Getting Started

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Content

This is a temporary page before I have the full modlist up

- The server has a moderate amount of adventure mods that scatters through the landscape
  - The Bumblezone
  - The Graveyard
  - Terralith
  - Camps. Castles. Carriages.
  - ChoiceTheorem's Overhauled Village
  - Towns and Towers
- Additionally if you are a builder or tinkerer, you will find these amazing mods to build and tinker with:
  - Create
  - Create: Slice & Dice
  - Create: Copycats+
  - Farmer's Delight
  - Chipped
  - Clutter
  - Supplementaries
  - Supplementaries Squared
  - Amendments
- The world is further populated with extra fauna:
  - Hybrid Aquatic
  - Nether Depths Upgrade

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Modded Client Setup

All tools mentioned below are fully free and open source!

1. Download and Install Java from Adoptium
    - Get Java from Adoptium here
    - Click on `Other platforms and versions`
    - Under `Version`, open the dropdown
    - Select `17 - LTS`
    - Select your `Operating System`, if you don't know what this is, you are likely running `Windows`
    - Select your `Architecture`, if you don't know what this is, you are likely running `x64`
    - Under `Package Type`, select `JRE`
    - For windows: If you are want a portable download, download `.zip`, if you don't know what I'm talking about, just get `.msi`
    - For macs and linux users: I assume you guys already know the type you want
    - Run the setup and install accordingly
2. Download and Install Prism Launcher
    - Download Prism Launcher here
    - Follow the instructions and setup accordingly
    - When setting up Java, ask it to auto-detect (unless you did a portable install, in which you have to link it) (see step 6, under Java not detected for more help)
3. Download the latest modpack from here
4. Import the modpack into Prism Launcher
    - Open Prism Launcher
    - Click `Add Instance`
    - Select the `Import` option from left sidebar
    - Click `Browse` button
    - Set the file format (to right of file name) from `Zip archive *.zip *.zipx` to `Modrinth pack (*.mrpack)`
    - Locate and select the modpack whatever you downloaded it to
    - Once selected, press `OK`
    - Wait for Prism to download everything and create the new instance
    - IF promoted: Click `Open missing`, Prism will attempt to open a bunch of tabs to download mods
    - Once it is done, you should see a `Purgacy-...` icon on your Prism Launcher.
5. Allocate more RAM! Click the `Settings` button on Prism Launcher
    - Select the `Java` option from left sidebar
    - Under `Maximum memory allocation:`, change the number according to your computer RAM
        - 4GM RAM: `3072`
        - 6GB+ RAM: `4096`
        - Suggested maximum of `8124` unless you know what you are doing
        - For windows users: Under your task manager you should be able to see your ram amount (under Performance tab > Memory), use that to monitor your RAM if needed and modify again
        - For the RAM amount, `512` is 1GB, if you need to customize your amount, use that as a basis to calculate, so the number will always be a multiple of `512`
        - DO NOT allocate the same amount as your computer RAM! Allocate 1-2GB lower minimally, because your computer has other processes.
6. Run Minecraft
    - Click on `Purgacy ...` icon
    - Click the `Launch` Button on the right sidebar
    - Wait for Minecraft to launch...
    - If it fails to launch - saying Java is not detected: Follow step 5 to get to the "Java" option, then:
        - For windows users ONLY:

        - Click "Auto-detect...", select the one with version "17.0.9", press OK.
        - If auto detect doesn't work: Under "Java path:" Add the following: `C:/Program Files/Eclipse Adoptium/jre-17.0.9.9-hotspot/bin/javaw.exe`
        - Click the "Test" button to see if it works
        - If it still doesn't work and you are more technical, see below to locate it
        - If it still doesn't work, try to locate it near the path above, otherwise if you are completely lost, DM me
      - For mac and linux users (and technical windows users)
        - Locate where your java executable is, running `jps -mlvV` would locate it
        - Make sure your default java is 17.0.9.9, check with `java -version`
        - If it's not, you may need to modify the default path for java accordingly
        - Optional alternative option (if you dont want to change your default path or have multiple installations):
          - You can set a specific version for a instance;
          - Click on "Purgacy 1.20.1" icon
          - Click "Edit" on the right sidebar
          - Select "Settings" on the left sidebar
          - Check the "Java installation" checkbox
          - Modify that path accordingly to a `17.0.9.9` version and use "Test" to check
          - If you do this, note that the instance will always use the selected installation and not the default one set under Prism global settings
    - If it fails to launch - opening up a crash report, try downloading the modpack and setting it up again (might be faulty download); If it crashes again. drop me a message on discord and ping me with the crash report.
7. Connect to the server!
    - Address: `awharf.xyz:25565`
    - If you haven't, submit a whitelist request
8. ???
9. PROFIT

Alpha Notes (Read Me!)

- Regions outside of the specified continents will be RESET! Refer to the map in the #maps channel
- DO NOT use `Templates 2` blocks! They are kept for compatibility purposes for now and will be removed once it is all fixed...
- Mod configurations and game rules are still being tweaked... Expect changes...
- There are various bugged entities/modded blocks which I am IN THE PROGRESS of fixing, but just so that I'm aware, DO contact me if you spot any.
- Certain modded blocks will be bugged/missing, if it is not fixable in survival, contact me...
- Entities might be imported incorrectly, if they can be fixed in survival, fix them, otherwise contact me...
- The end is closed for now
- Nether is open but will be subjected to reset for now...