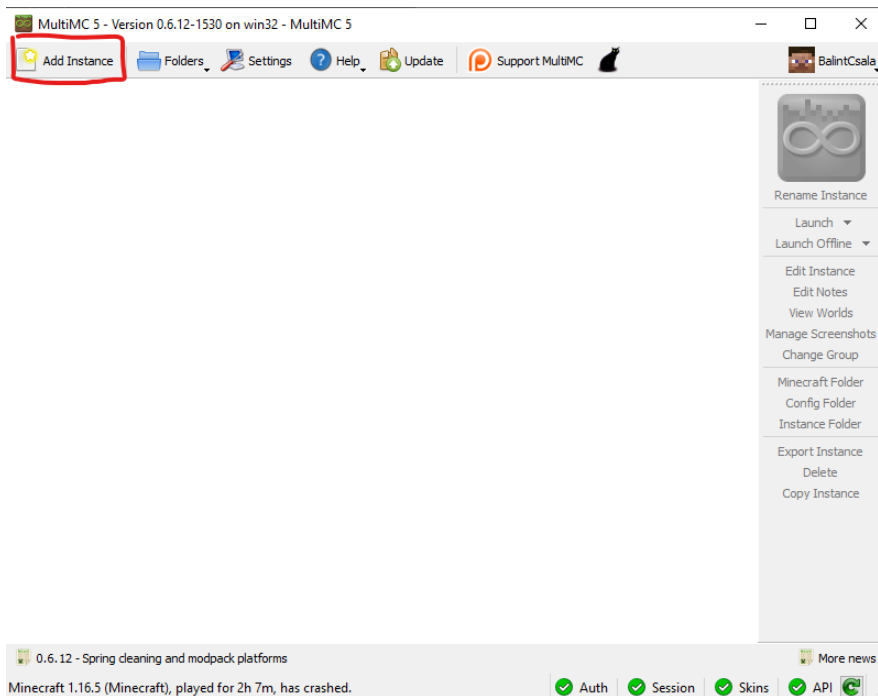
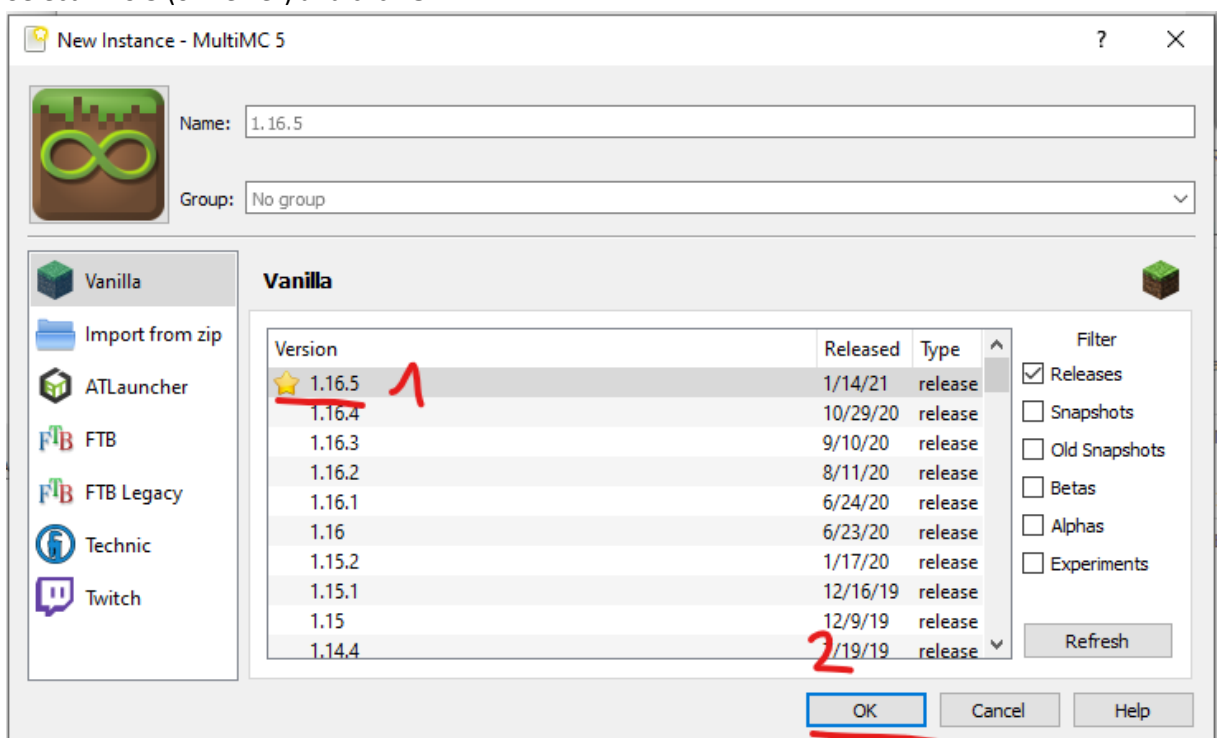


Getting Optifine shaders working on some AMD cards

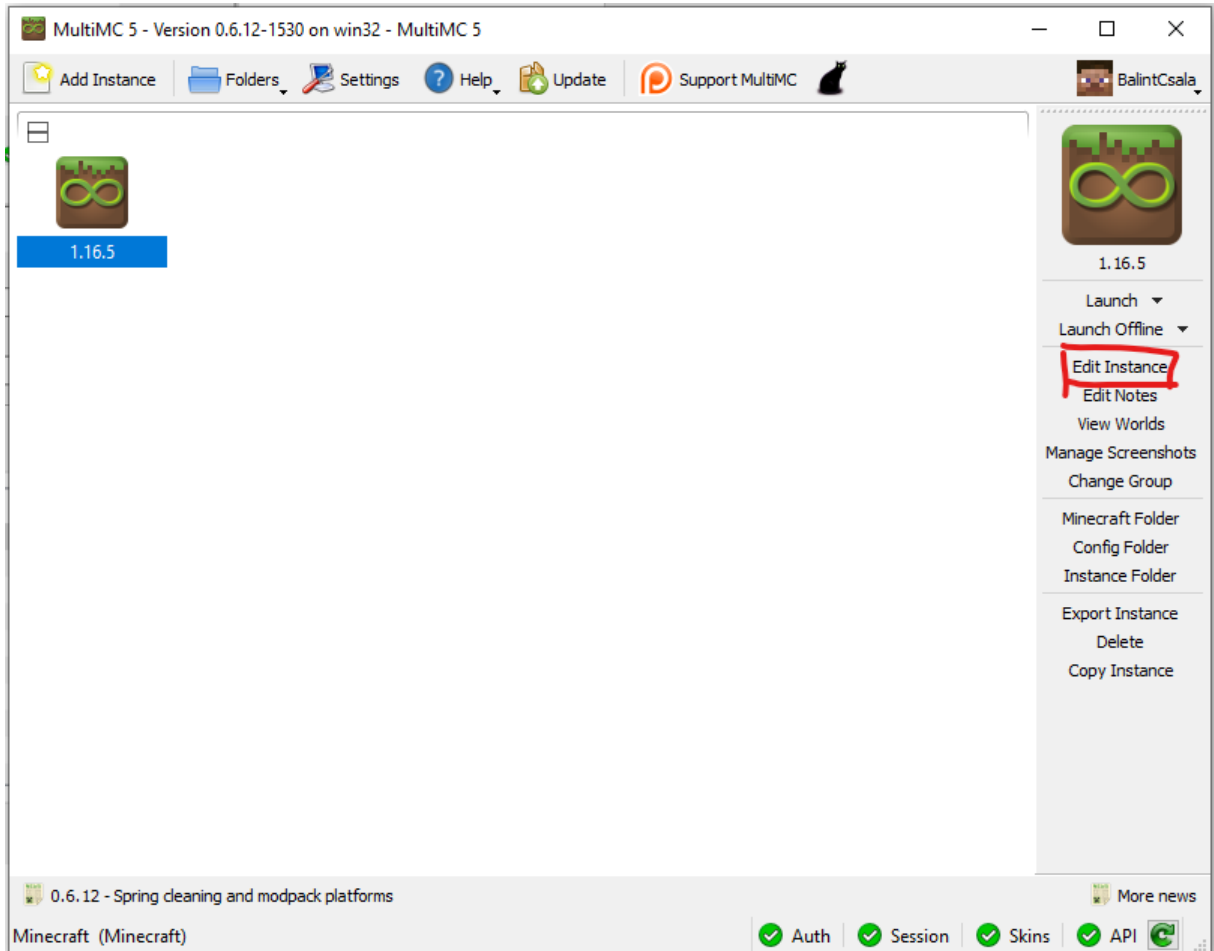
1. Download and install MultiMC (<https://multimc.org/#Download>)
2. Create a new 1.16.5 (or newer) instance
 - 2.1. Click **Add instance**



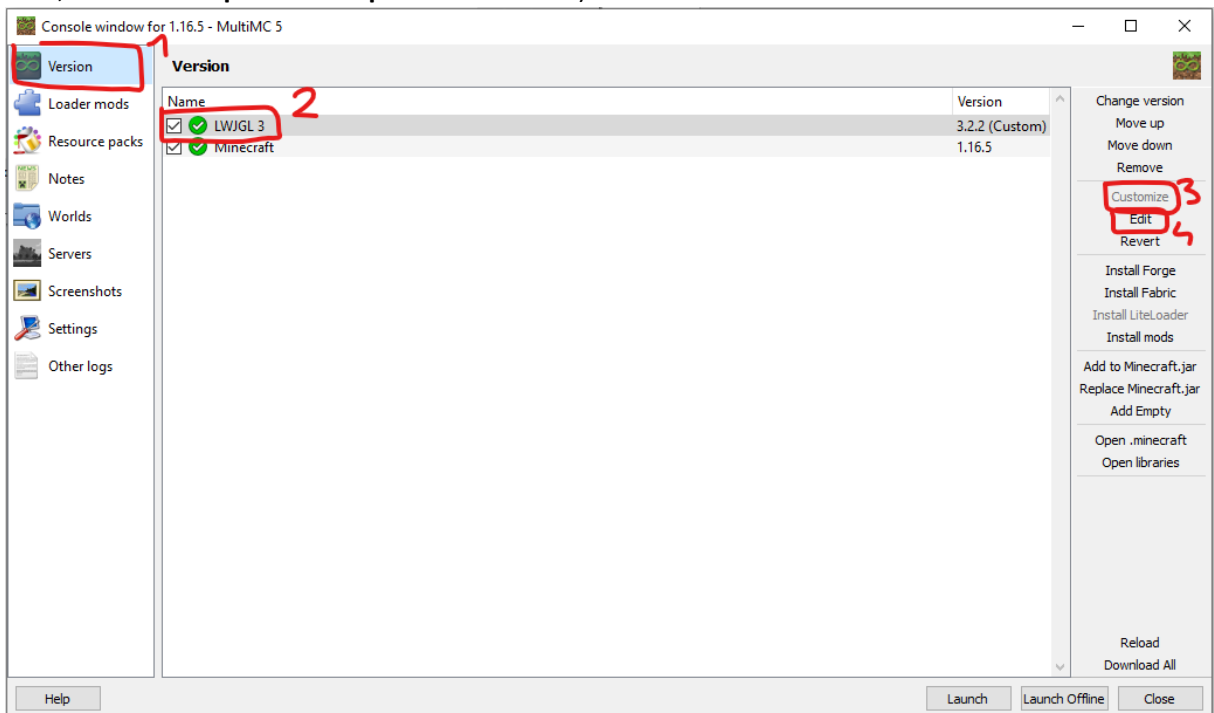
- 2.2. Select **1.16.5** (or newer) and click **Ok**



3. Select the new instance and click **Edit instance**

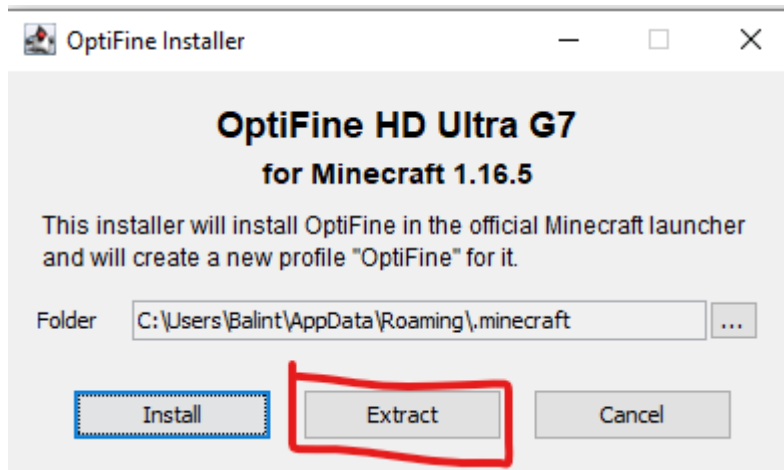


4. In the new window select the **Version** category, then in the middle field select **LWJGL 3**, click **Customize** then **Edit**. A text editor should pop up (if it's asking for a program to open the file with, choose **Notepad** or **Notepad++** if available).

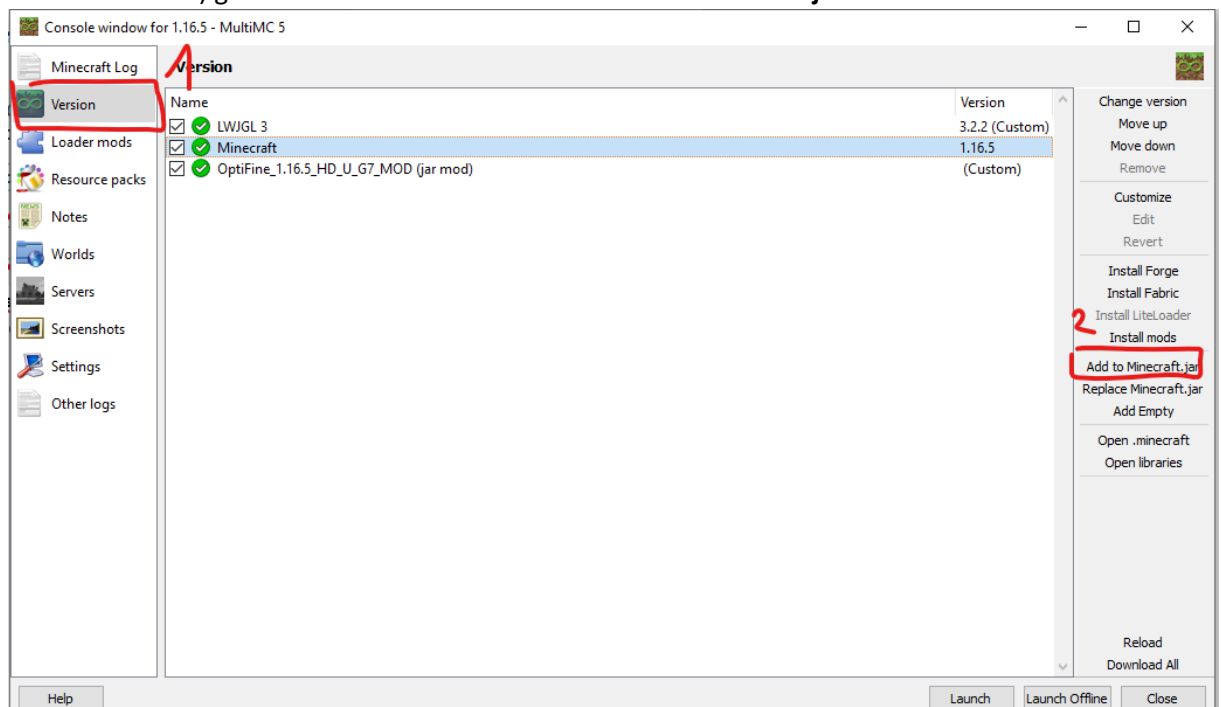


5. Replace the contents of the file with the text found at <https://pastebin.com/raw/Lx8KGgie>

6. Save and close the file
7. Install Optifine
 - 7.1. Download Optifine from <https://optifine.net/downloads>
 - 7.2. Run optifine
 - 7.3. Choose the **Extract** option. When it asks you for a folder to put it in, choose something sensible



- 7.4. In MultiMC in the **Edit Instance** window (if you closed it, you can reach it using the **Edit instance** button) go to the **Versions** tab and click **Add to Minecraft.jar**



- 7.5. Select the previously extracted optifine jar file (this should end in „_MOD”)
8. Click launch
 - 8.1. If it asks for your minecraft.net credentials, provide them, it's safe.
9. Download a shader pack and try it out. **Compatibility won't be 100%.**