

Welcome to Technic 5.0.4: Where Is Industrial Craft Edition

IF UPGRADING A TECHNIC V 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 5.0.4 changes:

-added Wireless Redstone
-added Laser Mod
-added Elemental Arrows
-added Tomes
-added Bettershelves (forged by powercrystals)
-updated Thaumcraft
-updated Millenaire
-updated Tale of Kingdoms
-updated Plasticcraft
-updated Thuamcraft

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 1.2.0 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/>

Plasticcraft courtesy of TehKrush

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

Equivalent Exchange V5.5.3 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 v3.0.2 by DrZhark

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

Millenaire 2.0.3 by Kinniken

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

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

Somnia v17 by MALfunction84

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

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>

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-in-vedit-nov-29-saves-enchantments/>

Convenient Inventory

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

Zeppelin .21 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/>

Tale of Kingdoms 1.2.4 courtesy of TyberAlyx

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

Railcraft 2.0.2 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 chunk 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.

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.

Technic 5.0.4 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.

SPECIAL THANKS

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
KillerofLawers for showing us the errors of our ways
SMP, rhodox/Kas for being groovy dudes
PudHux for making a sub-par modpack :smug:
Garfu for finally going on a cat diet
The YogsCast for giving modders exposure
Notch for being gassy