

**Note:** Current version 0.2.2

---

- `ferret.mym.li`



### 7.1 Why?

- 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
  - Partial updates (only changed files get updated)
  - Custom modpacks
- 

### 7.2 F.A.Q.

#### 7.2.1 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

### MyM Launcher on Ubuntu

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 and create **custom path** to all files

- Download The Official free MyM Launcher directly from [here](#)
- **\*Please manage your own files and folders at your desire\***
- Move or copy `mv` or `cp`. the `mymlauncher.jar` to a folder designated
- *I suggest move (mv)*
- `~/Programs/MyM` is a work directory to store scripts, icons, jar files.
- `~` is the path to your home directory `/home/user/` simplified to `~`

#### 3. Move the file

```
mkdir ~/Programs/MyM
cd ~/Downloads
mv mymlauncher.jar ~/Programs/MyM
```

#### 4. Get the built in *Icon graphic* file from within the jar.

- This process requires opening and copying the graphic from the `MyM-Launcher.jar` - to copy the file you must mount the jar file by right clicking and [Open With] Archive Mounter. once mounted you can browse the .jar file and copy the image.
- if you accidentally use [Open With] Archive Manager, and attempt to copy, an error will be presented to you because you have not mounted the archive. But if you double click the graphic, it will open in an Image Viewer - then you can save it from there.

```
com
junit
META-INF
org
LICENSE.TXT
```

- Within the **com** folder, you will find sub folders and the icon. `/com/skcraft/launcher/bootstrapper_icon.png`
- Once you have the icon, save it to the work directory in `~/Programs/MyM`

#### 5. Create the *bash* script

- Create and edit a new `MyM.sh` bash script.
- The `~/Programs/MyM/MyM.sh` script file will be stored in the `/MyM` work directory and ran from the `MyM-Launcher.desktop` application file when you click it on the Ubuntu launcher as intended.

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

- Copy the following code, and paste it into the sh file:

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

- Please make edits to accomidate the filename at your time of download.
- Save the editor

#### 6. Set permissions

- This makes jar/sh files executable to run.

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

- The jar, and .sh files are not executable by the user.
- Alternatively you can use the File application to right click/ Properties then tab Permissions, and check Execute.

#### 7. Creating and editing `MyM-Launcher.desktop` file.

- Edit the `MyM-Launcher.desktop` file and allow this user account can use the launcher.
- The `~/.local/share/applications/MyM Launcher.desktop` file will be stored in the user land of a personal user account and will only be reachable by you by using the ubuntu launcher search method.
- **Mind the case of the letters, and there is a dash (-) between MyM and Launcher.desktop** or rename it to desired name.
- *At the command line:*

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

- Copy this into the editor:

[Desktop Entry]

Name=MyM Launcher Comment=Launches MyM-Launcher quickly. Exec=~/.Programs/MyM/MyM.sh  
Terminal=true Type=Application StartupNotify=true Hidden=false

Actions=MyMForums; Path=~/.Programs/MyM

[Desktop Action MyMForums] Name=Visit the MyM Forums Exec=x-www-browser <https://mineyourmind.net/forum/> Terminal=false

- Paste it, save it, and close it.
- if MyM Network decides to change the link to the forum, remember to edit that link as well.

2

8. Place the launcher application icon.

- Open File Manager on the launcher, select [**Computer**] from list and navigate to:

```
~/.local/share/applications/
```

- Locate your **MyM Launcher** in the folder with the **icon** displayed, and **drag it over to your launcher**.

9. Test and... profit!

- If all steps are followed properly, launching the MyM-Launcher.jar in **Ubuntu** will work as desired.
- Right clicking the new Launcher will reveal a direct link to the MYM forums! talk amongst yourselves about how awesome MyM Network minecraft is.

Created by: [Meli0](#)

## 7.3 Known issues

### 7.3.1 Mac OS X

Not required since 4.3 unless the install location of java was modified.

Mac OS X is shipping the java version 6 and even if 7 or 8 is installed it still prefers java 6. Due to this you will need to tell the launcher where to find the newer java version's in order to be able to enjoy the modpacks which require java 7 or newer.

1. Make sure you have Java 7 or 8 installed (Mac only ships with Java 6 by default)
2. Open your system controls and select the java control panel
3. Click on the option that is called "show", "view" or similar (there shouldn't be many)
4. It will show you the installed java version and the path to the location where it is stored
5. Copy this path into the "JVM Path" textbox on the MyMLauncher under "Options.."
6. By default installation of java the path looks like this: (/Library/Internet Plug-Ins/JavaAppletPlugin.plugin/Contents/Home/bin/java)

7. You should be able to play modpacks that require java 7, now.

---

## 7.4 Planned

- bootstrapper for auto-updates
- reuse valid sessions
- bright design (as alternative to the dark one)

## 7.5 Implemented

- new ui design
- search bar
- per modpack icons
- new newspaper 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



### 8.1 Overall

- Forge, LexManos
- LiteLoader, Mumfrey
- VoxelLib, VoxelModPack Team
- VoxelMenu, Mumfrey & Thatapplefreak
- VoxelPlayer, Mumfrey & MamiyaOtaru
- VoxelMap, MamiyaOtaru
- VoxelBoards, Mumfrey
- VoxelCam, Thatapplefreak
- Tabbychat, RocketMan10404
- WorldEdit CUI, lahwrn, 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

## 8.2 Pixelmon

- Pixelmon, Pixelmon Dev Team
- PixelUtilities, AnDwHaT5, Trigore
- Modpack-Tweaks, tterrag1098
- NotEnoughItems, Chickenbones
- WAILA, ProfMobius
- InventoryTweaks, Kobata

## 8.3 Agrarian Skies +

- IndustrialCraft2, IC2 Dev Team
- ArsMagica 2, Mithion
- Chisel, AUTOMATIC\_MAIDEN
- CarpentersBlocks, Mineshopper
- HardcoreEnderExpansion, chylex
- ThaumicTinkerer, pixlepix
- Random Things, lumien
- Agriculture, Agent\_W
- Growthcraft, Gwafu
- Ender IO, CrazyPants
- Project Red, MR\_TJP
- Galacticraft, Micdoodle8
- Power Converters, samrg472, PowerCrystals
- Compact Solars, cpw
- ComputerCraft, dan200
- OpenPeripheral, OpenMods Team
- Advanced Machines, AtomicStryker
- JohnSmith TexturePack, John Smith, JimStoneCraft
- Ender Storage, Chickenbones
- WR-CB, Chickenbones
- Forbidden Magic, SpitefulFox
- Botania, Vazkii
- Super Crafting Frame, EdgarAllen



- [OpenCCSensorrs](#), [Lua Liquidator](#)

## 8.4 MyM Packs

- [Galactic Science](#), [caithleen](#)
- [Hypovolemia](#), [caithleen](#), [johnfg12](#), [GGothicRide](#), [The\\_Icy\\_One](#), [kindlich](#), [SirStudMuffin](#), [Sandstroem](#), [King\\_Cronus](#), [SirWill](#), [Slind](#)
- [Thaumatic Skies](#), [MaelstromPhoenix](#)
- [Civilization](#), [Krhymez](#)

## 8.5 Third Party

- [Agrarian Skies](#), [jadedcat](#)
- [Agrarian Skies 2](#), [jadedcat](#)
- [Attack of the B-Team](#), [TechnicLauncher Team](#)
- [Crash Landing](#), [iskander](#)
- [Direwolf20](#), [FTB-Team](#)
- [Infinity](#), [FTB-Team](#)
- [Regrowth](#), [thephoenixlodge](#)
- [SkyFactory](#), [Bacon\\_Donut](#)
- [Vanilla +](#), [FTB-Team](#)
- [BeeHappy](#), [jtmnf](#)
- [Project Ozone](#), [TheCazadorSniper](#)



## CHAPTER 9

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### Indices and tables

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- `genindex`
- `search`