

How To Create Server Files For A Custom Modpack

Creating your individual customized modpack is usually a daunting task. If you are not familiar with the method, we'd heavily advocate you consider using one of many pre-built packs available via the Twitch (Curse) launcher, or the ATLauncher. We have now many of these obtainable for set up via One Click on Installer, and will even be glad to put in another packs that present server information - simply send us a message!

Beginning with Forge

All modpacks begin with Forge. You may install Forge itself like a modpack, by selecting it from the One Click Installer web page. Top Minecraft Servers 's usually suggested to decide on the very best-numbered construct among those suggested by your mods' authors. If you're utilizing an older model of Minecraft, go with the most recent Forge construct.

Creating and Uploading

After you have a model of Forge that can work along with your mods, you may transfer your mods and configurations into their correct positions among the many server recordsdata. Create a folder called mods (if one doesn't already exist) in the same location as the forge and minecraft_server information and the libraries folder. Add your entire mods into this (presumably new) mods folder. Simply open the File Supervisor and click on on Add File. In your computer's file browser, choose all the pieces that you need to upload and drag it into the upload box in File Supervisor.

Configs, and many others.

Chances are you'll even have custom configuration recordsdata to go along along with your number of mods. You possibly can add them to your modpack by copying them into a folder known as config at the identical location because the mods folder. You'll possible need to create the config folder you probably have your individual config information; it isn't created for you except you run the server program.