

# Fabric's APIs are Lightweight and Modular

Fabric is a lightweight modding toolchain that is experimental for Minecraft.

## Design

Fabric's APIs are light and modular, which makes porting easier and game instances leaner.

- Fabric development is focused on snapshots as well as release versions, which allow earlier mod updates and more informed community planning. Even if you use a small part of the Fabric toolchain, it's available to everyone for free!

## installation

To install Fabric, you need the Fabric Loader, which you can download [here](#).

In addition, many mods rely on an API mod, which contains hooks that are commonly used. These are available [here](#):

Fabric API for Minecraft 1.14 or higher

## projects

### The mystery

The Fabric project is an alternative to Enigma which is a tool to deobfuscate Java classes developed originally by Cuchaz Interactive. [Tcl online](#) Our changes include countless bugfixes optimizations, improvements and improvements across the codebase, as well as improvements to user experience and compatibility.

Downloads are available [here](#).

### tiny-remapper

The tiny-remapper project is a speedy and well-optimized tool for precisely mapping JAR files using the Tiny mapping format.

## Other tools

Fernflower is a modified JetBrains upstream that contains line number mapping information. Matcher is a tool used by sfPlayer1 to monitor elements in obscured Java archive releases. This is used for Yarn mapping updates. Stitch is a collection of small tools that offer different functions to the Fabric project in a command line version. It can be used to generate and update "intermediaries" for cross version stability based on Matcher output, or merge client and server Minecraft.JARs. Weave, an older version of Stitch can be used to export Enigma mappings in the format of Tiny formats files.