

MOD!

The Modded Minecraft Magazine



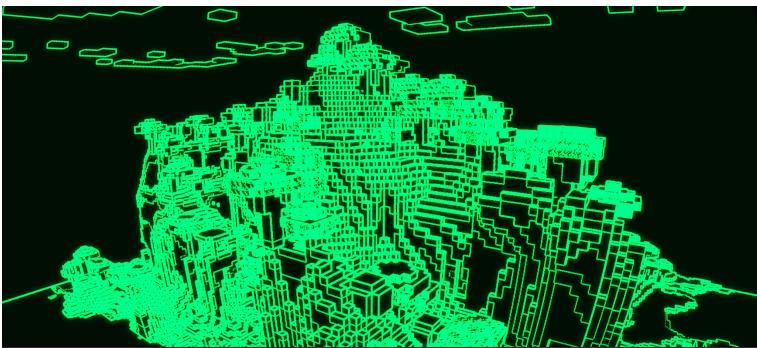
THE NEW UPDATE CYCLE

Explore the recent update cycle
adopted by Mojang

A CURSEFORGE DILEMMA

Understand recent drama around
Curseforge

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Our cry for help - could you be our next contributor? Or, you could just join our Discord and chat! We need people!

Meet the MOD! Team

LEAD EDITOR Jamalam

WRITER Zxhrir

YOU? See the last article ;)

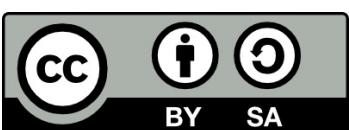


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A free publication
created with <3 by
volunteers.

MOD!

The Modded Minecraft Magazine
April 2023

Hello!

Welcome to the first issue of MOD! Magazine, the modded Minecraft magazine.

We're excited to bring you this issue, covering the new update cycle, recent Curseforge drama, and projects from April 2023.

We originally wanted to create a bigger issue - we had a Modrinth interview in the works, a review of FTB Skies, amongst many other plans. In case you can't tell, this design isn't exactly perfect either. We had to cut down on articles and design due to time and people-power constraints. Think of this issue as a proof-of-concept; it was created by a team of only 2 people, and is not our final product.

Despite this, here we are. I hope you enjoy this initial issue, and hopefully we are able to gain some interest in the project to grow the team. If you are interested, please take a look at the final article, our cry for help.

jamalam
Lead Editor

Projects of the Month

It's time to look at our editor-picked projects of the month! These are a small selection of our personal favourites that came out recently - this is by no means an exhaustive list, go look for yourself as well!

Do you know of any cool projects that you would like to be featured in next month's issue?

<https://mod-magazine.github.io/discord>

Cobblemon

OK...so it didn't come out this month...or last month...or the month before that. Cobblemon came out in October last year, but we wanted to give it a mention since it has been gaining popularity recently.

Cobblemon is the modern alternative to Pixelmon, and with its large team and support for both Fabric and Forge, I can see it continuing to develop and gain steam. It is open source and designed to integrate better with Minecraft than previous Pokémon mods.

The community and interest around Cobblemon seems ever-growing, so I'm sure we will see constant work and community contributions to the project. Unless Nintendo takes a dislike to it, that is. Hopefully that won't happen, but if it does, I wouldn't be surprised.



e4mc

e4mc actually came out this month, so we're off to a good start. This project is interesting both technically and for regular players: it allows you to open your LAN game to the whole wide world. That doesn't sound too special, until you learn that only the host needs e4mc installed. Your friends can connect with a vanilla client. Gone are the days of those terrible free server hosts. I wish.

When you open a game to LAN, the mod will automatically send you an IP in chat; you can give it to your friends for them to be able to join your world like any other server! On the backend, e4mc uses a websocket server implemented in Rust, which automatically makes it blazingly fast and better than every other piece of software ever created (I use Rust btw).

Physics Toys

This one is seriously cool. Physics Toys lets you play with physics entirely server-side (you could even use e4mc to set up a testing game for your friends). I'm not sure what Patbox does to the server to make it do these things, but I do know that it's awesome. A picture is worth 1000 words:



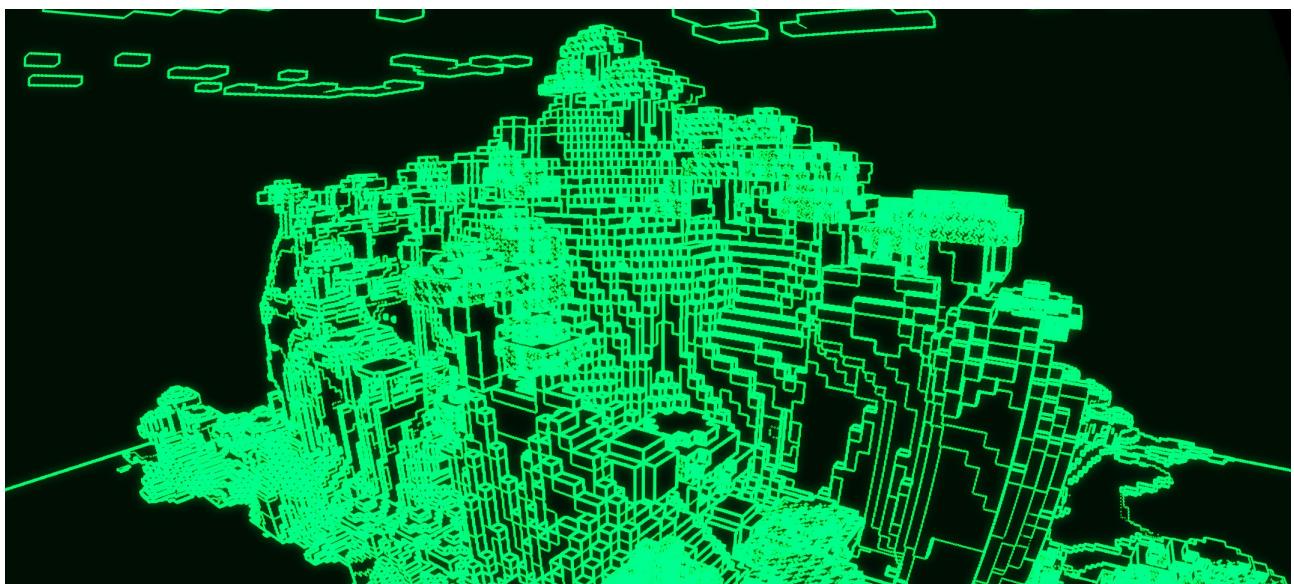
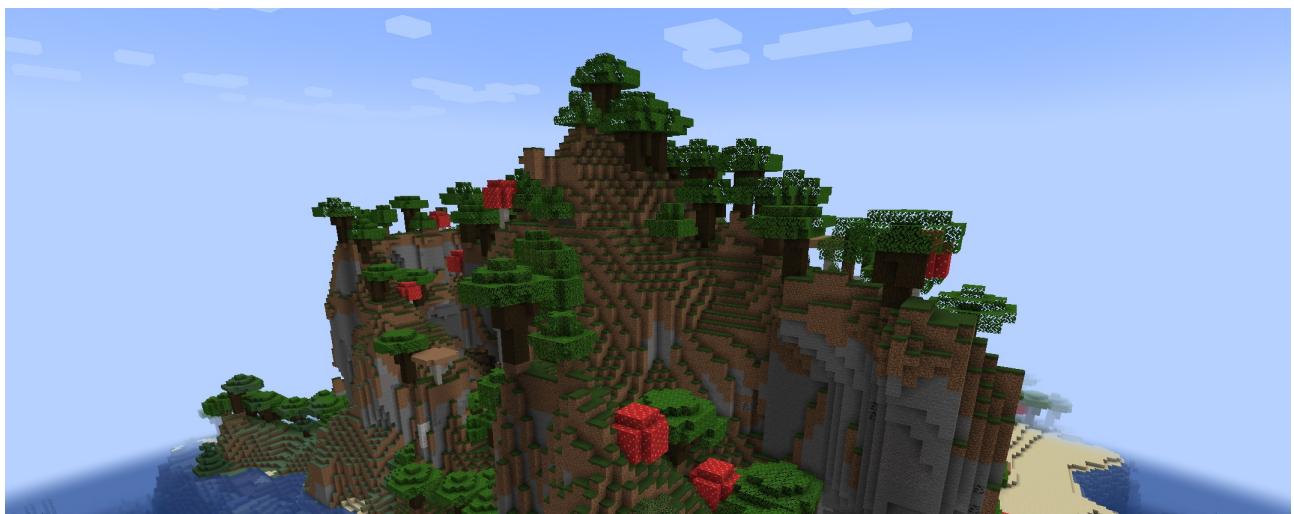
This server fuelled madness is powered by a healthy amount of packets (may God save your internet connection), Rayon (a well known physics library), and the new display entities added in a recent snapshot.

These new entities come in 3 variants: block, item, and text. It'll be exciting to see what datapack-ers, mod creators, and server-side modders will do with these new tools in the coming months.

I, for one, cannot wait to see what the resident server wizard does next - I hear a tech mod is on the horizon at some point.

Vector

VECTOR! A shader that describes itself as a way to pretend like it's the 1980s. Fire up the old IBM or Apple II, it's gamin' time!

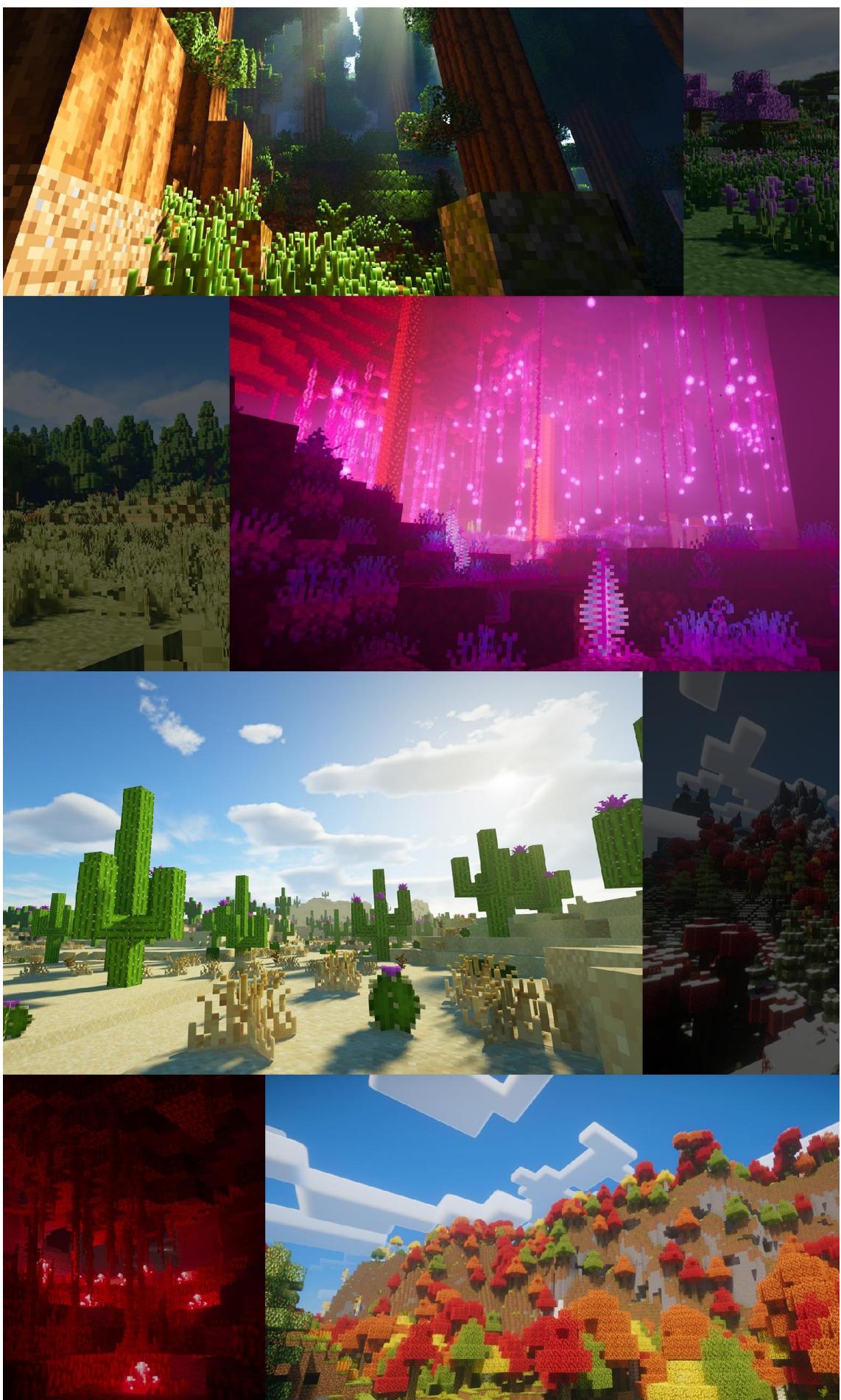


You just got vector-ed. Ohhhhhh yeahhhh!!! Are Despicable Me references still cool?

Regions Unexplored

Adding extra biomes to your Minecraft world is one of the best ways to enhance your experience. Lets face it: no matter how sandbox-ey a game is, there's always potential for new content to spice it up. Regions Unexplored is a new multiloader mod that adds over 70 new biomes.





23w13a_or_b_and_FlashFest

This month of course comes with April Fools' Day, and that means a Minecraft April Fools' snapshot! This year Mojang brought us the "Vote Update", in which players regularly vote on proposals, each of which changes the game world in ways ranging from changing the colour of grass, to activating the moon, to...turning the game French? C'est bizarre.

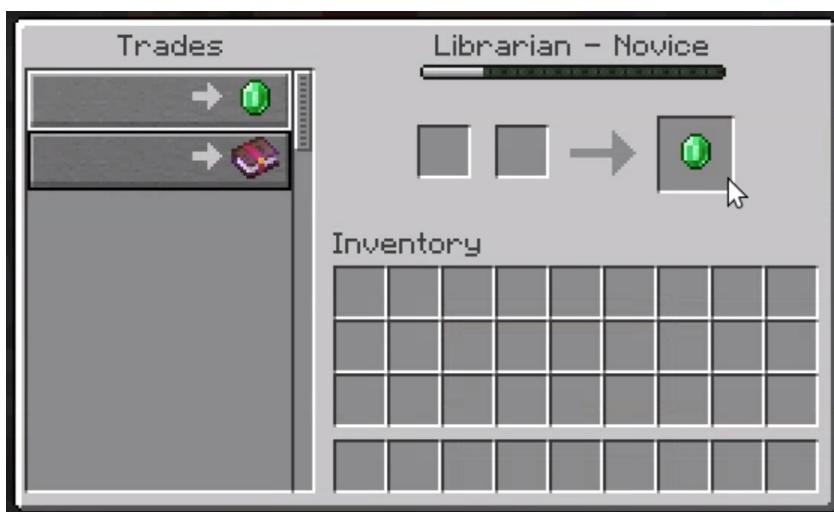
Anyway, with this snapshot came an impromptu ModFest run by the ModFest and BlanketCon team, dubbed a "FlashFest". The fest gave contestants 24 hours to make anything they could with this snapshot. Let's look at some of the entries!

sschr15

sschr15 made a rule called "Constant Jeb". And, yes, you guessed correctly. It makes every entity have the rainbow Jeb sheep effect constantly. Poor cow.



They also made a rule that makes trading free. This is perhaps the most unrealistic rule of them all (I'm looking at you, villager charging 34 emeralds for a wooden hoe).



LemmaEOF

Lemma, the organiser of the fest, submitted the "Bottle of Gender" (<https://modrinth.com/mod/bottle-of-gender>). By brewing light blue dye into a bottle of Dragon's Breath, you can now obtain this mysterious brew. Drink it to change your skin, gender term, name color, and size.



So what's the coolest bit? "More genders can be added via datapacks". This is not a sentence I thought I would ever read, but it's good to hear that people can add more gender™ without programming.

Sylv

Sylv made a mod called "Unobtanium". It really cries back to the era of Emerald armour and smelt-able rotten flesh mods. Unobtanium is an overpowered material that can be crafted with Netherite and...baguettes? Whatever floats your boat (or, slays your enemies in this case).



These weren't the only submissions, but I thought they were the most showcase-able. For example, we also had the catchily-named "Machine-Vote-Gun-Chan", and EmoteCraft was ported to the snapshot.

This FlashFest was a great success, and we hope to see more of them in the future - if you want to see all the submissions, check out ModFest's Discord (<https://discord.gg/gn543Ee>). For now, here's oddly-sized Alex and EmoteCraft to wave goodbye.

jamalam
Lead Editor



The Effect of Mojang's New Update Cycle on Modders

Modding has been an integral part of the Minecraft community since its inception. Mods can range from simple cosmetic changes to complete overhauls of the game's mechanics. They are often created by independent developers who work tirelessly to improve the game for others. However, the new update cycle recently introduced by Mojang has had a significant impact on modders, and many are now struggling to maintain their mods for new versions of the game.

In this article, we will explore the effect of those changes on modders and the Minecraft modding community. We'll also look at the problems modders face due to it and potential solutions to those problems.

Mojang's New Update Cycle

The new update cycle's goal is to push out more small updates with more focus on deeper changes to the game's code. This is helpful to vanilla players and the developers at Mojang, but the decision has gained controversy among modders.

Updates to Minecraft include bug fixes, performance improvements and sometimes new features. All of this unavoidably comes with changes to the game's code, which make some mods malfunction or break completely on new versions unless the mod's author puts their time into tweaking the mod to work with changes in the base game.

Unfortunately for modders, with the new update cycle Mojang has seriously decided to focus on the former two - bug fixes and performance improvements - which tend to need a lot of changes to code, so mods break way more often on newer versions and require more work to maintain.

The Effect of the New Update Cycle on Modders

When Mojang releases an update, modders have to update their mods to ensure they are compatible with all changes introduced in the update. Reviewing all of your code to adjust it to work with another version of the game can be a tedious process, and now, due to the increased amount of updates with an increased amount of changes, maintaining your mod is as hard as ever.

Despite all of these problems, there are also long-term benefits for modders in the new update cycle. It'll allow Mojang to sort out long-standing bugs and other issues in the game, which will allow not only them, but also modders to have an easier time adding new mechanics and content to it.

The Impact on Players

Players have showcased varied preferences when it comes to updates. Some prefer small, frequent updates, while others prefer larger, more significant updates. After all, Mojang's new update cycle has been well-received by the majority of vanilla players. However, the new update cycle has caused confusion and frustration among those who use mods.

As mods now need more effort to be updated to newer versions of the game, some modders end up lagging behind, unable to deliver timely updates to their mods. Players who use those mods are now forced to choose between updating their game and losing access to some of their favourite mods or sticking with an older version of Minecraft and missing out on improvements introduced in the update.



It's dangerous to go alone! Take this Birt, from Species.

Modders' Opinions

Many modders have shared their opinion on the update cycle with us.

Some modders have praised it for providing more frequent updates and bug fixes as this, in turn, creates a better experience for players. Additionally, some believe that the new update cycle can help modders by providing them with a more stable codebase to work with.

"Mojang's new schedule is much more flexible in that it allows them to fix bugs and develop features in parallel. No longer will they have to work a few silent months to release a big update all at once, now they can have a more streamlined release process with smaller, more often updates where all experimental content wise changes are offloaded into the experimental datapack instead of only snapshots, which means we can use them sooner."

On the other hand, some modders have expressed concern about the new update cycle. One of the main concerns is that updates will cause mods to break more often, leading to frustration for both modders and players.

"It's not really giving mods a good period to "settle" which I believe is harmful to mod pack communities and servers while beneficial to vanilla players."

Overall, much of the modding community isn't in favour of Mojang's changes, but whether they end up good for the community or not is yet to be seen.

Conclusion

It is clear that Mojang's update cycle has had a significant impact on modders. While some modders have been able to adapt, others have struggled to keep up with the increased rate of updates to the game.

Despite these challenges, Mojang's priority is the game itself. While they are aware of the problems that the new system creates for modders, they are not directly focused on facilitating modding as much as improving their own workflow - though it should be noted that they have never been against modding and **have** made efforts to improve modders' experience in the past.

Modders will need to continue to adapt and find ways to update their mods for new releases quicker and easier. What we can always do is wait and see how Mojang's changes impact the community in the long run.

zxhir

Writer

A Curseforge Dilemma

A collection of large Fabric mods have been jumping ship from Curseforge. It's difficult to keep up with all this block game drama, what ever happened to just mining and crafting? Anyway, we are here to take you through the what and the why of this situation, which has been brewing for years.

What Happened?

The biggest players are Sodium, Iris, and ModMenu, who all removed some (or all) of their Curseforge files around the 16th of April, as well as updating their descriptions to redirect to Modrinth.

Whether it was the decision of a lone moderator or the whole team, Sodium and Iris were quickly removed from Curseforge without substantial communication to their developers. While the original creators were willing to compromise by only archiving files (for those unfamiliar, this means that modpacks that already included the version would not break), Curseforge opted for the nuclear option. This broke almost all Fabric modpacks on the platform; I'm sure the OptiFabric users were laughing when Iris ceased to work.

"We were trying to avoid nuking your ecosystem"
- JellySquid, CaffeineMC/Sodium Developer

JellySquid, the creator of Sodium, reached a compromise on top of a compromise, agreeing to restore versions for 1.18 and below for the project to be recovered. The Iris team made a similar decision.

"By removing Iris from Curseforge, Curseforge has decided that they do not care about the breakage of modpacks on their platform, or at least, that they care more about a redirect link in the product description than the integrity of existing modpacks on the platform"

- Coderbot, Iris Developer

Why?

So, what's the root cause? **Simple; creators feel like Curseforge is not good enough for them and their users.**

On the creator side, Curseforge's project page is said to have 'massive technical issues' concerning project management - and the beta site doesn't seem to improve the situation enough to outgun other, more modern platforms (cough Modrinth cough). With payouts decreasing as well (although this is somewhat usual for the time of year), the Iris team feels Modrinth's approach of giving 100% of ad revenue on the project page to creators is better - the platform is nothing without its creators.

"We've waited long enough for the situation to improve, and it hasn't"

- Iris Developers

Meanwhile, users of the website keep having the same issues they've been having for years:

- The large volume of adverts all over the site (these are hidden from creators).
- The search continues to return unsatisfactory results - although this is being worked on.
- Snapshots are grouped as one (1.19-Snapshot, not individual snapshots).

What's Next?

Curseforge fully released their new website on the 18th of April. Many people are disappointed that it still doesn't have feature parity with the legacy site. Hopefully we'll be seeing rapid iterations from the Curseforge team to improve user experience on the platform, but for now we just have to wait and see.

jamalam
Lead Editor



Projects of the Month

Time to finish off our projects of the month list! This time we have two modpacks, an optifine-feature-replacer, and more server-side stuff.

Do you know of any cool projects that you would like to be featured in next month's issue?

<https://mod-magazine.github.io/discord>

Power Networks

Power Networks is another example of server-side magic. It adds coils and wires that can be used to build energy networks, server-side.

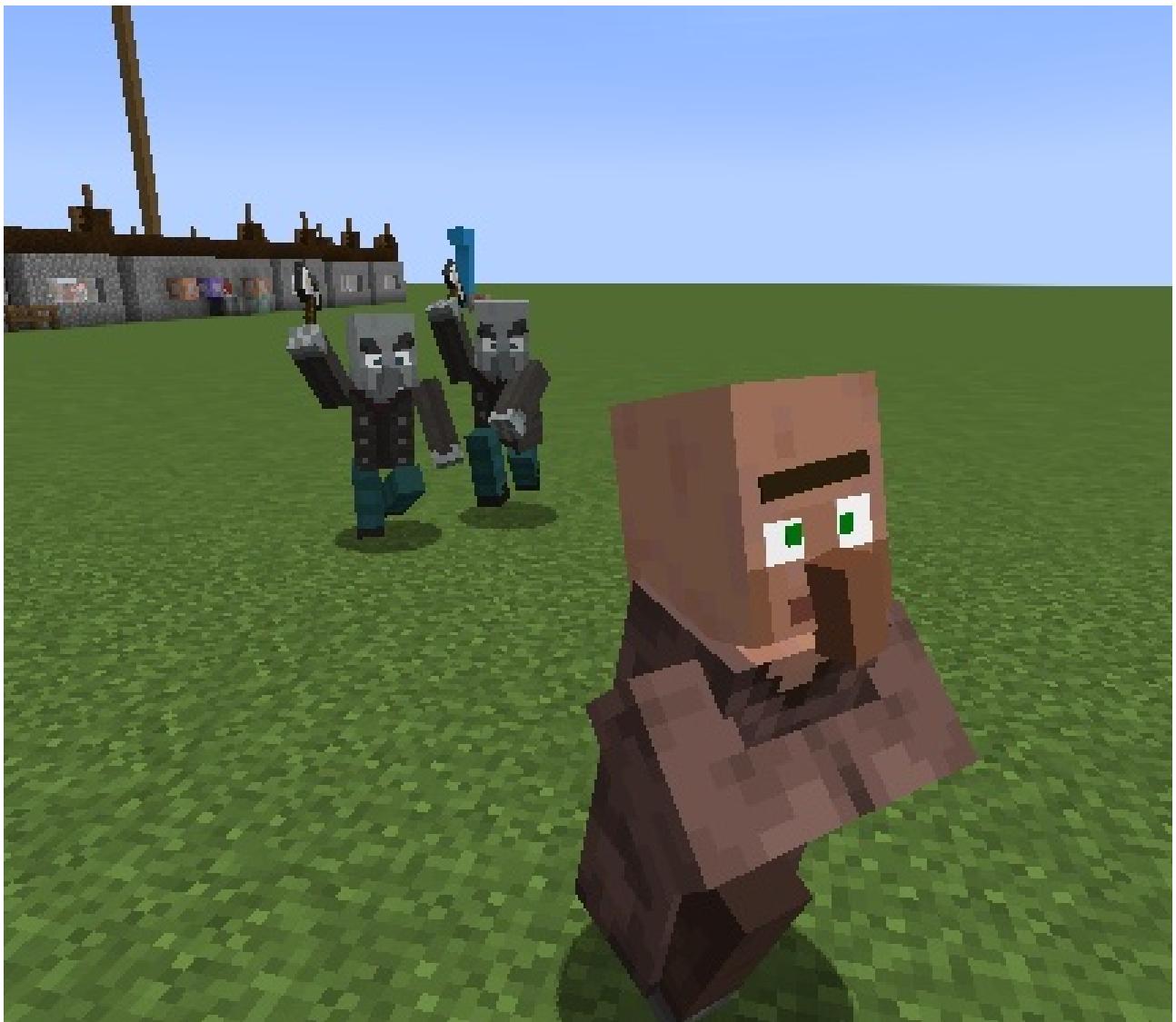


The amount that modders are able to do purely on the server now is very impressive and the 'industry' seems to be ever growing. I wonder what's next for the server.

Entity Model Features

Finally, the death of Optifine draws closer. Entity Model Features is a multiloader mod available for Fabric, Quilt, and Forge that adds support for Optifine's custom entity model (CEM) format, which allows resource packs to modify entity models.

EMF is only in beta at the moment, and many resource packs won't work, but in my opinion we're well on the way to Optifine being phased out for better alternatives. Take a look at some photos on the next page!



Species

Species is a mod that adds more mobs, a mob mod if you will - say that as fast as you can 10 times. It is being developed by a large team who plan to release updates each with a specific theme. I wish more mods did this - it creates a really nice community and feel.



Documentation is still a work in progress, but my personal favourites are the Birt and Limpet. The Birt is so cute and reminds me of Flappy Bird, while the Limpet is just goofy. Look at those silly eyes!



I'm excited to see what comes next for Species. Hopefully it will involve more silly-eyed creatures.

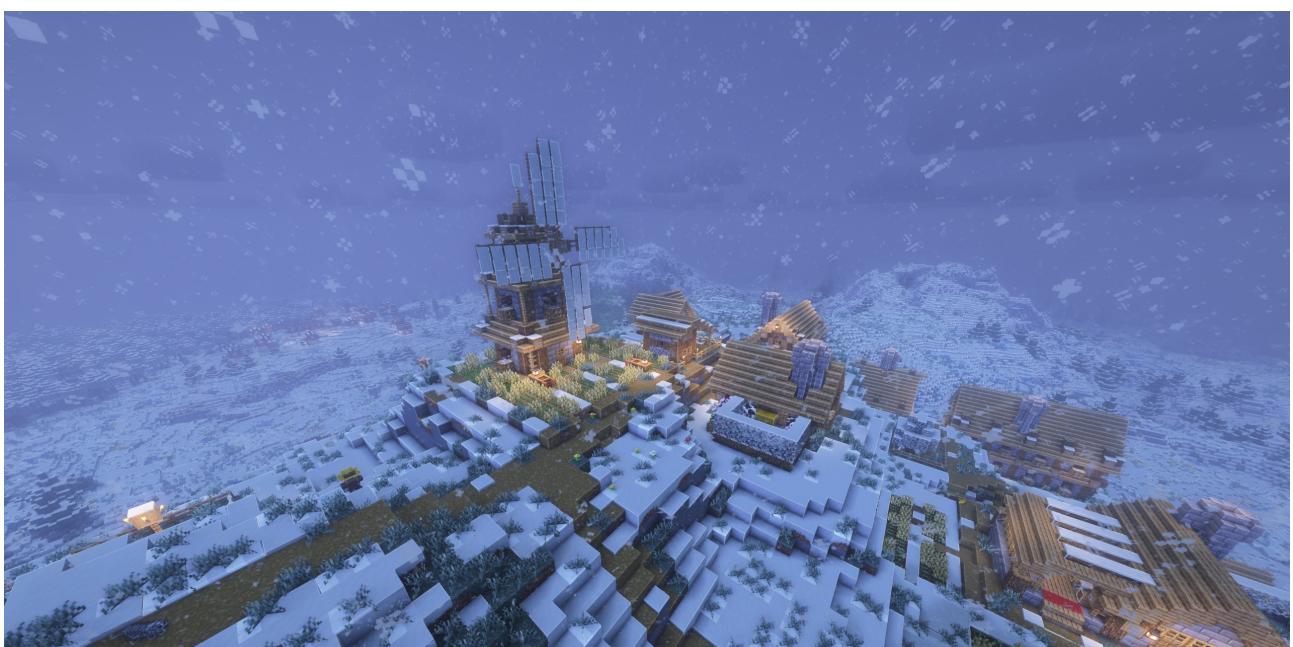
Aged

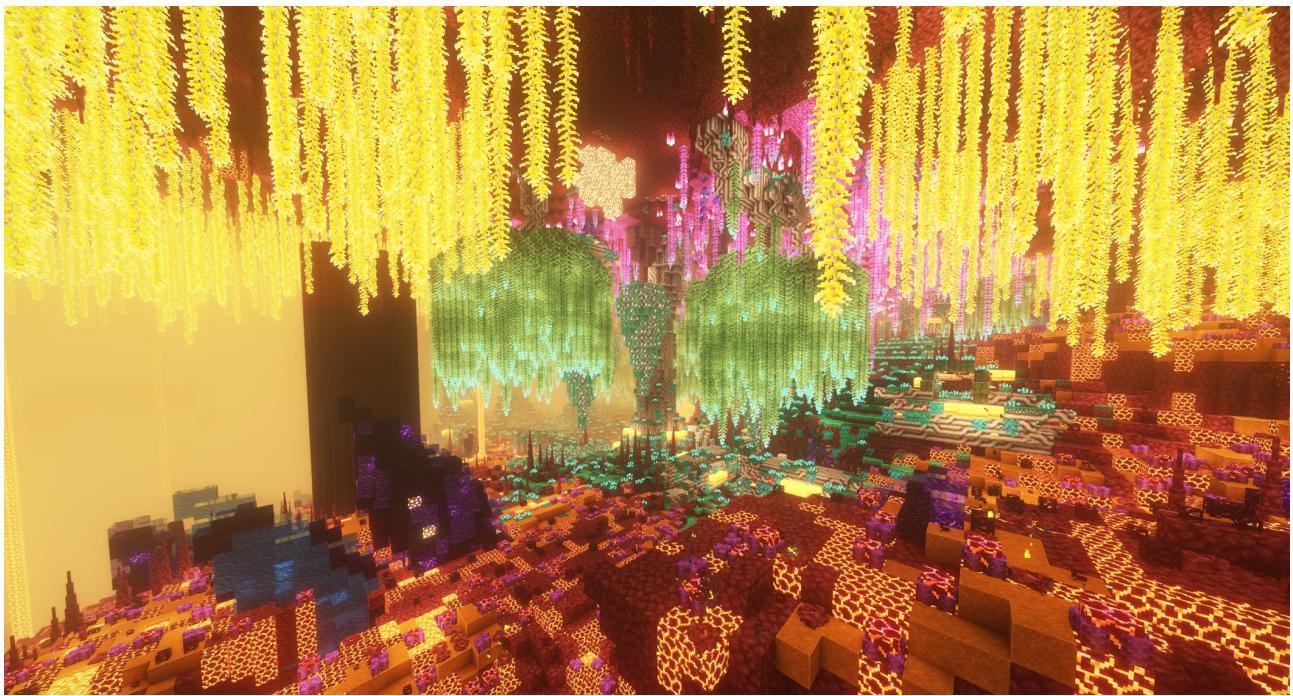
Aged is a modpack revolving around medieval times, with mods added for realism - both water and temperature are factors to look out for if you want to survive.

Food can spoil, you can freeze to death, you need to purify water to drink - the list is never ending if you want to achieve basic survival in Aged, but that sort of thing appeals to many players.



If you decide to play Aged, you will be subject to all 4 seasons of the Minecraft world. In addition, you will be able to earn XP points to level up alongside the monsters in the world, who will also get stronger with time. You will also be able to simulate the hardest survival challenge of them all: a job.



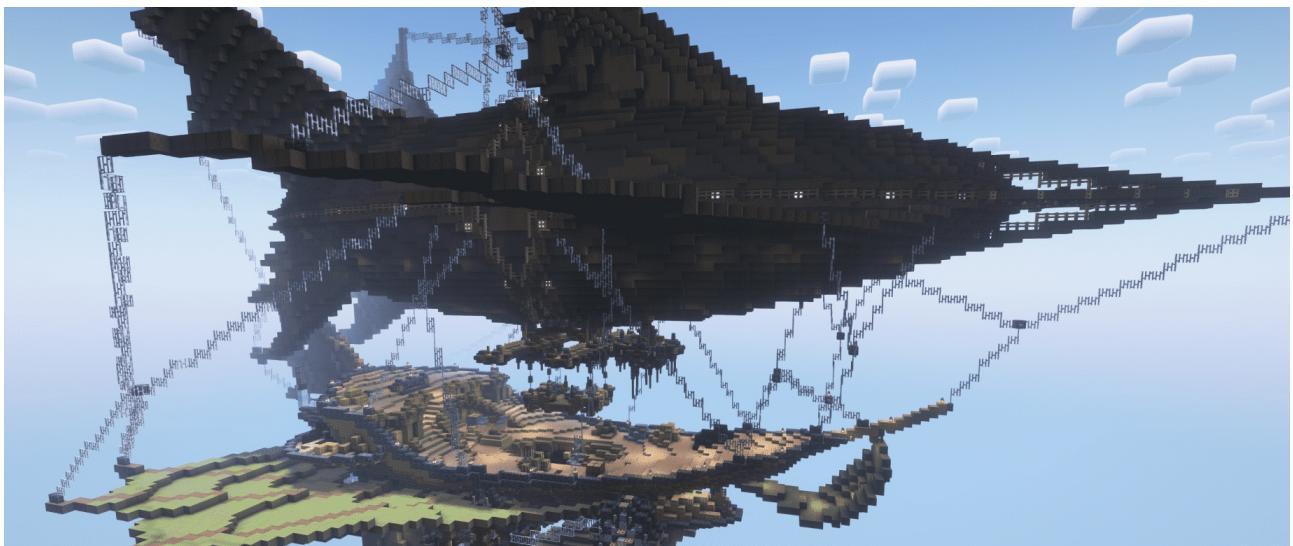


Aged also has an official multiplayer server, for those of you who still want to freeze to death, but with the power of friendship by your side. I think Aged might be my choice next time I want to play Minecraft - it seems well crafted and polished.

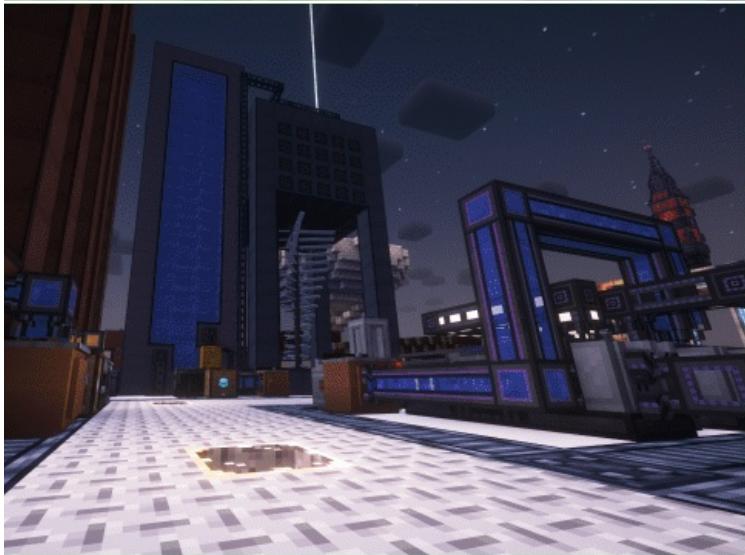
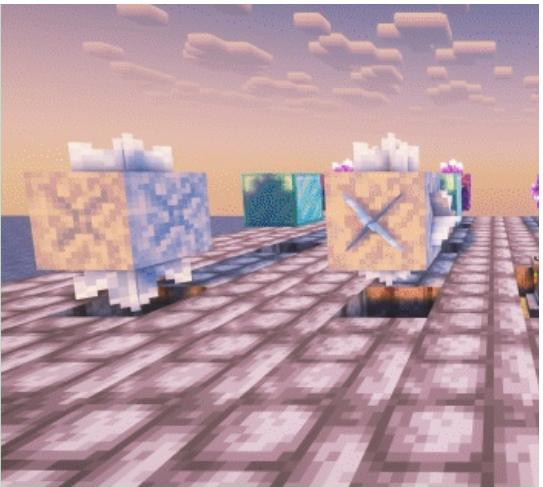
FTB Skies

Feed the Beast make a lot of modpacks, but their latest offering seems like one which will be used and remembered for a while. Much like SkyFactory, players of Skies will spawn on a floating island with limited resources and plenty of challenges.

Skies includes the staple mods: Mekanism, Botania, RF Tools, and Create - amongst many others. It also includes a Feed the Beast exclusive in-game event system to surprise (or terrify) you with new experiences.



"With a perfect blend of magic and technology, quests, and custom events, the experience is unforgettable"



Call for Volunteers

To conclude our first MOD! Magazine issue, I'd first like to thank our tiny team! We couldn't have done this with one less person, so thank you everyone for your faith.

With that said, we need you! This issue is a proof-of-concept to draw attention to the project; we want to make the best thing we can, and for that we need more people.

Do you have a bit of free time? Do you enjoy writing, designing, or even just being a part of a community? We want to grow our volunteer team and community. We need:

- Writers & Editors

Writers are in charge of... well, writing. You can come up with your own ideas or volunteer to write an pre-defined article - all we ask is that you follow our writing guidelines and communicate with our editors. Being an editor is a higher level role yet to be defined, but we know it will involve more people managing and reviewing.

- Designers

Designers design! We have both the website and the magazine - the website isn't ready yet, and the magazine design had to be rushed (I did this in about 4 hours due to time constraints. It's bad. I know. I'm sorry. Please help). Your contributions could range from sending back-of-the-napkin concepts to leading the website team; if you think you have an eye for design, why not come and help?

- Anyone at All

The community is one of the most important parts of a project like this. We need people in touch with all corners of the community, feeding us news and cool things! Coming up with magazine articles takes work, from selecting the mods of the month to deciding on the headline article, lots of time is put in. We need people around to help us by discussing and suggesting!

There are no commitments for these roles. If you only want to write one article or want a month off, that's fine, just tell us. As you can tell of anyone that is willing, we're in desperate need if we want some form of this project to stay afloat.

So, what do you say? Want to volunteer with us and make something great? Contact us on Discord at <https://mod-magazine.github.io/discord>.

MOD! Team

- Jamalam - Lead Editor
- Zxhir - Writer (Update Cycle), Reviewer
- HyperSoop - Misc. Rewrites
- Linkle - Reviewer

With special thanks to Mounderfod, the original creator, who unfortunately had to step down.

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