

Welcome to Technic 5.0.5: Oh There is Industrial Craft

IF UPGRADING A TECHNIC 5.0.4 INSTALL BACKUP YOUR ENTIRE .MINECRAFT FOLDER SOMEWHERE SAFE.
START WITH A FRESH NEW CLEAN MINECRAFT 1.0 INSTALL.
RUN INSTALLER.JAR ON THIS NEW MINECRAFT INSTALL.
NOW MOVE YOUR SAVES BACK OVER AND LOAD YOUR WORLD UP.

If installing for the first time simply have a 100% clean .minecraft 1.0 install and run the installer .jar

Technic 5.0.5 changes:

-removed Plasticcraft (out of block IDs)
-removed Too Many Items (various issues with installer, you can attempt to install it afterwards yourself)
-added Additional Pipes
-added CARuins
-added Industrial Craft 2
-added Crafting Table II
-updated Rei's Minimap
-updated Optifine
-updated Inventory Tweaks
-updated Mo Creatures
-updated Millenaire
-updated Tale of Kingdoms
-updated Zeppelin
-updated Railcraft
-updated Craftguide
-updated Logisitc Pipes
-updated Equivalent Exchange
-completed grade 9

THANK YOU MODDERS (even the ones who hate our guts :kiss:)
Credited List Of Mods and Forum Links

Modloader by Risugami

<http://www.minecraftforum.net/topic/75440-v181-risugamis-mods-everything-updated/>

Modloader MP Unofficial by jamioflan

<http://www.minecraftforum.net/topic/182918-181smp-flans-mods-planes-ww2-guns-vehicles-playerapi-moods-mputils-teams>

Minecraft Forge 1.2.2 by SpaceToad and Eloraam <http://www.minecraftforum.net/topic/514000-api-minecraft-forge/>

Buildcraft 2.2.7 Complete Package by SpaceToad

<http://www.mod-buildcraft.com/>

<http://www.minecraftforum.net/topic/682920-181-buildcraft-221-pipes-quarry-auto-crafting-building-engines/>

Krapht's Logistic Pipes by Krapht

<http://www.mod-buildcraft.com/forums/forum/sub-mods-and-texture-packs/kraphts-logistic-pipes/>

RedPower Pre2 (RP2pr4) courtesy of Eloraam

<http://www.eloraam.com/>

<http://www.minecraftforum.net/topic/365357-181-173-eloraams-mods-rp2pr2-redpower-v171-integrated-redstone-now-redpower-logic-redstone-pipe>

Thaumcraft 1.0.3 courtesy of Azanor

<http://www.minecraftforum.net/topic/838839-100-thaumcraft-updated-on-5122011/>

Equivalent Exchange V5.7.3 courtesy of x3n0ph0b3

<http://www.minecraftforum.net/topic/364525-181-equivalent-exchange-v406/>

Power Crystal's Mods courtesy of power crystals

<http://www.minecraftforum.net/topic/554413-173minefactory-reloaded-112-smp/>

Mo' Creatures v3.1.0 by DrZhark

<http://www.minecraftforum.net/topic/81771-v181-mo-creatures-v213-with-smp/>

Millenaire 2.0.7 by Kinniken

<http://www.millenaire.org/>

<http://www.minecraftforum.net/topic/227822-10-millenaire-npc-village-202-japanese-controlled-village-fix-for-sadhu-quests/>

Crafting Table II courtesy of ljdj

<http://www.minecraftforum.net/topic/856538-100-crafting-table-ii-v15-171211/>

Somnia v17 by MALfunction84

<http://www.minecraftforum.net/topic/162771-181-somnia-v14-sspml/>

Optifine 1.0.0 by sp614x

<http://optifog.blogspot.com/>

<http://www.minecraftforum.net/topic/249637-181-optifine-hd-b-fps-boost-hd-textures/>

Treecapitator courtesy of DaftPVF

<http://www.minecraftforum.net/topic/124117-18-daftpvfs-mods/#treecapitator>

Additional Pipes by DaStormbringer

<http://www.minecraftforum.net/topic/856360-100bc227-228rev311-buildcraft-teleport-pipes/>

CraftGuide by Uristqwerty

<http://www.minecraftforum.net/topic/731133-100-beta-181-craftguide-v122/>

MAmos R8 by Hurricaaane

<http://www.minecraftforum.net/topic/379925-181-matmos-r6-environmental-sound-atmosphere-simulator/>

Convenient Inventory

<http://www.minecraftforum.net/topic/504091-v173-convenient-inventory-19/>

Zeppelin .22 by blackmajik

<http://www.minecraftforum.net/topic/488434-100-zeppelin-020-wip/>

Xie's Mods for 1.0 courtesy of Xie

<http://www.minecraftforum.net/topic/477267-v10-xies-mods/>

Tale of Kingdoms 1.3.0 courtesy of TyberAlyx

<http://www.minecraftforum.net/topic/751960-100-tale-of-kingdoms-version-124/>

Industrial Craft 2 courtesy of Alblaka and the IC2 Team

<http://forum.industrial-craft.net/index.php?page=Thread&threadID=3315>

Railcraft 2.1.1 by CovertJaguar

<http://www.minecraftforum.net/topic/701990-100-railcraft-202forge-smp/>

Balkon's Weapon Mod v8.1 by BalkondeurAlpha (moved to Forge by deathrat)

<http://www.minecraftforum.net/topic/211517-10-balkons-weaponmod-v81/>

Tomes by pinkemma

<http://www.minecraftforum.net/topic/821714-100-pinkemmas-mods-xp-book-sspsmp-tomes-sspsmp-writable-books-new-update-8th-of-dec/#tomes>

Laser Mod V.1.2 by w3(r4ft

<http://www.minecraftforum.net/topic/515159-100-the-laser-mod-v12-drill-panels-and-more/>

CURRENT PROBLEMS

DO NOT put mod blocks on your zeppelin unless you are prepared for chuck resets

DO NOT sell mod items to Tale of Kingdoms vendors, you'll lag or crash the game and lose your items. Maybe.

KNOWN INCOMPATIBILITIES

Anything that modifies any base class files since this will more than likely break Forge. Mods like the Aether are right out and will only end in tears.

KNOWN COMPATIBILITIES

Any Forge-compatible mod should be ok to work with Technic but we're getting low on block id's so any mod that adds 10+ block ids might be hurting to get in
Any mod that doesn't actually add anything to the items/blocks list, things like MC Dungeon work great with a Technic map.

Technic 5.0.5 remains unofficial even though we have lots of permission. All about courtesy you see.

Enjoy the finest that the Minecraft modding community has to offer.

SPECIAL THANKS

Erdos for the installer itself
IceWolf for doing everything forever and ever and ever
deathrat for potentially changing the face of Minecraft modding
powercrystals for creating cross talk blocks and generally making Technic fucking badass.
Cheapshot for the excellent art for everything Technic related
KillerofLawers for showing us the errors of our ways
The Spout team for pushing Minecraft Modding in the right direction
Olloth for various coding questions
SMP, rhodox/Kas for being groovy dudes
PudHux for making a sub-par modpack :smug:
TehKrush for understanding and rolling with the punches
ColTim for testing and configs
Garfu for making 9 phone calls and makin' it rain
The YogsCast for giving modders exposure
Notch for being assy