

# [1.18] VIP Server & Modpack

## Join The Server

In order to join the server you must have:

- A compatible modpack including **ALL** library and core mods
- The server IP - Available from **Server-Info** channel.
- Be whitelisted to join - Request in **Whitelisting Thread** under **Server-Info** channel.
- An active VIP membership

If you are unable to join the VIP server, please check you have the modlist shown below and you are using the correct IP.

You can ask for help in **VIP Server Help** if you cannot join after trying the above.

**CurseForge Manifest (Regular):** [DOWNLOAD HERE](#)

**CurseForge Manifest (Shaders):** [DOWNLOAD HERE](#)

How to install a CurseForge manifest is explained below - please scroll and read this before requesting help!

---

## Installing Mods

If you do not know how to use mods, please check out our **Installing Mods** page on the wiki!

---

## Using CurseForge Manifests

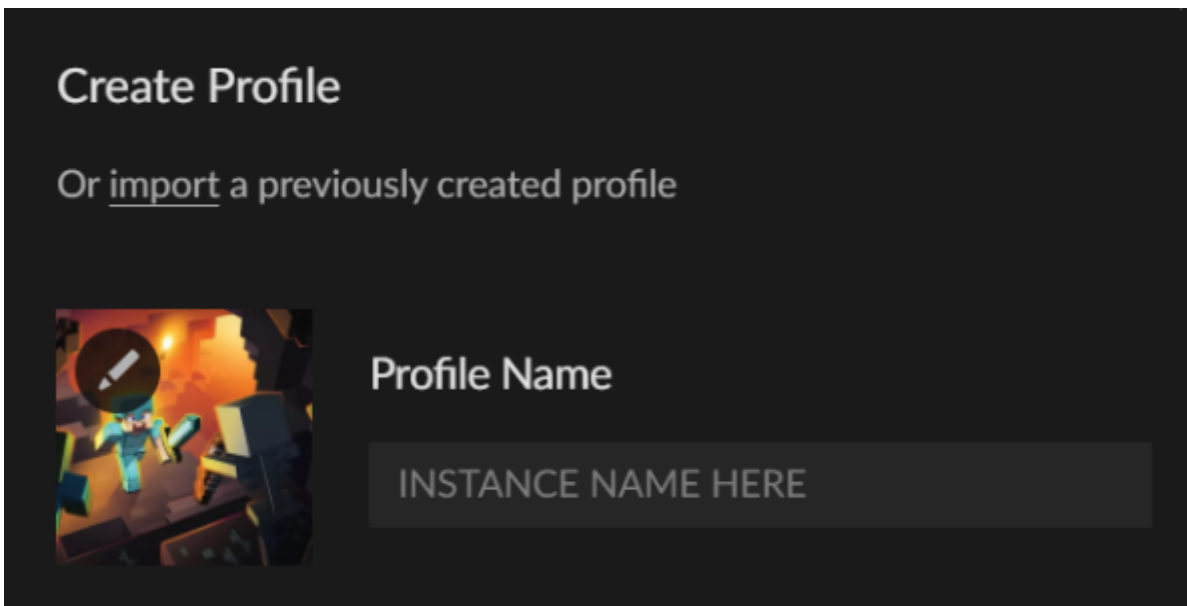
CurseForge no longer supports modpacks for other launchers - so you cannot just download a full ZIP of the mods required. This means servers either need to manually ZIP their mods (depriving themselves and other developers of downloads) or use a CurseForge manifest. Manifests are information that tell the CurseForge launcher which mods to download and which versions as well as configs etc so you can quickly import a profile and its settings to play with that modpack or join servers using their required modpacks. The downside of this is it means **only the CurseForge app can do this!**

**How To (CurseForge app)**

1. Download the Curseforge Manifest (Regular) **OR** the CurseForge Manifest (Shaders/Rubidium)
2. On the CurseForge App, select **Create Custom Profile** on the top bar to open a preferences menu.



3. Select the underlined section that says to **Import** a previously created profile
4. Select the downloaded file (Manifest)



### How To (Other Launchers)

Other launchers cannot use Manifests - your only options are:

- Download all mod versions manually using our modlist
- Download the mods on the Curseforge App and copy them from the modfolder into another launcher

In short, if you want an easy life and easy download, use CurseForge to download and play. If you're a firm supporter or another launcher, you will have to do a little extra preparation to initially download AND to maintain your modpack as **it will not automatically update if any server changes are made.**

We will **NOT** offer a ZIP or MultiMC (or other launcher) export out of respect for other developers and their downloads.

---

## Modlist

Updated: 17 July 2023

Minecraft Version: **1.18.2**

Forge Version: **40.2.0** or above

Java Version: **Java 17**

If installing these mods manually you **MUST** use only 1.18.2 **Forge** versions - other versions or APIs will not work!

- **LIBRARY & CORE** mods are required to join the server - incorrect versions or missing mods will not let you join servers

- **CLIENT & GRAPHIC** mods are optional - you can remove any you do not want or need to increase performance

Mod	Type	Version	Description
Architectury	Library	<u><a href="#">4.11.93</a></u>	--
Balm	Library	<u><a href="#">3.2.6</a></u>	--
Cloth Config	Library	<u><a href="#">6.5.102</a></u>	--
Creative Core	Library	<u><a href="#">2.6.16</a></u>	--
Curios API	Library	<u><a href="#">5.0.9.1</a></u>	--
FTB Library	Library	<u><a href="#">build.177</a></u>	Dependency for FTB Mods.
FTB Teams	Library	<u><a href="#">build.107</a></u>	
GeckoLib	Library	<u><a href="#">3.0.57</a></u>	Dependency for SWEM.
Item Filters	Library	<u><a href="#">build.50</a></u>	Dependency for FTB Quests.
Placebo	Library	<u><a href="#">6.6.7</a></u>	
PlayerAnimator	Library	<u><a href="#">1.0.2+1.18</a></u>	Dependency for SWEM.
Astikor Carts	Core	<u><a href="#">1.1.2</a></u>	Carts for transporting items, livestock and farming.
Comforts	Core	<u><a href="#">5.0.0.6</a></u>	Quality of life additions like sleeping bags.
Cosmetic Armor Reworked	Core	<u><a href="#">v2a</a></u>	Wear armor without displaying it on player.

Creeper Confetti	Core	<a href="#"><u>3.11</u></a>	Harmless confetti explosion creepers.
Dimensional World Border	Core	<a href="#"><u>2.0.0.1</u></a>	
Farmer's Delight	Core	<a href="#"><u>1.2.2</u></a>	Food, cooking and new crops relating to food.
Farmer's Respite	Core	<a href="#"><u>1.3.0</u></a>	Teas and new crops for brewing drinks.
FTB Chunks	Core	<a href="#"><u>build.265</u></a>	Landclaim chunks to protect properties.
FTB Quests	Core	<a href="#"><u>build.191</u></a>	Quests that can be completed for rewards.
Gravestone Mod	Core	<a href="#"><u>1.0.1</u></a>	Graves that store a player's items on death.
Harder Natural Healing	Core	<a href="#"><u>1.39.0.13</u></a>	Hunger in peaceful dimensions and healing rate changes.
HT's TreeChop	Core	<a href="#"><u>0.17.7</u></a>	Chop a whole tree down at one time by cutting the base.
Inventory Essentials	Core	<a href="#"><u>4.0.3</u></a>	
Inventory Sorter	Core	<a href="#"><u>19.0.4</u></a>	Keybind a button that auto stacks and sorts your inventories.
PlayerRevive	Core	<a href="#"><u>2.0.13</u></a>	Save other players (nearby) from near death.
Polymorph	Core	<a href="#"><u>0.46</u></a>	Select output item from duplicated recipes.
Quest Additions	Core	<a href="#"><u>1.4.2</u></a>	
Simple Shops	Core	<a href="#"><u>1.2.1</u></a>	Protected stores that player can display and sell items from.
Simple Storage Network	Core	<a href="#"><u>1.7.0</u></a>	Enhanced and consolidated connective storage system.
Star Worm Decor	Core	<a href="#"><u>3.1.2</u></a>	Hundreds of additional blocks and variations.
Star Worm Economy	Core	<a href="#"><u>1.1.1</u></a>	Currency and systems for storing and transferring funds.

Star Worm Equestrian	Core	<u>1.3.0-15</u>	Realistic horses with needs, items, decor.
Star Worm Lighting	Core	<u>2.0.3</u>	'Glow' blocks that match MC + DM blocks with light output.
Star Worm Plus	Core	<u>2.9.0</u>	Various QOL recipes, items and function features.
Waystones	Core	<u>10.2.1</u>	Waystones to teleport between locations.
Appleskin	Client	<u>2.4.1</u>	Food saturation overlay and info on food saturation values.
Better F3	Client	<u>3.0.0</u>	
Chatheads	Client	<u>0.6.1</u>	Shows player head icons in chatbox and playerlist.
Connectivity	Client	<u>3.2</u>	
Controlling	Client	<u>9.0+23</u>	Search box for keybinds to search by specific key or term.
Dynamic View	Client	<u>2.8</u>	
Edit Sign	Client	<u>2.3.1</u>	Right-click editing for sign text.
Ferrite Core	Client	<u>4.2.2</u>	<b>Massively improves RAM usage - highly recommended!</b>
HT's TreeChop - Jade Plugin	Client	<u>0.1.1</u>	Shows the number of logs in a tree that can be broken.
Jade	Client	<u>5.3.0</u>	Shows information on looking at blocks etc.
Jade AddOns	Client	<u>2.5.0</u>	
JEI Enchantment Info	Client	<u>1.17.1-2.0.0</u>	
JEI Integration	Client	<u>9.0.0.37</u>	
JEI Enough Effect Description	Client	<u>1.11</u>	

Just Enough Items	Client	<a href="#"><u>9.7.2.1001</u></a>	Lookup item crafting recipe, or view item use in other recipes.
Just Enough Professions	Client	<a href="#"><u>1.3.0</u></a>	Lookup items acquired from various villagers / trades.
Just Enough Resources	Client	<a href="#"><u>0.14.1.171</u></a>	
Log Begone	Client	<a href="#"><u>1.0.4</u></a>	
Mouse Tweaks	Client	<a href="#"><u>2.21</u></a>	
My Server Is Compatible	Client	<a href="#"><u>1.0</u></a>	
Shutup Experimental Settings!	Client	<a href="#"><u>1.0.5</u></a>	Removes a (harmless) warning about experimental settings.
Skin Layers 3D	Client	<a href="#"><u>1.5.2</u></a>	Player's skins appear 3D and different textures stand out.
Toast Control	Client	<a href="#"><u>6.0.3</u></a>	
WorldEdit	Client	<a href="#"><u>7.2.10</u></a>	<b>Not required on server - add for Singleplayer world.</b>
WorldEdit CUI	Client	<a href="#"><u>3.1.0</u></a>	<b>Not required on server - add for Singleplayer world.</b>
Xaero's Minimap	Client	<a href="#"><u>23.5.0</u></a>	Optional extra map with many cool features/functions.
Xaero's Worldmap	Client	<a href="#"><u>1.30.6</u></a>	Optional extra map with many cool features/functions.

**Optifine (OPTIONAL and not recommended unless you can or will use Shaders or require it for a TXP)**

Optifine	Graphics	<a href="#"><u>HD U H9</u></a>	Allows customization of graphics settings + running shaders.
----------	----------	--------------------------------	--

**Optifine Alternatives (OPTIONAL and only necessary if you can or will use Shaders or like the features they add)**

[READ MORE HERE](#)

Better FPS	Graphics	<a href="#"><u>1.5</u></a>	
------------	----------	----------------------------	--

Better Rubidium Video Settings	Graphics	<u>1.0.4</u>	Returns Rubidium's video settings to Minecraft style.
CIT Resewn	Graphics	<u>Creator's DC</u>	Only required for CIT packs.
Entity Model Features	Graphics	<u>Creator's DC</u>	Only required for TXPs adding custom entity models (CEM)
Entity Texture Features	Graphics	<u>4.4.4</u>	Emissive textures for entities.
Luscent	Graphics	<u>1.2.2</u>	Dynamic lighting.
Magnesium/Rubidium Extras	Graphics	<u>1.3.2</u>	Zoom key, borderless full screen, entity culling etc.
Oculus	Graphics	<u>1.5.2</u>	Allows use of shaders - fast loading and high-performance.
Rubidium	Graphics	<u>0.5.6</u>	Incorporates many of Optifine's features.

## Changelog

View Changes		
<div> <div></div> <div>This is not a complete list of version changes / fixes. It is a changelog of relevant wiki-related version information.</div> </div>		
MC Version	Date	Notes
1.18.2	21 August 2023	SWEM Updated to 1.3.0-15 (from 1.3.0-12) SWPM Updated to 2.9.0 (from 2.8.1) SWDM Updated to 3.1.2 (from 3.1.1)
	29 July 2023	Removed XP from Harvest
		Added Harder Natural Healing 1.18.1-1.39.0.13 Added Inventory Sorter 1.18.2-19.0.4

SWEM Updated to 1.3.0-12 (from 1.3.0-8)  
SWPM Updated to 1.8.1 (from 1.5.0)  
SWDM Updated to 3.1.1 (from 3.1.0)  
SWEConM Updated to 1.1.1 (from 1.1.0)

19 July 2023

SWEM updated to 1.3.0-8 (from 1.3.0-7) and SWPM updated to 1.5.0 (from 1.4.0)

Revision #20

Created 17 July 2023 14:49:27 by Delphi

Updated 23 August 2023 01:10:59 by Delphi