

GT New Horizons

Additional Mods

This page is about mods that can be added to GTNH to enhance your experience. These are all completely optional and client-side mods, meaning you don't have to install them on a server when playing multiplayer. The only exceptions are Aroma Backup and FTB Utilities which should be installed on a server. See also [Resource Packs](#) and [Shaders](#).

If you are looking for a backup solution, there is a detailed page [here](#).

Mod List

Again, these mods are not included with GTNH by default, nor are they officially recommended. There may be some compatibility issues and they may stop working at any time. All mods must be put in the mods folder inside the modpack directory (see below). Mods marked with [LL] require [LiteLoader](http://www.liteloader.com/download#stable_1710) (http://www.liteloader.com/download#stable_1710) (see below) and mods marked with [FL] require [FTB Library](https://github.com/GTNewHorizons/FTB-Library/releases) (<https://github.com/GTNewHorizons/FTB-Library/releases>).

Name	Description	Conflicts	[Collapse]
AlkGuiHider-1.1.jar https://cdn.discordapp.com/attachments/876834446878310441/899325448901754880/AlkGuiHider-1.1.jar	Allows hiding certain GUI elements (useful if you are using InGameInfo instead)		[Expand]
Archaicfix (https://github.com/embeddedt/ArchaicFix)	A number of bugfixes, tweaks, and optimizations for Minecraft 1.7.10.	Crucible/Thermos/etc. are not supported. Possible crash with GTNH v.2.3.0 has been reported.	
Better Foliage (http://www.curseforge.com/minecraft/mc-mods/better-foliage)	Enhances the appearance of grass and leaves.		
Better Rain (https://www.minecraftforge.net/mods/better-rain-v0-15-bug-fixes)	Better Rain changes the sound and texture of rain depending on the "strength" of the rain. The strength is random each time the weather changes to rain/thunder.	Included in Dynamic Surroundings (see below).	
Chat Bubbles (http://www.planetminecraft.com/mod/chat-bubbles/) [LL]	Displays chat bubbles over the player heads when they type something in the chat.	If you are playing on a server with plugins they might handle the chat differently (using plugins) and the mod might not work. Check the mods' homepage for that.	
ClientFixer (https://mods2.ru/minecraft/402-clientfixer.html)	This can be recommended for use by those who play in Russian (or in another language using the cyrillic) for correct display of the font at different interface sizes and for the correct display of Thaumcraft inscriptions		
Damage Indicators X: 511 Y: 73 www.curseforge.com/m	Adds a HUD that shows information about health, effects, if it's hostile and a 3D	- The HUD is positioned in the top left corner so it might overlap with InGameInfoXML. - The information about health doubles with	

c-mods/damage-indicators-mod)

image of the mob you are looking at.

WAILA so you might want to change the WAILA config.

DE Config

Integration (<https://github.com/Drathonix/DEConfig-Integration>)

Integrates many items with the Draconic Evolution tool and armor configuration GUI.

Required on the serverside for MP.

A compilation of [Better Rain](https://www.minecraftforge.net/forums/mapping-and-modding-java-edition/minecraft-mods/2134067-better-rain-v0-15-bug-fixes) (<https://www.minecraftforge.net/forums/mapping-and-modding-java-edition/minecraft-mods/2134067-better-rain-v0-15-bug-fixes>), [Aurora Rubealis](https://www.minecraftforge.net/forums/mapping-and-modding-java-edition/minecraft-mods/1287376-1-4-7-aurora-rubealis-v1-0-1-auroras-in-minecraft) (<https://www.minecraftforge.net/forums/mapping-and-modding-java-edition/minecraft-mods/1287376-1-4-7-aurora-rubealis-v1-0-1-auroras-in-minecraft>) and [Presence Footsteps](https://minecraft.ha3.eu/presencefootsteps) (<https://minecraft.ha3.eu/presencefootsteps>).

Note: this leads to a more up to date fork of the mod. The original mod page can be found [here](https://www.curseforge.com/minecraft/mods/dynamic-surroundings) (<https://www.curseforge.com/minecraft/mods/dynamic-surroundings>).

Rendering issue when Optifine is installed aswell. See Issue #8374 (<https://github.com/GTNewHorizons/GT-New-Horizons-Modpack/issues/8374>).

Extreme Sound Muffler: Legacy (<https://www.curseforge.com/minecraft/mods/extreme-sound-muffler-legacy>)

Client-side mod that allows you to muffle (almost) any sound selectively, allowing you to choose the volume of the sound you want between 0% and 100%.

Fancy Block Particles (<https://www.curseforge.com/minecraft/mods/fancy-block-particles>)

Breaking a block now creates 3D particles.

Incompatible with the Twilight Forest dimension.

Change fancyRain and fancy Snow in config to false.

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cy-block-particles)

The ForgeEssentials project consists of many server features, especially a powerful permissions and protection system:

Permission management.

Protection (WorldGuard).

Automatic backup management.

Multiworld support(in bukkit aka. multiverse).

Huge collection of utility commands.

Remote server access and management with a versatile API.

WorldEdit with permission integration already included.

And many more!

Reduces the CPU/GPU load when you are AFK or Minecraft is running in the background. In this case the mod suppresses the game sound.

If you are using java 17+ make sure you are using the most up to date version of forge essentials.

You can find this on either the forgeessentials discord in the dev builds channel

<https://discord.gg/FNRQjmr> or through the github page, but you need to be logged in.

Make sure to rename the GTNHMixins jar file to start with a number or a dash. (Future versions replace that mod with unimixins, make sure you do the same thing there).

If you are using a previous version of forge essentials (1373 and below) then make sure to include the launch argument - Dnet.glease.healer.patch_stage=POSTINIT before the -jar (or @java9args.txt).

Forge Essentials (<https://github.com/ForgeEssentials/ForgeEssentials/actions/workflows/cicd.yaml?query=branch%3A1.7.10%2Fdevelop>)

FPS Reducer (<http://www.curseforge.com/minecraft/mc-mods/fps-reducer>)

Gregtorio Overlays (<https://github.com/ah-Gregtorio/Overlays>)

Adds a overlay to Journeymap displaying polluted chunks.

Store recipes and get a "total material cost" for a given

X: 511 Y: 73

Just Enough

Calculation (<https://github.com/GTNewHorizons/JustEnoughCalculation/releases/latest>)

over-all recipe. Client-side only, so can be run against a server. Note the keybind comments. [Documentation \(https://github.com/GTNewHorizons/JustEnoughCalculation/blob/master/README.md\)](https://github.com/GTNewHorizons/JustEnoughCalculation/blob/master/README.md)

ItemPhysic Lite (<http://www.curseforge.com/minecraft/mc-mods/itemphysic-lite>)

Adds physics to items dropped on the ground. This is only visual as the [full version \(https://www.curseforge.com/minecraft/mc-mods/itemphysic\)](https://www.curseforge.com/minecraft/mc-mods/itemphysic) must be added to the server too.

Some items do not work.

Fullscreen Windowed (<https://www.curseforge.com/minecraft/mc-mods/fullscreen-windowed-borderless-for-minecraft>)

Replaces the fullscreen mode with a borderless windowed mode.

- If running Java17+, fullscreen can be replaced with borderless window mode natively:

- In lwjgl3ify.cfg set B:borderless to true

- May display the window incorrectly and obstruct large portions of the screen when used with a desktop resolution created by NVidia DSR.

Link Info (<https://www.minecraftforum.net/forums/mapping-and-modding-java-edition/minecraft-mods/1294637-link-info-0-6-see-basic-info-about-webpages-and>) [LL]

Provides basic information about the link you clicked on:

YouTube: video-title, uploader, thumbnail

Image: can show you the image ingame

Other: title of the website

Atmospheric sound generator. It will play sounds according to your surroundings. If you are in the forest - birds will chirp. If you are at low health - you will hear your heart beating.

- The "MAtmos"-key (F7) conflicts with the default "Mob Spawn Overlay"-key from NEI. You have to change one of these.

X: 511 Y: 73 (<https://www.curseforge.com/mi>)

The soundbacks must be put

necraft/mc-mods/matmos)

in the "resourcepacks" folder in your modpack directory (see "Finding the modpack-directory"). Available soundpacks can be found here (<https://github.com/makamys/MAtmos/wiki/Soundpacks>).

- If used with Dynamic Surroundings, set B: "Enable Biome Sounds" in dsurround/dsurround.cfg to false

NoFog (<https://www.curseforge.com/minecraft/mc-mods/nofog>)

Removes all fog.

Presence Footsteps (<https://minecraft.ha3.eu/presencefootsteps/download>) [LL]

Alters the way footstep-sounds are played when sprinting, jumping or walking on two different blocks at the same time.

Included in Dynamic Surroundings.

SharedProspecting (<https://github.com/Lyfts/SharedProspecting/releases/latest>)

Share VisualProspecting data between members of a ServerUtilities team.

When using FastCraft

"enableFontRendererTweaks" has to be set to false.

Smooth Font (<https://www.curseforge.com/minecraft/mods/smooth-font>)

Optimizes the way text is rendered and provides options to scale the text and change the font.

In order to make your new font choice compatible with BetterQuesting, make sure to configure BetterQuesting (Pause -> Mod Options -> BetterQuesting -> general) and set Text Width Correction to something like 1.1 or 1.2 (Source (<https://github.com/GTNewHorizons/BetterQuesting/pull/64>))

Sound-Physics (<https://github.com/mist475/Sound-Physics/releases/latest>)

Adds realistic sound attenuation, reverberation and absorption through blocks.

TabbyChat 2 (<https://craftform.net/forums/mapping>)

Completely overhauls the

[ng-and-modding-java-edition/minecraft-mods/2181597-tabby-chat-2-smp-chat-overhaul-new-maintainer\) \[LL\]](#)

chat window. Resize the chat how you like, create channels/private messages, add filters, see timestamps...

If Big Chat History is installed it will do nothing.

[VoxelMap \(https://www.curseforge.com/minecraft/mc-mods/voxelmap\) \[LL\]](#)

A minimap. It has the same basic functionality as JourneyMap but with some additions: choose icons for your waypoints, share waypoints and have a monster-radar even in multiplayer (technically JourneyMap has a radar aswell but not in the version shipped with GTNH).

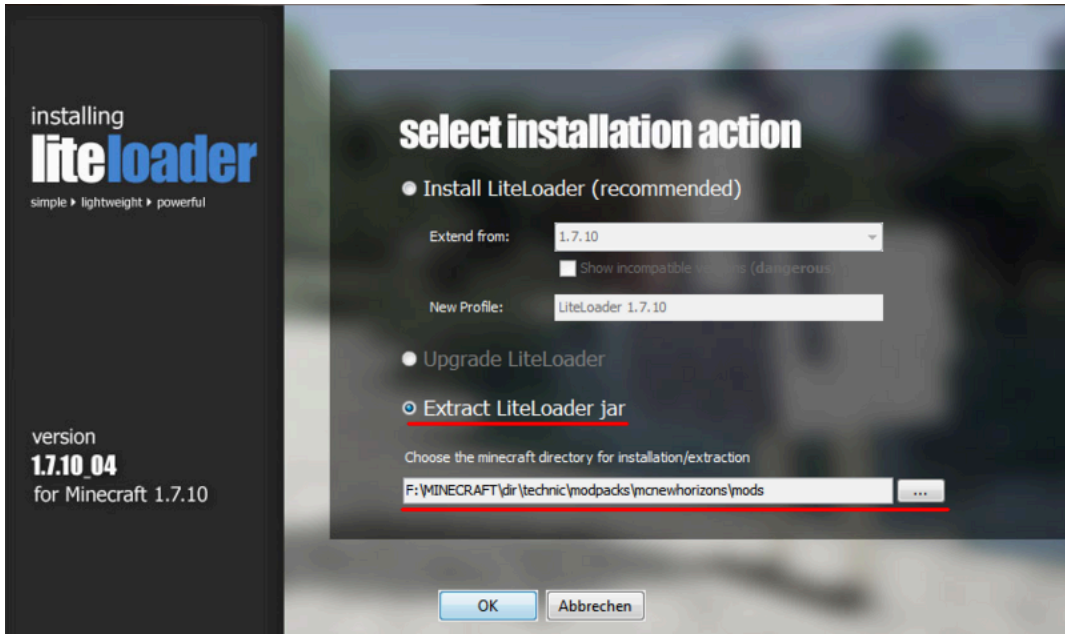
[WorldEdit for GTNH \(https://github.com/GTNewHorizons/worldedit-gtnh\)](#)

GTNH fork of WorldEdit, which allows copy, cut, paste, alteration of blocks on a massive scale, easy terrain painting and more.

LiteLoader

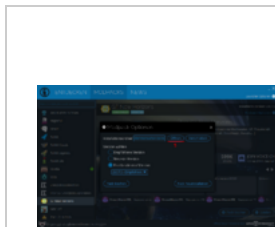
LiteLoader is a modloader like forge however it supports mods with the `.litemloader` file extension. The installation is similar to Forge but if Forge is already installed (which it is because all mods within GTNH work with Forge) that does not work. In this case you can install LiteLoader as a Forge mod (`.jar` file extension). To do that run the LiteLoader installer and select "Extract LiteLoader jar". Then choose the mods-folder inside your modpack-directory (see "Finding the modpack-directory") as the extraction-directory.

You have to insert `.litemloader` mod-files in the mods-folder in your modpack-directory.

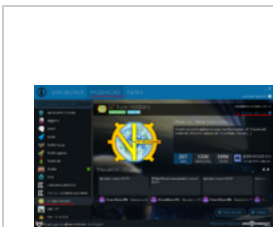


How to extract the LiteLoader .jar for use with Forge.

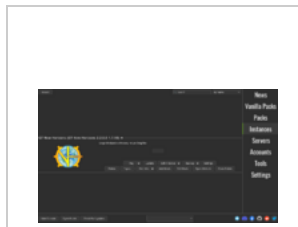
Finding the modpack-directory



Technic Launcher -
"Modpack Options"



Technic Launcher -
"MODPACKS" tab



ATLauncher -
Instances Tab

Technic Launcher

1. Start the Technic Launcher.
2. Select the "MODPACKS" tab.
3. Select "GT New Horizons" on the left side.

X: 511 Y: 73

Modpack Options" at the right upper corner.

5. Another window will open; click on "Open" at the top of this window.

CurseForge

1. Start CurseForge.
2. Select "Minecraft" in the menu on the left.
3. Right-click on the "GT New Horizons" profile.
4. Click on "open folder".

MultiMC/Prism Launcher

1. Start MultiMC or Prism Launcher
2. Select your instance of GT New Horizons.
3. Click on "(Minecraft) Folder" at the right side or right-click on the instance and then "(Minecraft) Folder".

ATLauncher

1. Start ATLauncher.
2. Click on the large "Instances" button/tab on the right.
3. Find the "GT New Horizons" instance and click on the "Open Folder" button.

Deprecated

These additional mods are no longer needed because their purpose or functionality is now organic to GTNH. For example, Server Utilities is installed by default and does everything that FTB Utilities used to do. Installing any of these mods on the latest versions of GTNH will likely cause compatibility issues, crashes, or bugs.

Name	Description	Conflicts	[Collapse]
Big Chat History (https://hypixel.net/thread/modification-1-7-10-1-8-big-chat-history-100x-scrollbar-314429/) [LL]	<p>Extends your chat history from 100 to 10,000 lines.</p> <p><i>Replaced by Hodgepodge</i></p>	<ul style="list-style-type: none"> - Hodgepodge already extends the chat history to 8191 lines by default and comes with the pack. Relevant hodgepodge.cfg options: <ul style="list-style-type: none"> ▪ I:chatLength specifies the amount of lines kept, ▪ B:longerChat enables or disables this feature. - If TabbyChat 2 is installed this mod will do nothing. 	
CleanView (https://www.curseforge.com/minecraft/mods/cleanview/files/2224179)	<p>This mod removes the visual particles of potion effects without removing the effect itself.</p> <p><i>Partly replaced by Hodgepodge</i></p>	<p>Hodgepodge only removes potion particles from the player, not from other players or mobs which this mod covers. Relevant option in hodgepodge.cfg:</p> <ul style="list-style-type: none"> ▪ B:hidePotionParticlesFromSelf enables or disables this feature. 	
FTB Utilities (https://github.com/GTNewHorizons/FTB-Utilities/releases) [FL]	<p>Backup your world scheduled or via command. Add other players as friends and give them permissions to your claimed chunks which also can be chunkloaded. Don't forget FTB libs (https://github.com/GTNewHorizons/FTB-Library/releases).</p> <p><i>Replaced by Server Utilities</i></p>	<p>Needs to be installed on the server and client-side for MP.</p>	
Neodymium (https://github.com/makamys/Neodymium)	<p>Better chunk rendering using modern OpenGL. This should improve performance on most hardware.</p> <p><i>Replaced by Angelica</i></p>	<p>Make sure to use the <i>nomixin</i> variant of the mod, the other might conflict with GTNH. Might not work with certain optifine settings. Performs poorly if Advanced OpenGL (occlusion culling) is turned on.</p>	
	<p>OptiFine is an optimization-mod that increases the performance of the game. Additionally, it provides a lot of features like shader support, VSync, connected textures and a lot of video-</p>	<ul style="list-style-type: none"> - Note: Optifine D6 does not work with the Java 17-20 version of GTNH. - Fastcraft 1.23 conflicts with Optifine, you have to upgrade to 1.25 or remove it. - 	

X: 511 Y: 73

OptiFine (<http://optifine.net/downloads>)

settings. **If you consider using this, read this (<https://gtnh.miraheze.org/wiki/Shader#Optifine>) before installation.** Otherwise you are likely to encounter problems. E7 is better for shaders, but version D6 may be better without shaders.

Replaced by Angelica

Fastcraft 1.25 has non-critical conflicts with Optifine E7 when shaders are enabled. Some shadows may be rendered incorrectly (flicker).

- Depending on your hardware "Chunk Loading" in the Video Settings has to be set to "Default". If it does not, your game can crash if you join a world/server.

Dynamic Lights (<https://www.curseforge.com/minecraft/mods/dynamic-lights/>)

This mod adds more realistic lighting mechanics such as torches glowing while you hold them in your hand, throwing a glowing object on the ground will light up the area, mobs on fire will emit light, XP orbs glow as well ect. Since GTNH has hardcore darkness, this mod will ease your life in caves and at night.

Replaced by Angelica's dynamic lighting

Causes certain NEI related bugs (<https://github.com/GTNewHorizons/GT-New-Horizons-Modpack/issues/15428>).

Sound Filters (<https://www.curseforge.com/minecraft/mods/sound-filters>)

Adds reverb to caves and muffles sound sources when behind a wall or under water.

Replaced by Sound-Physics which works with Java 17+

Possible incompatibility with Java 19 and/or the Java 17-20 (http://downloads.gtnewhorizons.com/Multi_mc_downloads/) version of the pack.

More testing required for Java 17, 18, and 20. Crashes when loading world on Java 19. Also crashes when loading world on Java 17.0.8.1_1.

[v · t · e](https://wiki.gtnewhorizons.com/wiki/Template:Navbar_GTNH?action=edit) (https://wiki.gtnewhorizons.com/wiki/Template:Navbar_GTNH?action=edit)

[Collapse]

GT New Horizons



- Meta**
 - [Acronyms](#) • [Discord Commands](#) • [Modlist](#) • [Official Servers](#) • [Server List](#) • [Quick Links](#)
- Tiers**
 - [Beginner Tips](#) • [Stone](#) • [Steam](#) • [LV](#) • [MV](#) • [HV](#) • [EV](#) • [IV](#) • [LuV](#) • [ZPM](#) • [UV](#) • [UHV](#) • [UEV](#) • [UIV](#) • [UMV](#) • [UXV](#) • [MAX](#)
- Mechanics**
 - [Bees](#) • [Biome](#) • [Electricity](#) • [Electricity for Beginners](#) • [Guides](#) • [Hazard](#) • [IC2 Crops](#) • [JourneyMap](#) • [Loot](#) • [Multiblock](#) • [NEI](#) • [Oil](#) • [Ore Generation](#) • [Pollution](#) • [Power Generation](#) • [Quest Book](#) • [Tinkers Tools](#) • [Waila](#)
- Setup**
 - [Additional Mods](#) • [Backups and Recovery](#) • [Commands and Configurations](#) • [Debugging](#) • [Release Stability](#) • [Installing and Migrating](#) • [Lag](#) • [Low End PCs](#) • [Server Setup](#) • [Resource Packs](#) • [Shaders](#) • [World Generation](#) • [World Seeds](#)

X: 511 Y: 73

Development

[Pollution Revamp](#) • [Development](#) • [Ore Spreadsheet Export](#) • [Salt Nerf Options](#) •
[Technical Orogen Information](#) • [Upcoming Features](#)

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