

Custom modpack

Getting started

This custom modpack is based on the Resonant Rise 5 pack, with some mod changes.

The Resonant Rise 5 pack is available through the [ATLauncher](#).

Client config

In the ATLauncher, do the following:

1. Authenticate your account through the "Account" tab.
2. Install the Resonant Rise 5 pack by creating a new instance in the "Instances" tab.
 1. Version to install: **5.0.0-pre.3 (1.12.2)**
 2. Check the 2 optional mods in the right tab.
3. Change the Minecraft Forge version of the installed instance to version **14.23.5.2860**, found here:
"Instances" > "Edit Instance" > "Select Forge Version To Install"
4. Allocate more maximum RAM to the client, in "Settings" > "Java/Minecraft".
Recommended amount: 8192MB or above.

It might also be worthwhile checking the "Don't Check Mods On CurseForge" option in the "Settings" > "Mods" tab.

Mods

You can add/remove (and disable/enable) mods either by using the "Edit Instance" option in the "Instances" tab, or by adding/removing mods manually in the **mods/** folder.

Adding mods, by simply copying the list of files, is probably easier due to the possible mod checks performed by the client when done through the launcher.

Additional mod files are available [here](#).

Required mods

The compressed file contains a folder with the required mods, add these to the **mods/** folder.

Removed mods

Remove the following mods from the **mods/** folder (or disable them through the launcher).

- Astral Sorcery
- DiscordSuite
- Buildcraft 7.99.24.6 (replaced by ver. 7.99.24.8 as part of required mods)
- CraftTweaker 2 (ver. 1.12-4.1.20.576, replaced by newer version as part of required mods)
- MatterOverdrive (Legacy Edition)
- Morph
- Mystical Agriculture
- Mystical Agradditions

Client-side only mods

These mods are optional.

- More Overlays
- BeeBetterAtBees

Server-side only mods

These mods can also be installed on the client if desired.

- RTG

Scripts

The directory of the created instance contains a folder called "*scripts*". These are files used for the CraftTweaker mod.

There are currently no custom scripts used. In the future custom scripts may be added. These scripts are required on both client and server.

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