Minecraft fuse box

Are you tiring of the old Minecraft sounds and want to change them? Well then, This instructable is for you. Note: This instructable will be for a Windows, but many of the instructions will work for Mac. You just need to adapt the file names to the Mac filesystem. First, we must navigate to the. Go to the resourcepacks folder. Inside the resourcepacks folder, create a new folder. Then name the folder. Important: The name you give this folder will be the name of the resource pack, and Minecraft will display the name in the resource packs menu. Open that folder you just made. Right-click, select new, and select text document. Open it with notepad, or any plain-text editor, and then add in the the following text:. When you are done, click 'file'; then click 'save as', and set the 'save as type' to all files. In the file name box type pack. Close notepad and delete the new text document. Create a folder called assets in the pack folder, and inside the assets folder, create another folder called minecraft. This is where the sound folders will go. Go back to the. Open the folder called assets , and then open the folder called indexes. Open the. You can use Notepad to open the file, but other programs will format the. Once inside the. Type in the name of the Minecraft sound which you wish to edit. Once you find it, take note of the file path. Let's use the sound "fuse" as an example. The sound 'fuse' plays when a TNT block is ignited or when a creeper ignites. So, in the minecraft folder you created, make a folder called sounds , and inside that folder, create another folder called random. Now you need to obtain the sound that will replace the current sound. To do this, you will need Audacity. With Audacity, you can use your microphone to record a sound. If you download a sound, it will need to be in. You can convert it to. To upload many different audio file types to Audacity, add the ffmpeg library to Audacity. Open Audacity and drag the file into the blank space. Check to see if it plays, and then click 'file'. In the menu that appears, click 'export', and then click 'Export as OGG'. Name the file exactly what you saw in the. Navigate to the folder random in the resource pack. Then click 'Save'. VLC Media player can play the. If you want to add more sounds, then follow the previous steps. If you intend to publish your resource pack, and have downloaded sounds for the pack, you must abide by the sound owner's rules for republication. Now to test the sounds. Open Minecraf t, hit play, and click options. Click the resource packs button, and you should see your resource pack in the list. Click the arrow on the resource pack icon to activate it, and then click done. Wait a few seconds, and then go back to the menu screen. Go to singleplayer, and play a world. Light a TNT block to test the fuse sound that you added. You may have noticed that in the earlier step, in one of the pictures, the other packs had their own icons. Draw the image, or download one that is free to use. The picture must be in. You can change a picture to. Put it into the folder of your pack right next to the assets folder. Double-check to make sure that its file format is. When you play, you should see the icon in the resource packs list. Question 1 year ago. Answer 17 days ago. Make sure you wrote pack. Newsounds stands for the folder of your resource pack. Reply 17 days ago. Question 5 months ago. Hello â€" I found this helpful post whilst trying to help my son add not replace sounds to Minecraft 1. We have the ogg files prepared and in a new folder but they don't seem to be available in a Note Block. I've searched everywhere and not been able to find the correct procedure for this. Plenty of help in changing sounds but not adding them. Answer 2 months ago. You can't add sounds with a resource pack. You can only change existing sounds with a resource pack. To add sounds, use a mod. Actually, you can add sounds with a resource pack. I just found that out, and shall soon add instructions for doing so. Tip 6 months ago on Step 2. The file name of the text document must be pack. Reply 9 months ago. Reply 11 months ago. Yes, if all the instructions are followed properly. The Minecraft Wiki is also a source of info, if anything in this instructable is out-of-date. Reply 1 year ago. Question 1 year ago on Introduction. Heya there, First of all: Thanks for this helpful tutorial, totally nailed it just by following step by step. The ogg file ingame sounds completely different compared to the wav file I had before converting it via Audacity. Answer 1 year ago. That's wierd. Are you changing the pitch or speed of the sound in Audacity? If not, it might be a bug in Minecraft or Audacity. I've tried multiple places and I'm not hearing my sounds. Actually, I misunderstood your question. The minecraft folder goes in the assets folder. Well, you'll see that in step three. Look at image four. At the highlighted word, look at its file path. For this particular sound, levelup. You have already made the minecraft folder. So, if you haven't, make sounds folder, then the folders that lead up to your sound folder, then the sound folder. Then you may add your sounds. For other sounds, look for the sound you want in the json file, then add the folders to the minecraft folder of your pack. If you are still having trouble, please send me the name of the sound that you are trying to change, and I shall see if I can help you. If this is not the problem, then it might be that you haven't turned on the resource pack. This instructable is for 1. I don't play 1. I don't know if adding custom sounds is different for 1. It would be best to check out what other people say as well if nothing works after trying many solutions. By Peregrine05 Follow. More by the author:. Replace the section -describe your resource pack- with the

description of your choice. Browse for the file you wish to convert. Select the radio button 'Convert'. Now you must create a. Then set the Encapsulation to WAV. Click the tab Audio Codec. Check the check box Audio. Also set the Sample Rate to Hz. Click 'create'. In the Profile tab, set it to WAV, the profile that you just created. In the Destination file area, click 'Browse'. Select the destination folder, and name the file. Make sure the extension is. Click 'Save'. After you have created this profile, it is saved, and you do not have to create it again. Then click 'Start'. The file should be in the destination folder you selected in step Did you make this project? Share it with us! I Made It! Mikro Question 1 year ago. Answer Upvote. I did absolutely everything according to your guide but my soundpack is not displayed, why? Peregrine05 Mikro Answer 17 days ago. Reply Upvote. I've done everything you've said to do, but I don't see my pack displayed in-game. Peregrine05 garfunkalsirface Reply 17 days ago. Peregrine05 hotfingers Answer 2 months ago. Peregrine05 Peregrine05 Reply 17 days ago. ToothAndNail 9 months ago. Peregrine05 ToothAndNail Reply 9 months ago. Electroyeet 11 months ago. Peregrine05 Electroyeet Reply 11 months ago. Sugnacaa 1 year ago. Peregrine05 Sugnacaa Reply 1 year ago. This does not work for Bedrock Edition. It will only work for Java edition. Windstriding Question 1 year ago on Introduction. Peregrine05 Windstriding Answer 1 year ago. Windstriding Peregrine05 Reply 1 year ago. TNT is an explosive block that can be primed to generate an explosion. TNT can be broken instantly with any tool , or without a tool. Nine TNT blocks occur naturally in each desert pyramid trap. Two TNT blocks flank a trapped chest in one secret woodland mansion room. Once activated, TNT turns into an entity, which includes being affected by gravity. Once spawned, primed TNT is given a vertical velocity of 0. Given these velocities, the TNT travels 0. When the countdown timer expires, the TNT explodes. If in the air, TNT falls roughly 77 blocks before exploding once it is ignited. The explosion has an explosive force of 4. Primed TNT's texture blinks, alternating every 0. The effect is dynamic and the brightened texture can't be found in the assets. Primed TNT cannot be pushed by players or other mobs, but it moves when in flowing water or lava. When primed TNT detonates while in water or lava, it does not break any blocks. It does still damage players, mobs, and other entities. To make TNT destroy blocks in the water, e. Because the TNT is no longer immersed in water, it can destroy the surrounding blocks. Primed TNT is not teleported when entering a nether portal ; instead, it passes through portal blocks. The fuse timer keeps counting down unless the spawn chunks are unloaded, then it pauses until a player loads the chunks. If the TNT is primed atop any sort of fence post that is two blocks high or larger, it falls through the fence block on which it was activated and stops on the next lower one. Its detonation damages only the fence block it was "stuck" in. In Java Edition primed TNT summoned by a command explodes immediately because the fuse time defaults to zero if not specified. TNT can be used in a variety of traps. The simplest of them â€" a land mine â€" is made of TNT connected to a pressure plate or tripwire with redstone. One such trap generates naturally in desert pyramids under the loot area. Some cannons can also be used to launch other entities or objects into the air. Mobs killed by player-ignited TNT via flint and steel or by flaming arrows drop experience orbs as though they were killed by the player in regular combat. Issues relating to "TNT" are maintained on the bug tracker. Report issues there. Sign In. From Minecraft Wiki. Jump to: navigation , search. This article is about the regular TNT block. For the underwater variant, see Underwater TNT. Not to be confused with Tint. A TNT explosion. See also: Chunk format. Default is 0. If activated from a TNT block, the fuse duration is 80 ticks 4 seconds. Hidden categories: Java Edition specific information Bedrock Edition specific information Redstone recipe Recipe using Gunpowder Recipe using Sand Pages missing sound source Pages missing sound description Pages missing sound volume Pages missing sound pitch Unknown Pocket Alpha version history. Navigation menu Namespaces Page Talk. Views View Edit History. This page was last edited on 22 February , at Game content and materials are trademarks and copyrights of their respective publisher and its licensors. All rights reserved. This site is a part of Fandom, Inc. About Minecraft Wiki Disclaimers Mobile view. Support Contact PRO. Buried treasure. None [sound 1]. Primed TNT. Hitting the TNT block breaks it, dropping it as an item that can be picked up. Hitting the TNT block causes it to ignite and then explode. Notch shows interest in adding "explosives", which would blow up when a pulse from a wire was received. Added TNT. Players have to hit TNT to prime the block and hit it again to cancel the detonation. The player starts with 10 blocks of TNT in their inventory. Hitting an already active TNT block now defuses it and allows the player to pick it up. When broken, TNT replaces every block one level below it that is of the same block type as the block directly below it with wood planks. Monster traps can no longer be created by putting a pressure plate directly on top of the block of TNT. Players can no longer cancel the detonation of TNT by hitting it after priming it. TNT can no longer be directly primed by the player, but only by redstone or any other mechanism that powers the TNT block , as well as by left clicking with flint and steel. Hitting the

block destroys it simply and safely so it can be picked up. However, TNT can now be created using map editors with a data value of 1 to make it retain the old behavior of being primed when punched. TNT can no longer have torches placed on it. Any previously-placed torches disappear. TNT has been given a new explosion sound. TNT can be naturally found with structure generation turned on in desert pyramids as a trap in the treasure room. TNT no longer drops as an item when broken in Creative mode. TNT can now be ignited when hit with an item that has the Fire Aspect enchantment or the Flame enchantment. TNT's top texture is now rotated randomly, as part of the addition of arrays to block models. The explosion physics of TNT have been reverted to those before the 14w31a snapshot. TNT's maximum fuse time has been increased from ticks into ticks. The random rotation of TNT's top texture has been removed. TNT now generates in woodland mansions. The explode block states for the tnt ID has been removed. As a result, the old punch to prime behavior of TNT is no longer available. Prior to The Flattening , this block 's numeral ID was TNT now generates in buried treasure chests. Added the unstable block states for TNT, acting like the explode block states did. The texture of TNT has been changed. Black and white smoke particles are removed. TNT can currently not be obtained except for via a hex editor. When edited in, the primed TNT simply emits smoke particles , then disappear. TNT is now able to be obtained without a hex editor in both survival and creative. The sound of TNT has been changed to that of Java. TNT can now be naturally found with structure generation turned on in desert pyramids as a trap in the treasure room. An explosion in creative now gives the player materials as it does in survival. An explosion in creative no longer gives the player materials as it does in survival. TNT can now be found inside shipwreck supply chests and buried treasure chests. TNT no longer activates when a Redstone Torch is placed directly on it. TNT can no longer be directly primed by the player , but only by redstone or any other mechanism that powers the TNT block , as well as by using flint and steel. The explosion sound of TNT has been changed. TNT does variable damage depending on difficulty setting. This article was co-authored by our trained team of editors and researchers who validated it for accuracy and comprehensiveness. This article has been viewed , times. Learn more Cacti and lava are fun ways to kill, but if you want something more exciting and explosive, you're going to want to try out TNT. TNT is infamous for its use in traps and griefing. It can also be used to assist you while mining, though it might not be very effective. TNT is commonly used for traps and cannons only. Before creating complicated traps, it's best to learn how to blow up TNT in the first place. Use flint and steel. Use a flaming arrow. Use a fire charge. Use another TNT explosion. Pour lava or set a fire. Use a redstone circuit. Did this summary help you? Yes No. We've been helping billions of people around the world continue to learn, adapt, grow, and thrive for over a decade. Every dollar contributed enables us to keep providing high-quality how-to help to people like you. Please consider supporting our work with a contribution to wikiHow. Log in Social login does not work in incognito and private browsers. Please log in with your username or email to continue. No account yet? Create an account. We use cookies to make wikiHow great. By using our site, you agree to our cookie policy. Cookie Settings. Learn why people trust wikiHow. Download Article Explore this Article parts. Tips and Warnings. Related Articles. Article Summary. Part 1 of Find 5 pieces of gunpowder. You'll need 5 pieces of gunpowder in order to craft a piece of TNT. Get 4 sand blocks. You can use regular sand or red sand. Both work the same and can be mixed during the creation of TNT. You can find sand most commonly in the following biomes and areas: Beaches Deserts Riverbanks Mesa red sand. Open your crafting window. Use your crafting table to open the crafting grid. Place the gunpowder in an "X" pattern. Place one gunpowder in each corner of the grid, then place the last piece in the center. Fill the remaining spaces with sand or red sand, or a combination of the two. Place sand blocks in the four open spaces left in the grid. This will create TNT. Add the TNT to your inventory. Drag the TNT from the result grid and add it to your inventory. You can now place it in your world to be blown up. Part 2 of Use flint and steel to light a TNT block. This is the simplest way to detonate TNT. See Make Flint and Steel in Minecraft for instructions on crafting it. Walk up to the TNT with flint and steel equipped to light it. The TNT block will begin flashing when lit. Make sure to back up to a safe distance before it explodes 4 seconds after being lit. TNT has an explosive radius of about 7 blocks. Use a flaming arrow to light the TNT. If you want to be a little safer when setting off your TNT, you can use a flaming arrow to light it. You can enchant your bow with flame to make them shoot flaming arrows by using an enchanting table. See Make an Enchantment Table in Minecraft for instructions on creating an enchantment table and using lapis lazuli to enchant items. You can also light an arrow by shooting it through fire or lava. So you can build a fire in front of your TNT block and shoot an arrow through it to light the arrow and detonate the TNT. Use a fire charge to light the TNT. You can create a fire charge by placing a charcoal in the center of the grid, a blaze powder to the left of it, and a gunpowder below it. Fire charges are not as efficient

as flint and steel, as you lose the charge that you throw. Throwing a fire charge at the TNT will light it. You can throw the fire charge by selecting it in your inventory and then using the item. Putting a fire charge in a dispenser will cause it to shoot out as a fireball when triggered. This is not as useful for TNT since the fireball shoots at a random angle. Since the explosion does not produce an exact radius, make sure your TNT is well within the explosion, no more than 3 or four blocks from the original TNT. Pour lava or set a fire near the TNT. If lava flows in near the TNT, it will be set off as soon as it catches fire. This can happen even if the lava is not directly touching the TNT. The same principle applies if the area around the TNT is on fire. Part 3 of Gather redstone dust. Redstone dust is used to create the redstone circuit and transmit power. For a basic circuit, you can have a trail of up to 15 blocks of redstone dust. Longer trails require redstone repeaters. You'll need to mine down to the bedrock layer and then begin your hunt for a redstone vein. You need an iron or diamond pickaxe to mine redstone ore. One block of redstone ore can be crafted into 9 piles of redstone dust. You usually get redstone dust per redstone ore you mine. You can find redstone dust in dungeon chests and stronghold chests. Witches may drop redstone dust when defeated. Jungle temples spawn 15 redstone dust for the trap. They also spawn a few more for the secret chamber. Make a switch mechanism. There are several different mechanisms you can use to trigger your redstone circuit: Button - This item is placed on the side of a full block, and provides redstone power when pushed. You can make a stone button by placing a single stone block in the center of the crafting grid. You can make a wood button by placing any wood planks in the center grid. Lever - A lever is placed on any solid surface, and can toggle redstone power on and off. You can make a lever by placing a stick in the center of the crafting grid and a cobblestone block underneath it. Pressure plate - This is a button that is pressed automatically when you stand on it. The major difference with a pressure plate versus the other two is that monsters can activate the pressure plate, making it perfect for traps. You can make a pressure plate by putting a stone or wood block in the center of the grid and an identical block to the left. Create a basic circuit. Now that you have your redstone powder and a switch mechanism, you can create your basic circuit: Place your switch mechanism somewhere that you can use it. This will be your blasting remote, so make sure you can see the explosion. Place redstone powder in a trail towards where you want to put the TNT. The first piece should be adjacent to your switch mechanism. You can place redstone powder by looking at a block and right-clicking while it's equipped. Redstone ore can connect one level up or down, and the total length must be 15 blocks or less. Place your TNT at the end of the redstone trail. This is where the circuit terminates, and will activate the TNT block. Make sure the TNT box is on the same level as the end of the trail, and is directly adjacent to the final redstone powder block. Activate your circuit. Now that the TNT has been placed, you can activate your circuit by using the mechanism. Once you trigger the redstone circuit, the TNT will immediately be set to explode. Try a more complex circuit. By using redstone torches, you can create advanced logic gates that can remotely detonate lots of TNT at different intervals. See Make a Redstone Lamp in Minecraft for instructions on making and using redstone lamps, which are an integral part of larger redstone circuits. You must have mods to do so. I vanilla Minecraft, there is only one type of TNT. Not Helpful 4 Helpful No, but if you use minecarts with TNT, they will blow up when it's either activated by activator rails or when it just runs out of track. Not Helpful 5 Helpful If you are on a server, especially a public server, it's possible that TNT explosions have been blocked. This is usually to prevent griefing trolling others by destroying their structures. Not Helpful 6 Helpful Shapto Adjie Wahyu Nugroho. Not Helpful 17 Helpful Not Helpful 22 Helpful Not Helpful 20 Helpful You can use an activator rail, put it on the track and make the TNT go over it. Not Helpful 14 Helpful It's because when they're lit, it becomes an entity like a movable item. Note: If you use the second method, you have to make all TNT lit before one of it explodes, if the distance is short. Not Helpful 13 Helpful If you somehow have enough TNT, are able to lay it all over the infdev infinite development world, and have a computer with a processor to handle all of those explosion, then yes, it's possible to blow up the whole world. However, the bedrock cannot be destroyed. Not Helpful 7 Helpful Include your email address to get a message when this question is answered. TNT is great for clearing out large chunks of land when digging a mine, but be aware that there's a good chance you'll destroy the majority of materials you would have gotten if you had used a pickaxe instead. You'll want to avoid using TNT near rich veins of valuable ore. Helpful 0 Not Helpful 0. Protecting yourself from a TNT explosion: If you or a mob are sitting in a minecart, you will have minimal damage from a TNT explosion. This can allow you to launch an explosion from considerable distance. If you want to strip mine the fastest way is to light a bunch of TNT stacks on a mountain and it will blow through showing you the contents. This is especially fun with ravines. Obsidian, bedrock and liquid source blocks are immune to TNT explosions. This allows you to make bomb shelters or even a cannon to launch TNT through. TNT is the only explosive

made for the prime purpose of exploding. It is possible to cause explosions in less controllable ways, such as beds detonating when used in The Nether or The End or approaching a creeper, which causes it to explode. If TNT is detonated in water, this will stop it from destroying any built or structural blocks. However, if a player or other entity is in the radius of the blast, damage can easily occur to living beings. If you are on an old version of Minecraft and you place TNT in your home, put water on it to make no explosion. One way to light TNT remotely without searching for redstone or an enchanted book or enchanting table is to use a wooden pressure plate stone won't work , put it next to the TNT, and shoot an arrow at it. A wooden button will work as well, but it is a harder target to hit. Submit a Tip All tip submissions are carefully reviewed before being published. Too much TNT will lag your game, so be careful. The larger the explosion, the more CPU power required, and can result in singleplayer stuttering or lots of lag in multiplayer. Helpful 78 Not Helpful It's best to stay away from TNT when it's lit. Otherwise, you may blow up. Helpful 74 Not Helpful Helpful 6 Not Helpful 1. Related wikiHows How to. How to. About This Article. Co-authored by:. Co-authors: Updated: December 12, Categories: Minecraft Weapons Minecraft Mining. Article Summary X 1. Nederlands: TNT opblazen in Minecraft. Thanks to all authors for creating a page that has been read , times. Did this article help you? Cookies make wikiHow better. By continuing to use our site, you agree to our cookie policy. Related Articles How to. By signing up you are agreeing to receive emails according to our privacy policy. Follow Us. X Help us do more We've been helping billions of people around the world continue to learn, adapt, grow, and thrive for over a decade. Let's do this! Brandon's Core is a library mod used by most of my mods. It is no longer a core Carry On is a simple mod that improves game interaction by allowing players to p CC: Tweaked is a fork of ComputerCraft, adding programmable computers, turtles a CodeChickenLib is a library of systems to help make various aspects of minecraft Required for all CoFH Mods. Also provides some customization options for Minecra Adds a cooking book and multiblock kitchens that only shows recipes you can make Allows resource packs to add connected textures, emissive rendering, and much mo This is a mod that was originally made for the Tolkiencraft mod pack but it has Environmental Tech is a mod containing a vast selection of multiblock machines Adds large, multiblock power generation machines to Minecraft. Compatible with R Increases leaf decay rates. Check out the config to change the decay rate! Questionable "performance improvements" that are not in Forge for probably very Open source library for facilitation of multiple functional parts in the one blo Tweaks to inventory handling for ease of use, including sorting and automatic re New chests with larger sizes, with in-place upgrade items. The feature chest is JourneyMap: Real-time map in-game or in a web browser as you explore. A mod which adds modular power armor, power tool, and a tinker table to configur MalisisCore is a framework dedicated to simplify many processes required during ModTweaker is an addon for CraftTweaker, a recipe manipulator utility for Minecr A mod that enhances the inventory management by adding various additional functi A common library of useful functions and utilities for dealing with Minecraft's Nutrition is a highly configurable mod to enable the creation of health systems Consider pledging to my Patreon! Your support will go directly towards funding d Redstone enthusiasts' one-stop-shop. Compatibility module for Project Red. Expansion and Transportation modules for Pr Exploration module for Project Red. Fabrication module for Project Red. Illumination module for Project Red. Integration and Transmission modules for Pr Ranged Pumps is a simple mod that adds a pump that pumps liquids in a range. Reborn Core is a library used for many of the Tech Reborn team's mods, including Thermal gets Dynamic! Adds ducts - blocks for transporting Items, Fluids, Redsto Expanding Minecraft Thermally - provides new options for automation and processi A small mod that gives your tools XP and awards extra modifiers on levelup. A little of this, a little of that, a lot of tinkering, and a lot of tools. Adds a special torch which prevents mobs from spawning in a configurable range. Bug fixes, optimizations, no more crashes, and better crash reports for Minecraf You are using Hwyla, a fork of Waila. You can find more information on the Hwyla Added a few to Optional V0. You have JavaScript disabled. This site may not work correctly. No support will be given. A technology focused modpack based on Minecraft 1. Servers Discord Support Website. Streams Videos. Download ATLauncher. Minecraft Version. This pack uses Minecraft version 1. There have been 76, installs of this pack. There have been 6, server installs of this pack. Players have played a total of Advanced Rocketry 1. AppleSkin 1. Applied Energistics 2 rv6-stable Bad Wither No Cookie! Reloaded 1. Baubles 1. BD Lib 1. Better Foliage 2. Biomes O' Plenty 7. Brandon's Core 1. Carry On 1. CC: Tweaked 1. Chameleon 4. ChickenChunks 2. Chisel 1. CodeChicken Lib 3. CoFH Core 4. CoFH World 1. Compact Machines 3 1. ContentTweaker 1. Controlling 3. Cooking for Blockheads 6. CraftTweaker2 1. CTM MC1. Cucumber Library 1. Custom Main Menu 2. Draconic Evolution 1. Dynamic Trees 1. Dynamic Trees BOP 1. Dynamic Trees PHC 1. Dynamic Trees TC 1. Ender IO 5. Ender IO Machines 5. EnderCore 1. EnderStorage

2. Environmental Tech 1. Extra Cells 2 2. Extreme Reactors 1. Fast Leaf Decay v Flux Networks 1. Forge Multipart CBE 2. Guide-API 1. GunpowderLib 1. Immersive Engineering 0. In-Game wiki Mod 1. Industrial Foregoing 1. IndustrialBox NextGen Resources 0. Integration Foregoing 1. Inventory Tweaks 1. Iron Chest 7. JourneyMap 5. Just Enough Energistics 1. Just Enough Items 4. LagGoggles 1. Lazy AE2 1. MachineMuse's Modular Powersuits 1. MalisisBlocks malisisblocks MalisisCore 1. MalisisDoors 1. MalisisSwitches malisisswitches Mantle 1. McJtyLib 3. MCMultiPart 2. Mekanism 1. Mekanism: Generators 1. Mekanism: Tools 1. Moar Tinkers 0. Mod Tweaker

1999 chevy silverado z71
wiring diagram for trailer lights ireland
s10 88

  4. Mouse Tweaks 2. MrCrayfish's Furniture Mod 6. MrTJPCore 2. MTLib 3. Mystical Agriculture 1. Numina 1. Nutrition 1. OpenBlocks 1. OpenComputers 1. OpenModsLib 0. Optifine 1. Pam's HarvestCraft 1. Phosphor Lighting Engine 1. PneumaticCraft: Repressurized 1. Practical Logistics 2 1. ProjectRed Compatibility 4. ProjectRed Core 4. ProjectRed Expansion 4. ProjectRed Exploration 4. ProjectRed Fabrication 4. ProjectRed Illumination 4. ProjectRed Transmission 4. RandomPatches 1. Ranged Pumps 0. ReAuth 3. Reborn Core 3. Redstone Flux 2. Resource Loader 1. RFTools 1. Shadowfacts' Forgelin 1. Simply Light 1. SonarCore 1. Storage Drawers 5. Tesla Core Lib 1. Thaumcraft 1. ThaumicJEI 1. Thermal Dynamics 2. Thermal Expansion 5. Thermal Foundation 2. Thermal Innovation 0. Tinkers Tool Leveling 1. Tinkers' Construct 2. TorchMaster 1. Track API 1. Translocators 2. UniDict 1. Valkyrie Lib 1. VanillaFix 1. Waila 1. WanionLib 1. Wireless Crafting Terminal 2 1. WrapUp WrapUp XNet 1. YNot 0. Zero CORE 1.