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) (see below) and mods marked with [FL] require FTB Library (https://github.com/GTNewHorizons/FTB-Library/releases).

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Name	Description	Conflicts	[Collapse]
AlkGuiHider-1.1.jar (https://cdn.discorda pp.com/attachments/ 87683444687831044 1/8993254489017548 80/AlkGuiHider-1.1.ja r)	Allows hiding certain GUI elements (useful if you are using InGameInfo instead) [Expand]		
Archaicfix (https://git hub.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 s://www.curseforge.c om/minecraft/mc-mo ds/better-foliage)	Enhances the appearance of grass and leaves.		
Better Rain (https://w ww.minecraftforum.n et/forums/mapping-a nd-modding-java-edi tion/minecraft-mods/ 2134067-better-rain-v 0-15-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 s://www.planetminec raft.com/mod/chat-b ubbles/) [LL]	Displays chat bubbles over the player heads when they type something in the chat.	If you are playing on a server with plugins thy might handle the chat differently (using plugins) and the mod might not work. Check the mods' homepage for that.	
ClientFixer (https://m ods2.ru/minecraft/40 2-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	Adds a HUD that shows	- The HUD is positioned in the top left corner so it	

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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.
Dynamic Surroundings (https://github.com/mist475/DynamicSurroundings/releases/latest)	A compilation of Better Rain (https://www.minecraftforum.net/forums/mapping-and-modding-java-edition/minecraft-mods/2134067-better-rain-v0-15-bug-fixes), Aurora Rubealis (https://www.minecraftforum.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). *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/mc-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/mc-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		Incompatible with the Twilight Forest dimension.

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necraft/mc-mods/fan
cy-block-particles)

**Forge Essentials (htt
ps://github.com/Forg
eEssentials/ForgeEs
sentials/actions/work
flows/cicd.yaml?que
ry=branch%3A1.7.1
0%2Fdevelop)**

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!

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).

**FPS Reducer (http
s://www.curseforge.c
om/minecraft/mc-mo
ds/fps-reducer)**

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.

**Gregtorio Overlays
(https://github.com/a
h-OOG-ah/Gregtorio
Overlays)**

Adds a overlay to
Journeymap displaying
polluted chunks.

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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. Documenation (https://github.com/GTNewHorizons/JustEnoughCalculation/blob/master/README.md)	
ItemPhysic Lite (https://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) 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	- The "MAtmos"-key (F7) conflicts with the default

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...ecraft/mc-mods/mat mos)	The soundpacks must be put in the "resourcepacks" folder in your modpack directory (see "Finding the modpack-directory"). Available soundpacks can be found here (https://github.com/mak amys/MAtmos/wiki/Soundpac ks).	- If used with Dynamic Surroundings, set B:"Enable Biome Sounds" in dsurround/dsurround.cfg to false
NoFog (https://www. curseforge.com/mine craft/mc-mods/nofo g)	Removes all fog.	
Presence Footsteps (https://minecraft.ha 3.eu/presencefootste ps/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/L yfts/SharedProspecti ng/releases/latest)	Share VisualProspecting data between members of a ServerUtilities team.	
Smooth Font (https:// www.curseforge.co m/minecraft/mc-mod s/smooth-font)	Optimizes the way text is rendered and provides options to scale the text and change the font.	When using FastCraft "enableFontRendererTweaks" has to be set to false. 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/GTNewHorizo ns/BetterQuesting/pull/64))
Sound-Physics (http s://github.com/mist4 75/Sound-Physics/rel eases/latest)	Adds realistic sound attenuation, reverberation and absorption through blocks.	
TabbyChat 2 (https://		

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ng-and-modding-jav a-edition/minecraft- mods/2181597-tabby chat-2-smp-chat-ove rhaul-new-maintaine r) [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://ww w.curseforge.com/mi necraft/mc-mods/vox elmap) [LL]	A minimap. It has the same basic functionality as JourneyMap but with some addtions: choose icons for your waypoints, share waypoints and have a monster-radar even in multiplayer (technicaly JourneyMap has a radar aswell but not in the version shipped with GTNH).	
WorldEdit for GTNH (https://github.com/G TNewHorizons/world edit-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 `.liteloader` 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.

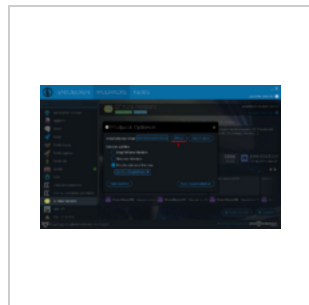You have to insert .liteloader mod-files in the mods-folder in your modpack-directory.
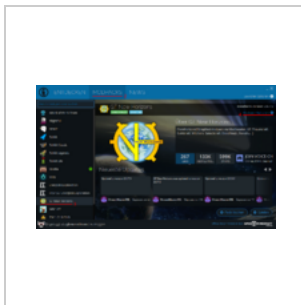
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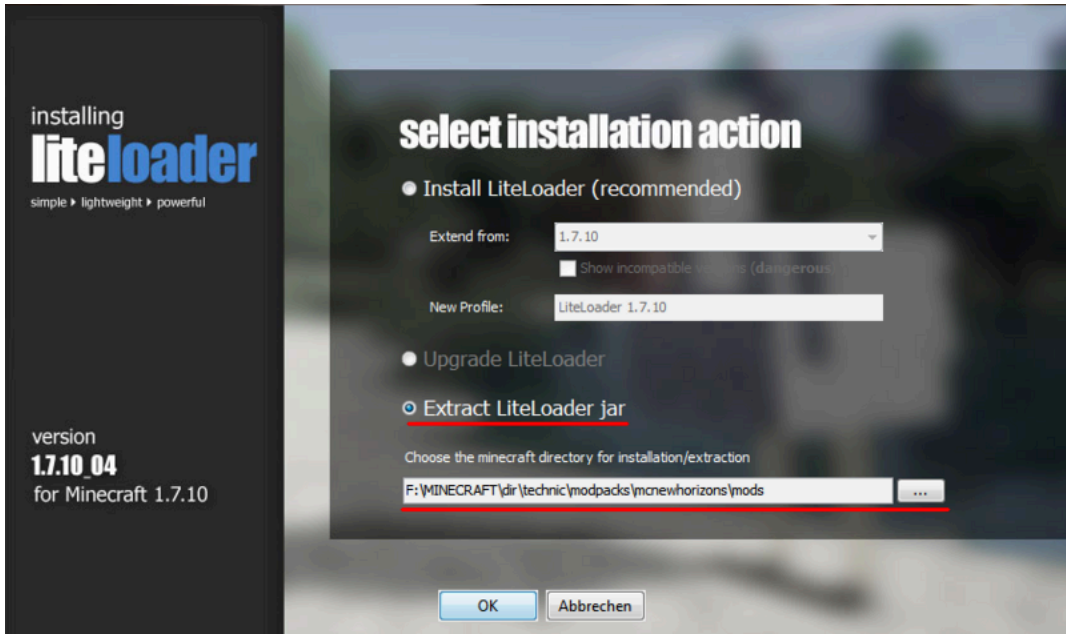
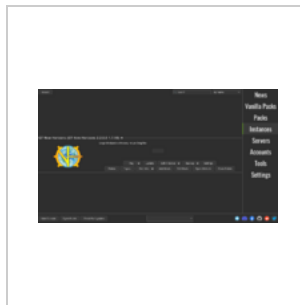How to extract the LiteLoader `.jar` for use with Forge.

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.

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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 instace 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/threads/modification-1-7-10-1-8-big-chat-history-100x-scrollback.314429/) [LL]	Extends your chat history from 100 to 10,000 lines. *Replaced by Hodgepodge*	- Hodgepodge already extends the chat history to 8191 lines by default and comes with the pack. Relevant `hodgepodge.cfg` options: - `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/mc-mods/cleanview/files/2224179)	This mod removes the visual particles of potion effects without removing the effect itself. *Partly replaced by Hodgepodge*	Hodgepodge only removes potion particles from the player, not from other players or mobs which this mod covers. Relevant option in `hodgepodge.cfg`: - `B:hidePotionParticlesFromSelf` enables or disables this feature.	
FTB Utilities (https://github.com/GTNewHorizons/FTB-Utilities/releases) [FL]	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). *Replaced by Server Utilities*	Needs to be installed on the server and client-side for MP.	
Neodymium (https://github.com/makamys/Neodymium)	Better chunk rendering using modern OpenGL. This should improve performance on most hardware. *Replaced by Angelica*	Make sure to use the *nomixin* 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.	
	OptiFine is an optimization-mod that increases the performance of the game. Additionally, it provides a lot of	- Note: Optifine D6 does not work with the Java 17-20 version of GTNH.	

OptiFine (http s://optifine.net/ downloads)	settings. **If you consider using this, read this (https://gtnh.miraheze.or g/wiki/Shaders#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.curseforg e.com/minecraf t/mc-mods/dyn amic-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 emmit 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-Modpa ck/issues/15428).
Sound Filters (https://www.cu rseforge.com/ minecraft/mc- mods/sound-fil ters)	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 Java17-20 (http://downloads.gtnewhorizons.co m/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)   [Collapse]

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