

## Welcome to Technic V: Where Is Industrial Craft Edition

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Hey hey hey! We've finally updated to Minecraft 1.0 and boy its a good one. Technic V is another special edition as our very own deathrat conveted Balkon's Weapon mod to Forge. What a guy! If you feel saucy you can donate a lil' something to him if you'd like.

deathrat:  
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powercrystals:  
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## Technic V changes:

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- removed Industrial Craft 2 (not updated to 1.0)
- removed wireless redstone
- added Thaumcraft
- added added logistic pipes for Buildcraft
- added Crystal Wing
- added Nether Ores
- added craftguide
- added redstone remote
- added RedPower Machine and World
- added biome water
- added Tale of Kingdoms
- added console
- added Plasticract courtesy of TehKrush
- added and converted Balkon's Weapon Mod to Forge
- owned some bones

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

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Modloader by Risugami

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

Modloader MP Unofficial by jamioflan

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

Minecraft Forge 1.2.0 by SpaceToad and Eloraam <http://www.minecraftforge.net/topic/514000-api-minecraft-forge/>

Buildcraft 2.2.7 Complete Package by SpaceToad

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

<http://www.minecraftforge.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) by Eloraam

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

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

Thaumcraft by Azanor

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

Plasticcraft by TehKrush

<http://www.minecraftforge.net/topic/119361-100-tehkrushs-mods-plasticcraft-timber-and-more/>

Equivalent Exchange V5.5.3 by x3n0ph0b3

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

Power Crystal's Mods by power crystals

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

Mo' Creatures v3.0.2 by DrZhark

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

Millenaire 2.0.2 by Kinniken

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

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

Somnia v17 by MALfunction84

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

Optifine 1.0.0 by sp614x

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

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

Treecapitator by DaftPVF

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

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/>

TooManyItems 1.0.0 by Marglyph

<http://www.minecraftforum.net/topic/140684-100-toomanyitems-in-game-inedit-nov-29-saves-enchantments/>

Convenient Inventory

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

Zeppelin .20 by blackmajik

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

Xie's Mods for 1.0 by Xie

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

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#### CURRENT PROBLEMS

DO NOT put mod blocks on your zeppelin unless you are prepared for chunk resets  
DO NOT sell mod items to Tale of Kingdoms vendors, you'll lag or crash the game and lose your items. Maybe.

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#### 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.

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#### KNOW 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

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Technic V remains unofficial, although we don't seem to get so much hate these days.

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

## SPEACIAL THANKS

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Erdos for the installer itself

IceWolf for doing everything forever and ever

deathrat for fixing things and converting things and doing a ton of thankless work

powercrystals for creating cross talk blocks and generally making Tehnic fucking baddass.

Cheapshot for the excellent art for everything Technic related

KilleroLawers for showing us the errors of our ways

PudHux, SMP, rhodox/Kas for being groovy dudes

Garfu for finally going on a cat diet

The YogsCast for giving modders exposure

Notch for stepping down