

Minecraft Forge [API] - Compatible With Minecraft: 1.9.4, 1.9, 1.8.9, 1.8, 1.7.10

What is Minecraft Forge?

Screenshot:

Minecraft Forge Installer Installation:

- Download Minecraft Forge Installer (jar) or Installer Windows (exe)
- Find the Minecraft Forge file.
- Make sure you have installed Java in your computer. Download at [here](#).
- Open the file using a java running program.

Changelogs:

- Completely new network translation layer on top of Vanilla's protocol that allows Mods full netty channels. Super awesome network stuff that kills 'unknown packet id'
- IDs will be synchronized when loading a world or connecting to a server. No more ID issues whoot!
- New build system that allows for easier modder updates and expanded functionality.
- New logging system
- New graphics on the Server list GUI that tells you what type of server it is and what mods they have loaded. If it's a modded server
- Moved Forge's event system into FML. Removing the need for reflection and causing a increase in performance.
- Reworked command line auth for Mojang's new auth system to allow modders to debug real servers in dev.
- Added Launch4J wrapper to the installer so that windows users have a easier time running it. Same system Mojang uses for there launcher exe
- New version check added to Forge, to notify when important release are made. Can be disabled in config.
- New more expansive hooks for harvesting/efficiency.
- New network related events.
- Exposed more ItemStack sensitive functions.
- Moved model system to resource location based opposed to URL based.
- Created crowdin for Forge translations to be integrated into build later, added a few new languages.
- New simple event driven networking system to complement netty system.
- New world backup system when updating 1.6 worlds to 1.7.
- Enabled recipe sorting by default, this should address the issues with conflicting/hidden recipes. As long as modders address it correctly.
- New pretty formatting of bad packet data, cuz pretty is better then random hex
- New hook for custom records and sound location.

- New events for when a player uses a item similiar to a bow
- New weather renderer hook.

Many many more

- Installer now uses xz compressed downloads and a mirrior list which should speed up downloads and prevent server overloading.
- Added detailed exception information for the 1.6.4 structure change
- Attempt at a shared modlist implementation - should allow visibility between liteloader and fml for "mod list display"
- Added ItemTooltipEvent to allow modders to add more detained information to tooltips.
- Added a client side only command system to allow modders to create commands that work on the client, such as /cls to clear the chat screen
- Added pre and post event to rendering Chat, allowing for placement of the chat box.
- Added pre and post event to rendering player list.
- Made villager trading GUI not open when sneaking, aligns it with other GUIs.
- Added Servers
- New hook to allow mods to determine how they react to 'weak' power
- New API to allow for mods to strip interfaces and methods that rely on other mods that are not installed.
- New PlayerOpenContainerevent that allows mods to control what the player can interact with.
- Added basic support for Tweaker sorting
- New configuration entries to allow more control over the zombie 'assistance' summoning mechanic, vanilla values can break in some cases.
- New Zombie assistance summoning event, to allow mods to control this behavior more.
- Added new recipe sorting mechanic, it is recomendad that both the client and server enable this feature in order for it to work correctly.
- Added the ability to create Biomes without registering them, thus allowing extra flexibility in multi-world mods.
- New API marker system that Mods can depend against. See FML for more detials.
- Add warning to item registration to prompt modders to register them with names in an attempt to make 1.6 worlds 1.7 compatible.
- New BlockBreakEvent, thanks Onibair and Blood, this change causes some issues with mods that use our fakePlyer system for client side only things, revert to build 944 if you must use those mods. Or wait for the mods to update.
- Fixed NPE when loading single-player twice
- Fixed tweaker injection into classloader
- Fixed fluid rarity missing default
- Fixed typo in bounding box based ladder checks that caused potential infinite loops with entities in certian positions.
- Cross-modsystem compatibility fix with thanks to Mumfrey @ liteloader
- Made Vanilla hopper obey the IInventory contract, TileEntityHopper now takes into account IInventory.getInventoryStackLimit() when inserting items.

- Fixed placement of snow cover over metadata 6.
- Set densityDir in BlockFluidBase's constructor
- Fixed bug where some enchants could apply in invalid combinations at the enchanting table.
- Fixed install.sh not passing arguments to install.py
- Fixed issue that caused the per-world data storage to not be saved correctly.
- Delay sound system backend initialization to speed up startup and prevent race condition on some computers. Fixes no sounds issue on some machines.
- Fixed umpteen instances where 0 was referenced instead of air, should help mods that have plants/structure that grow.
- Fixed vanilla MC's decision to display session data in the console log.. This is bad
- Fixed NPE that caused the ChunkManager config to not load and save.
- Fixed issue where certain errors in the event bus were not logged correctly.
- Fixed issue in MC's logger code that caused resource pack warnings to not display properly.