

# How to install my mods

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## ***/Preface***

This tutorial implies that you use the original Mojang launcher and a fresh minecraft.jar! If you use a custom launcher, look up on how to install Minecraft Forge and mods with it.

**DO NOT USE ModLoader nor AudioMod!** You shall use Minecraft Forge, since all my mods are built upon it! Fact: most mods *properly* coded for ML will work with Forge!

Always use the latest version or at least the suggested version of Minecraft Forge, when installing my mods! You can find them here: <http://files.minecraftforge.net>

It may work with an older version, but I won't give support nor am I or the Minecraft Forge developers responsible for any damages!

If you encounter any crashes while playing with my mods, and you are sure the crash only appears with one or more of my mods (means you can replicate the exact crash with my mod installed), please report it either on the mods thread on <http://minecraftforum.net> (or <http://.minecraftforge.net>), or the preferred method: go to the mod's repository on <http://github.com> and open an issue there. This also applies for any bugs.

When you report an issue with a mod, *a/ways* include the ForgeModLoader-client-0.log (or the ForgeModLoader-server-0.log, if it's happening on a server environment) as a link to a pastebin upload (for example use <http://gist.github.com>, paste the content of the file there and submit it).

If you don't include the file or the issue is not within one of my mods, you won't get support!

A bukkit port of my mods is not planned. Don't ask about this or you'll get ignored! If a Forge port for bukkit is available, you can try it, but no promise is given by me!

This tutorial is always updated with the current version of my mods and with the current version of Minecraft Forge! Older instructions won't be available here!

## ***2 Install Instructions***

### **2.1 Installing Minecraft Forge**

NOTE: If you're already installed the fitting version of Forge before, skip to 2.2!

#### **Client**

- Open up your Minecraft Launcher and get a fresh copy of your minecraft.jar in your original profile
- Play Minecraft at least once (start it up to the main menu and close it again counts), to download all necessary files
- Close the launcher
- Download the installer of the most recent version of Minecraft Forge on <http://files.minecraftforge.net>
- Execute the Minecraft Forge installer and click on "Next"
- Close the installer after it successfully installed Minecraft Forge
- Launch the Minecraft Launcher and choose the new "Forge" profile
- Play Minecraft with it to see if everything works

#### **Server**

- Create an empty folder, where the server should be
- Download the installer of the most recent version of Minecraft Forge on <http://files.minecraftforge.net>
- Run the Minecraft Forge installer, select "Install server"
- Choose the newly created folder with a click on the "..."-button and click "Next"
- Close the installer after it successfully installed Minecraft Forge
- Run the minecraftforge.jar (not the minecraft\_server.jar!) to see if it works

If you finished installing, you can delete the installer.

### **2.2 Installing My Mods**

- Download the Manager Pack Coremod from here: <http://www.minecraftforge.net/forum/index.php/topic,2828.0.html>
- Place it into the "mods" folder (for the client: .minecraft/versions/forge[...]/mods; for the server: [server.jar\_location]/mods)
- Open up the client / server and see if it works (if it doesn't crash: it works)
- Close it and download the desired mod
- Place the downloaded jar (my mods come only in jar files!) into the mods folder, where the Manager pack is already
- Open up the client / server and see if it works. If it does, go play.

### 3 Additions

Be sure to read the `ForgeModLoader-client-0.log` / `ForgeModLoader-server-0.log` in order to know which crash is happening here. Crash stacktraces are always formatted in this way:

```
[EXCEPTION_NAME]: [CLASS / EXTENDED_ERROR_DESC] ← sometimes the important one!  
  at [METHOD_NAME]([SOURCE_FILE]: [LINE_NUMBER]) ← mostly the important one!  
  several more "at"s  
  ... [x] more
```

Example for a block ID conflict:

```
java.lang.IllegalArgumentException: Slot 400 is already occupied by amj@1aaa4a39 when  
adding buildcraft.builders.BlockArchitect@21eef1dc ← IllegalArgumentException = mostly  
a block ID conflict. This says that block ID 400 is already used by an other  
block (amj@1aaa4a39) whilst trying to add the BlockArchitect from buildcraft  
  at amj.<init>(Block.java:323)  
  ataju.<init>(BlockContainer.java:11)  
  etc...
```

### FAQ

**My Minecraft blackscreens when I install forge**

Be sure you have ONLY installed Minecraft Forge, NOT ModLoader nor AudioMod! Get a clean jar with force update and install forge again on that.

**My Minecraft blackscreens / crashes**

This could have a couple of causes:

1. A block / item ID conflict is existing  
Change the specific block / item ID in the mod's config file
2. A mod is conflicting with another in an other way  
ask the mod author if he/she can fix this
3. A mod is poorly written and causes spontaneous crashes  
tell the mod author to write his/her mod right
4. A mod is explicitly stating it's not compatible with Forge  
ask the mod author if he/she can make a forge-compatible version or if he/she could switch completely to forge
5. A mod's download is somehow corrupt  
Download it again, if it's still corrupt, download it again. If it's still corrupt, ask the mod author if he/she can fix the download

**My Minecraft crashes with: java.lang.NoClassDefFoundError: com/google/common/collect/Multimap**

One or more of the libraries needed by Forge are corrupt. Clean your lib folder, download the lib package: [http://files.minecraftforge.net/fmllibs/fml\\_libs15.zip](http://files.minecraftforge.net/fmllibs/fml_libs15.zip) and extract the content into the cleaned lib folder.

**My Minecraft crashes with: java.lang.NoClassDefFoundError: com/google/common/io/LineProcessor**

One or more of the libraries needed by Forge are corrupt. Clean your lib folder, download the lib package: [http://files.minecraftforge.net/fmllibs/fml\\_libs15.zip](http://files.minecraftforge.net/fmllibs/fml_libs15.zip) and extract the content into the cleaned lib folder.

**My Minecraft crashes with: cpw.mods.fml.common.LoaderException: java.lang.ClassNotFoundException: sanandreasp.mods.[something]**

You didn't install one of my mods right or the download is corrupt. Redownload and try again. If it's still crashing (or the mod mentioned in the crash report is a different one than you would expect), then report this to me.

**My Minecraft crashes with: cpw.mods.fml.common.LoaderException: java.lang.ClassNotFoundException: sanandreasp.core.manpack.[something]**

You didn't install my Manager Pack properly or the coremod is corrupt. Redownload and try again. If it's still crashing (or the mod mentioned in the crash report is a different one than you would expect), then report this to me.

**My Minecraft crashes with: java.lang.NoSuchMethodError: cpw.mods.fml.[something]**

You didn't install Minecraft Forge correctly or it got corrupt. Reinstall Forge (with a clean minecraft.jar for clients)

**My Minecraft crashes with: java.lang.NoSuchMethodError: net.minecraftforge.[something]**

You didn't install Minecraft Forge correctly or it got corrupt. Reinstall Forge (with a clean minecraft.jar for clients)