GT New Horizons

Resource Packs

Notes:

If you get lighting errors on the face of machines after installing a texture pack try setting `renderGlowTextures=true` to `renderGlowTextures=false` in `./config/GregTech/Client.cfg` (If you don't know how to find this file, refer to this page (https://gtnh.miraheze.org/wiki/Additional _Mods#Finding_the_modpack-directory)).

Additionally, it is recommended that you place any GTNH specific texture packs prior to global replacers (such as Faithful). GTNH is in active development, while many older texture packs for 1.7.10 are not. Missing animated textures in particular can be avoided in this way.

The following texture packs have been reported to work - but if you encounter issues be sure to test with the packs disabled.

Name (Author or Maintainer)	Scope	Notes	Links
Colored GregTech Screwdriver and File (By jack_glows)	Simple resourcepack changing the color of the screwdriver handle to blue and the handle of the file to red. You'll never confuse them again.	Curseforge Link (https://www.curseforge.com/minecraft/texture-packs/colored-gregtech-screwdriver-and-file)	Direct Download (https://www.curseforge.com/minecraft/texture-packs/colored-gregtech-screwdriver-and-file/download/3078376)
Dynamic Duo GTNH (compiled by Alexdoru)	Smooth vanilla textures, 32x textures for crafting items, & clean fonts	Composite of GT & Fatithful textures, amongst others.	Discord Message Link (https://discord.com/channels/181078474394566657/224191655375273985/889345648204316673)
GTNH Faithful Textures (Ethryan)	Large Kitchensink Texture Pack with everything needed to scale it to x32.		Download Page (https://github.com/Ethryan/GTNH-Faithful-Textures/releases) | Source (https://github.com/Ethryan/GTNH-Faithful-Textures)
GTNH Textures Usernm (Usernm0)	Circuits and other components, casings, coils, coins, ...	Only patches select textures	Download Page (https://github.com/Usernm0/GTNH-Textures-Usernm/releases) | Source (https://github.com/Usernm0/GTNH-Textures-Usernm)
GTNH Colored Machines (forked from Usernm0)	GT6 like colored textures for each tier for better visibility. Everything else is vanilla.	Only patches select textures	Download Page (https://github.com/imTheSupremeOne/GTNH-Textures-Usernm/releases/tag/machines)
Ivelitex (Ivelieu)	Applied Energistics 2 GUIs, some other GUIs and minor tool changes		Source and download (https://gitlab.com/ivelieu/ivelitex/-/releases) Alternate download (https://www.planetminecraft.com/texture-pack/ivelitex/)

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More information

John Smith: Alk-GTNH (Alkalus)			Modded-1.7.10/releases) | Source (https://github.com/alkcorp/JSTR-Alk-Modded-1.7.10)
Minimalist Technology (Pyrolusite, GTNH version compiled by XxinsanityxX)	GregTech 5 & IC2 It has been recently updated.	IC2 Forum Post (original MT) (https://forum.industrial-craft.net/thread/10612-16x-minimalist-technology-gt6-gt5e/) Archived Forum Thread (GTNH MT) (https://web.archive.org/web/20230422125419/https://www.gtnewhorizons.com/forum/m/36844562/viewthread/32165079-minimalist-gt-v-010)	passe: GTNH version - MediaFire (https://www.mediafire.com/file/kp5b9ijj54a23w3/Minimalistic_GT_V_0.1.0.zip/file) GitHub (https://github.com/Fogy-F/Minimalistic-GTNH-repair)
Outlined Ores (schneid3306)	Adds a solid border that matches the color of the ore		Discord Message Link (https://discord.com/channels/181078474394566657/181078474394566657/925169847833358336)
Scuffed GTNH Dark (Albi)	Dark Mode for GTNH with custom progressbars. Made to be in line with Zedarrian Technology and Unity. Supports GT5u, AE2, Forestry, NEI and more!	Currently in Alpha. Recommended to use with: Unity (Source (https://github.com/Unity-Resource-Pack/Unity/tree/1.7.10)) Zedarrian Technology (Source (https://github.com/MCTian-mi/Zederrian-Technology-GT5U))	Download Page (https://github.com/Flanisch/Scuffed-GTNH-Dark/releases/latest) | Source (https://github.com/Flanisch/Scuffed-GTNH-Dark)
Stellar Fusion (Magentanide)		Requires Fathful (Direct Download (https://database.faithfulpack.net/packs/Classic-32x-Java/Programmer%20Art/Classic%20Faithful%203 2x%20Programmer%20Art%20-%201.7.10.zip) | Website	GitHub (https://github.com/Slurpassassin/StellarFusion) | Archived Forum Post (https://web.archive.org/web/20230430014009/https://www.gtnewhorizons.com/forum/m/36844562/viewthread/

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More information

UU-Tex (Jimbno)			Source (https://github.com/ Jimbno/UU-Tex)
Wily-bit-s-GTNH- tex (Wily bit)	A resourcepack that changes GTNH textures.	Currently in development.	Source (https://github.com/ Wilyb/Wily-bit-s-GTNH-tex)
GTNHRefreshed (BlueHero233)	Backport of ULSTICK's Gregtech Refreshed, with some additions to fit GTNH items	Recommended to use Modernity Curseforge (http s://www.curseforge.com/min ecraft/texture-packs/moderni ty)	Source (https://github.com/ BlueHero233/GTNHRefres hed)
Threefold's Modern Gregtech (Threefold)	Threefold's Modern Gregtech is a fresh new take on the original Gregtech textures.	Currently in alpha. Please ensure you select the GTNH version.	Download on Modrinth (http s://modrinth.com/resourcep ack/threefolds-modern-greg tech)
BetterClick (Fox)	Reduces the volume and frequency of clicking.		Source (https://github.com/ DylanTaylor1/GTNH-Resou rcePack)

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

GT New Horizons

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