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Tekkit? Feed the beast? All texture compilations (WIPs and full releases) for mod packages go here. Patch Creator 1452 Messages x 121 Post 16 February 2019, 12:31 FTB Ultimate Reloaded is one of FTB lighter 1.12.2 modpacks based on the original Ultimate, which was released on Minecraft 1.4.7 more than 5 years ago. Ultimate was one of the biggest and most popular FTB modpacks of its time and players spent months making large factories, farms, rail networks and getting their feet wet with magic in Thaumcraft. Fast forward to 2019 and the FTB team is remastering Ultimate in a 1.12.2 modpack called Ultimite Reloaded. FTB Ultimate Reloaded for MC 1.12 Show Please understand that this is an add-on for the texture of the PureBDCraft patch that needs to be downloaded separately here. Place both of them in the resourcepacks folder and select both to get textures in the game. Notable questions 1. Make sure you set aside enough RAM for the game to run a large texture pack. This will vary depending on the resolution you choose. The numbers are below the guide and you need more or less depending on your computer. 128x - It will usually require Optifine to work and at least 14 - 16GB of RAM is allocated. Optifine can cause visualization problems. If so download version 64x and remove Optifine. 64x - Highlight 8 to 10GB. 32x - Highlight 6 - 8GB If after using them you still can't get a patch to run, use a lower resolution. 2. When selecting new packages for the first time, the way Texture Atlas (The Big Sheet Of Minecraft transmits all textures for use in the game) cannot form properly, causing the textures to appear in the wrong place. Restart the game, it will allow Minecraft to load the textures to the pure texture of the satin and hopefully will fix any glitches. For any other questions, please see the Help Centre page. 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Made by Vattic and many participants Download: If you want to contribute or request a specific texture: Old version: Installation Guide: Basic: 1) Download the latest package from the download section. 2) Run Minecraft, select Options..., select Resource Packages, select Open Resource Packages. 3) Drag and dip the loaded package into the texture pack folder. 4) Go back to Minecraft and choose the Faithful 32x32 package and you're done. Optifine: For more advanced features for 1.4.7: 1) Drag and drop downloaded resource packages into the resource pack folder. 2) Find, download and install a suitable version of OptiFine from this forum theme. 3) Running Minecraft. 4) Choose the options of zgt: 5) Tap both lava and water until they both say Dynamic and you're done. 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Add oil for Buildcraft and cobblestones for railway ships 03-01-2014, add TE stuff, some fix 01-01-2014, add tools for TinkersConstruct, add ProjectRed 01-01-2014, first release for 1.6.4 13-10-2013, add missing stuff for GregTech, more texture for BoP, add Natura 06-10-2013, add XACT, more material for BoP, Thaumcraft and GraviSuite 09-10-2013, add material for BoP 08-09-2013, add material for Tinker's Construct 0 6-09-2013, add NetherOres for 1.5.2 02-09-2013, customize smelting blocks 01-09-2013, material for several mods 25-08-2013, add material for several mods 25-08-20132013, add material for Tinker design, MFR, underground biomes and Binnies mods 03-08-2013, add LogisticPipes 30-07-2013, many mods update 24-07-2013, fix electric GUI unit for IC2 02-07-2013, add XenoSeno's and IC2NuclearControl for 1.5.2 01-07-2013, add stuff for MFR, TinkersConstruct and Steve's Carts for 1.5.2 24-06-2013, add MPS for 1.4.7 23-06-2013, add Extra-bees and MiscPeripherals for 1.5.2 17-06-2013, add GUI for AdvancedSolarPanels, MineFactoryReloaded and Nether Ores for 1.4.7 16-06-2013, add ComputerCraft for 1.5.2 16-06-2013, add GraviGun, PortalGun, MFFS and EnderStorage for 1.5.2 13-06-2013, fix buildcraft texture for 1.5.2 10-06-2013, update for 1.5.2 - add Mystcraft, Railcraft and AdvancedMachines 05-06-2013, update to Ultimate 1.2.2 12-05-2013, add Gregtech and ChickenChunks for 1.5 11-05-2013, add version for MC 1.5 (WIP) 18-04-2013, Update to Ultimate 1.0.2 + Alternate Version 03-04-2013, Add items for MFR 19-03-2013, Fix Soldering Iron GUI 17-03-2013, update and fix for some mods 09-03-2013, add NetherOres, XReliquary and EE3 stuff. Change for the round sun and moon. Update for GraviSuite 08-03-2013, add Applied Energy GUIs and Advanced Solar Panels 08-03-2013, fix mechanical pigs and change some things in Xycraft Old versions: Faithful Stream: Credits see the Credits section in Vattic Thread Thanked Vattic and all participants. Reaction: CraftsmanChris, TomeWyrm, Fixided and 18 others looks great! I noticed only one broken texture: Mechanical Pig (29997:62) Votre pack de textures est fantastique. Thank you. (For those who don't speak French, he says: Your texture package is fantastic. Sweet thanks! I love Faithful and have been using DW20 Faithful in Ultimate so I can finally GT texture among others too! Will download later because the school is in a bit. Thank you again! Welcome to textures!!!!!!!!!!!!!! Welcome to textures!!!!!!!!!!!!!! Thank you man, it's true, the base of this package is from your package, but with all the posts in Vattic thread and some changes that I made with Gimp BTW I like your stuff for green grass Np, I also made all the applied energetic textures except Gui's. I can say that I love grass as well as I use AntVenom Faithful in regular MC (does all the herbs almost, maybe just like all FTB ones). I'd like to point out some missing textures though (it may be a mistake with my client so ignore any mistakes I make/made). The textures I found missing from my client (I'll add new ones I've come across. I mostly use IC2, Buildcraft, Redpower, GregTech, and GraviSuite, though): - Advanced Solars (Ultimate Hybrid ID 650, Hybrid ID ' 650:1. Advanced ID ' 650:2, GUI icons and Placed Blocks). - Some of the new things GraviSuite (GraviTool ID 30482, Advanced Jetpack ID' 30481, GUI icons and on the player model in the 3rd person, as well as holding in have in the 1st person). - And (it's in the DW20 package too) Solar Helmet ID 30476 (also from GraviSuite Mod) on Player Model ONLY! --- GUI is fine. Order. Sнова! Надеюсь, я не тратя ваше время. EDIT: Я добавил ID-элемент для всех из них. Солнечный шлем, GraviTool, и Расширенный Jetpack являются энергетические элементы (они имеют различные hexs в зависимости от того, сколько ЕС у них есть в них), поэтому они имеют hexs в их IDs, я не знаю, если это делает его труднее сделать текстуры для них. Полагал, что я бы упомянуть об этом, хотя. Я могу сказать, что я люблю траву, а также, как я использую AntVenom Верный в регулярных MC (делает все травы почти, может быть, точно так же, как и все FTB них). Я хотел бы отметить некоторые недостающие текстуры, хотя (это может быть ошибка с моим клиентом так игнорировать любые ошибки, которые я делаю / сделал). Текстуры я обнаружил, что отсутствует на моем клиенте (я добавил новые я сталкивался, я в основном используют IC2, Buildcraft, Redpower, GregTech, и GraviSuite, хотя): - Расширенный Solars (Ultimate Hybrid ID 650, Гибридный ID ' 650:1, Расширенный ID ' 650:2, GUI иконки и размещенные блоки). - Некоторые из новых вещей GraviSuite (GraviTool ID 30482, Расширенный Jetpack ID' 30481, GUI иконки и на модели игрока в 3-м человеке. а также проведение в имеют в 1-м лице). - И (это в DW20 пакет тоже) Ultimate Солнечный шлем ID » 30476 (также от GraviSuite мод) на player Model ONLY! <--- GUI icon is fine. Thanks again! Hope I didn't waste your time. EDIT: I added the Item IDs for all of them. The Solar Helmet, GraviTool, and Advanced Jetpack are energy items (they have different hexs depending on how much EU they have in them) so they have hexs in their IDs. I don't know if that makes it any harder to make the textures for them. Figured I'd mention it though. Advanced Solars: done GraviSuite stuff: waiting for somebody do the texture. like I said, I only compile the stuff I found and fix the pink and transparent texture Yes for real, I have a diff user name on the mcf. Notice that my avatar pic is the same. Edit: Why don't we just merge the 2 together. I already have lots of textures done for the upcoming Dw20 update. Waiting for it to be released then I'll release the textures. Prolly released on Mon as all updates are on Mondays ok no problem for me, in fact just one FTB Faithful for all the pack it's enough (we don't need 3 different pack since the Faithful Ultimate it's compatible with all) Reactions: ChiTown03 You need to add NetherOres. It's already made. Also, try looking for SecretRooms. Besides that, it's really great! Loving faithful. I also love you for this! NetherOres > 50% are done SecretRoomsthis mod does not have a texture it use a vanilla texture Page 2 ty for updated textures! Это мой новый любимый пакет текстур! Я победил Sphax в течение длительного времени, но это хорошо, чтобы default look, but better! Looks very nice! Not too different from Default, but so so Better! Thank you! As far as I can see, none of the textures are there for modular fashion power suits. Glass viewers for xycraft also don't have a 32x32 texture package. I'm really glad it exists though. I played with the DW20 trusty package and it got a little annoying without having most of the textures, so thank you. Je ne suis pas fran'ais, mais je suis sur un program de traduction, c'est cool, merci merci In English I'm not French but I use the translator program, it's cool, thanks good work has almost all the mods textured. Things I've seen that are missing: Modular power suits and MFR Um, I've been playing around with footage just now, and noted that when frame engines move the block, their texture is messed up. I installed a faithful32-end along with the recommended Optifine. So far, I don't seem to be able to do basic things like opening chests without the whole shebang going west. Sigh. What a shame, I'm really looking forward to making this texture pack work for me, but I suspect that Optifine really doesn't want to play ball. Running the texture package without Optifine works at the moment, but I bet I'll end up with some really weird remapped textures further down the line. (Post 2) Page 3 no 32x texture available to it at the moment. 32x texture is currently unavailable for it. That would mean you have a list, wouldn't it? This is what most texture pack teams usually do... I'm running with this texture package at the moment and it seems to work just fine. There is not enough texture for quartz ore, just FYI, as it is used by default. Is all fashions supported, or just a little bit? If so, maybe make a status bar in the first post with a list of all the mods that are supported! I installed a faithful32-end along with the recommended Optifine. So far, I don't seem to be able to do basic things like opening chests without the whole shebang going west. Sigh. What a shame, I'm really looking forward to making this texture pack work for me, but I suspect that Optifine really doesn't want to play ball. Running the texture package without Optifine works at the moment, but I bet I'll end up with some really weird remapped textures further down the line. (Post 2) Just out of interest - what is the Optifine version people use? I keep getting a great bug piece when I use it I use OptiFine_1.4HD-U'D5 as anything new to Minecraft 1.5.x Just out of interest - what version of Optifine people use? I keep getting a great bug piece when I use it I also 1.4.6_U_D5, although I don't usually have any problems. Frankly, FTB Ultimate is the first time I've hit an issue where it just right dies. I'm going to have to do it. test and find out whether it's just a texture package, or whether it comes with any of the textures of the packages I have for it. (Post 3) How can I fix the edges?? Do you think there will be for Advanced NanoChestplate soon? Thank you! Can I ask where you found all this? Thanks for the updates as always! I have a somewhat similar story to tell. I suspect it's more of a problem with Optifine than this texturepack I use, but I know that Optifine_1.4.6'D5 doesn't play that well with the Ultimate 1.0.1 package, at least on my map (ATI HD3450, using the fglr driver) and OS (Ubuntu 12.10). For example, I run the launcher, go to Ultimate and make sure That Optifine is in the JarMods folder, then I run Ultimate, go into texture packs, make sure the default texture package is selected, and then I click on the Made button. As soon as this happens, the console shows that the customer is dying from an external rendering failure in the libdri.so. Wonderful. This will also happen if I beat the textured packets on the faithful32 (FTB Ultimate package version) before I install the optics. I install the optics, reboot the final, start my solitary world, and open the iron chest. Boom, dead. Wonderful. (Post 4) Page 4 I have some similar story to tell. I suspect it's more of a problem with Optifine than this texturepack I use, but I know that Optifine_1.4.6'D5 doesn't play that well with the Ultimate 1.0.1 package, at least on my map (ATI HD3450, using the fglr driver) and OS (Ubuntu 12.10). 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I added Optifine last after all, and there was no META folder to begin with. Any suggestions? Did you put it in the bank's mod section? DOUBLEPOST1365728473 (/DOUBLE POST) Also Smenes can you find textures for power converters? As they don't seem to be available! Thank you! Votre pack de textures est fantastique. Thank you. A good texture package. Gives things a lift without having to relearn what everything looks like. Shame that I can't make Optifine work, so no amazing liquids. Still everything else beautifully and sharply. It's the keeper. Optifine is a strange thing. My current computer might run it well, but my last one (which was very good) couldn't run it at all. And yes, except for the fluid and some animation, you really really really need it with Forge. I love this package because it's sharp, but it's still close enough to vanilla to use on the server without worrying that you're building something that looks very strange to people with other TPs. nice texture package. Gives things a lift without having to relearn what everything looks like. Shame that I can't make Optifine work, so no amazing liquids. Yet everything else looks beautiful and sharp. It's the keeper. What's your graphics card? AMD Radeon HD 6450 If you're wondering the bug, it's a blank black screen insimi something after installing Optifine. I tried both Ultra and Standard. Yha that graphics card brand does not like optifine because of OpenGL Op.Source code. Does 1.0.2 for 1.1.0 add a version for 1.5 still a lot to do to add Gregtech and ChickenChunks for 1.5 What's the limit of 1.1.0 why can't I update it? Maybe it's because I live in Lithuania? I see only the 1.0.1 version of the modpack... What's the ultimate 1.1.0 why can't I update it? Maybe it's because I live in Lithuania? I see only the 1.0.1 version of the modpack... This is because 1.1.0 is not recommended to build yet, if you click on the drop down the field in the top right of the launcher, you can choose version 1.1.0. Be careful though, because there may still be bugs in it as they have not finished testing. It is set to be released very soon though. Thank you very much! This package is awesome. Great to see that there are 1.5 additions for multiple mods. Keep up the good work! Good looking package! BUT - without 64x64 or better yet, 128x128 - I just won't use it. Good looking package! BUT - without 64x64 or better yet, 128x128 - I just won't use it. Not everyone has a machine that can run those, and many people like to feel the original with only a little oomph. I don't understand why people feel the need to harp on 32x texture, they serve a purpose. I have no problem with people using 16x textures, or not tp at all - the freedom to choose and choose to meet their needs. Not everyone has a machine that can run those, and many people like to feel the original with only a little oomph. I don't understand why people feel the need to harp on 32x texture, they serve a purpose. 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Made by Vattic and many participants Download: If you want to contribute or request a specific texture: Old version: Installation Guide: Basic: 1) Download the latest package from the download section. 2) Run Minecraft, select Options..., select Resource Packages, select Open Resource Packages. 3) Drag and dip the loaded package into the texture pack folder. 4) Go back to Minecraft and choose the Faithful 32x32 package and you're done. Optifine: For more advanced features for 1.4.7: 1) Drag and drop downloaded resource packages into the resource pack folder. 2) Find, download and install a suitable version of OptiFine from this forum theme. 3) Running Minecraft. 4) Choose the options of zgt: 5) Tap both lava and water until they both say Dynamic and you're done. For 1.5.2 and 1.6.4.1) Disable Use Custom Engine Font inside /config/mmmPowersuits.cfg (1.5.2 only) 2) Drag and drop loaded resource packages into resource folder packages. 3) Find, download and install a suitable version of OptiFine from this forum theme. 4) Running Minecraft. 5) Select the settings of the video set-up zgt: quality settings to disable the connected textures 6) Choose a new texture pack in your options, if the textures are bugged, just reboot the game. Screenshots: ChangeLog: 18-01-2014, change for TE, Mekanism, Advanced Portals, Metallurgy and Redstone Arsenal 10-01-2014, go download to GitHub 08-01-2014, add TE pipes and metallurgy stuff 04-01-2014, add texture from DCreeper. Add oil for Buildcraft and cobblestones for railway ships 03-01-2014, add TE stuff, some fix 01-01-2014, add tools for TinkersConstruct, add ProjectRed 01-01-2014, first release for 1.6.4 13-10-2013, add missing stuff for GregTech, more texture for BoP, add Natura 06-10-2013, add XACT, more material for BoP, Thaumcraft and GraviSuite 09-10-2013, add material for BoP 08-09-2013, add material for Tinker's Construct 0 6-09-2013, add NetherOres for 1.5.2 02-09-2013, customize smelting blocks 01-09-2013, material for several mods 25-08-2013, add material for several mods 25-08-20132013, add material for Tinker design, MFR, underground biomes and Binnies mods 03-08-2013, add LogisticPipes 30-07-2013, many mods update 24-07-2013, fix electric GUI unit for IC2 02-07-2013, add XenoSeno's and IC2NuclearControl for 1.5.2 01-07-2013, add stuff for MFR, TinkersConstruct and Steve's Carts for 1.5.2 24-06-2013, add MPS for 1.4.7 23-06-2013, add Extra-bees and MiscPeripherals for 1.5.2 17-06-2013, add GUI for AdvancedSolarPanels, MineFactoryReloaded and Nether Ores for 1.4.7 16-06-2013, add ComputerCraft for 1.5.2 16-06-2013, add GraviGun, PortalGun, MFFS and EnderStorage for 1.5.2 13-06-2013, fix buildcraft texture for 1.5.2 10-06-2013, update for 1.5.2 - add Mystcraft, Railcraft and AdvancedMachines 05-06-2013, update to Ultimate 1.2.2 12-05-2013, add Gregtech and ChickenChunks for 1.5 11-05-2013, add version for MC 1.5 (WIP) 18-04-2013, Update to Ultimate 1.0.2 + Alternate Version 03-04-2013, Add items for MFR 19-03-2013, Fix Soldering Iron GUI 17-03-2013, update and fix for some mods 09-03-2013, add NetherOres, XReliquary and EE3 stuff. Change for the round sun and moon. Update for GraviSuite 08-03-2013, add Applied Energy GUIs and Advanced Solar Panels 08-03-2013, fix mechanical pigs and change some things in Xycraft Old versions: Faithful Stream: Credits see the Credits section in Vattic Thread Thanked Vattic and all participants. Reaction: CraftsmanChris, TomeWyrm, Fixided and 18 others looks great! I noticed only one broken texture: Mechanical Pig (29997:62) Votre pack de textures est fantastique. Thank you. (For those who don't speak French, he says: Your texture package is fantastic. Sweet thanks! I love Faithful and have been using DW20 Faithful in Ultimate so I can finally GT texture among others too! Will download later because the school is in a bit. Thank you again! Welcome to textures!!!!!!!!!!!!!! Welcome to textures!!!!!!!!!!!!!! Thank you man, it's true, the base of this package is from your package, but with all the posts in Vattic thread and some changes that I made with Gimp BTW I like your stuff for green grass Np, I also made all the applied energetic textures except Gui's. I can say that I love grass as well as I use AntVenom Faithful in regular MC (does all the herbs almost, maybe just like all FTB ones). I'd like to point out some missing textures though (it may be a mistake with my client so ignore any mistakes I make/made). The textures I found missing from my client (I'll add new ones I've come across. I mostly use IC2, Buildcraft, Redpower, GregTech, and GraviSuite, though): - Advanced Solars (Ultimate Hybrid ID 650, Hybrid ID ' 650:1. Advanced ID ' 650:2, GUI icons and Placed Blocks). - Some of the new things GraviSuite (GraviTool ID 30482, Advanced Jetpack ID' 30481, GUI icons and on the player model in the 3rd person, as well as holding in have in the 1st person). - And (it's in the DW20 package too) Solar Helmet ID 30476 (also from GraviSuite Mod) on Player Model ONLY! --- GUI is fine. Order. Sнова! Надеюсь, я не тратя ваше время. EDIT: Я добавил ID-элемент для всех из них. Солнечный шлем, GraviTool, и Расширенный Jetpack являются энергетические элементы (они имеют различные hexs в зависимости от того, сколько ЕС у них есть в них), поэтому они имеют hexs в их IDs, я не знаю, если это делает его труднее сделать текстуры для них. Полагал, что я бы упомянуть об этом, хотя. Я могу сказать, что я люблю траву, а также, как я использую AntVenom Верный в регулярных MC (делает все травы почти, может быть, точно так же, как и все FTB них). Я хотел бы отметить некоторые недостающие текстуры, хотя (это может быть ошибка с моим клиентом так игнорировать любые ошибки, которые я делаю / сделал). Текстуры я обнаружил, что отсутствует на моем клиенте (я добавил новые я сталкивался, я в основном используют IC2, Buildcraft, Redpower, GregTech, и GraviSuite, хотя): - Расширенный Solars (Ultimate Hybrid ID 650, Гибридный ID ' 650:1, Расширенный ID ' 650:2, GUI иконки и размещенные блоки). - Некоторые из новых вещей GraviSuite (GraviTool ID 30482, Расширенный Jetpack ID' 30481, GUI иконки и на модели игрока в 3-м человеке. а также проведение в имеют в 1-м лице). - И (это в DW20 пакет тоже) Ultimate Солнечный шлем ID » 30476 (также от GraviSuite мод) на player Model ONLY! <--- GUI icon is fine. Thanks again! Hope I didn't waste your time. EDIT: I added the Item IDs for all of them. The Solar Helmet, GraviTool, and Advanced Jetpack are energy items (they have different hexs depending on how much EU they have in them) so they have hexs in their IDs. I don't know if that makes it any harder to make the textures for them. Figured I'd mention it though. Advanced Solars: done GraviSuite stuff: waiting for somebody do the texture. like I said, I only compile the stuff I found and fix the pink and transparent texture Yes for real, I have a diff user name on the mcf. Notice that my avatar pic is the same. Edit: Why don't we just merge the 2 together. I already have lots of textures done for the upcoming Dw20 update. Waiting for it to be released then I'll release the textures. Prolly released on Mon as all updates are on Mondays ok no problem for me, in fact just one FTB Faithful for all the pack it's enough (we don't need 3 different pack since the Faithful Ultimate it's compatible with all) Reactions: ChiTown03 You need to add NetherOres. It's already made. Also, try looking for SecretRooms. Besides that, it's really great! Loving faithful. I also love you for this! NetherOres > 50% are done SecretRoomsthis mod does not have a texture it use a vanilla texture Page 2 ty for updated textures! Это мой новый любимый пакет текстур! Я победил Sphax в течение длительного времени, но это хорошо, чтобы default look, but better! Looks very nice! Not too different from Default, but so so Better! Thank you! As far as I can see, none of the textures are there for modular fashion power suits. Glass viewers for xycraft also don't have a 32x32 texture package. I'm really glad it exists though. I played with the DW20 trusty package and it got a little annoying without having most of the textures, so thank you. Je ne suis pas fran'ais, mais je suis sur un program de traduction, c'est cool, merci merci In English I'm not French but I use the translator program, it's cool, thanks good work has almost all the mods textured. Things I've seen that are missing: Modular power suits and MFR Um, I've been playing around with footage just now, and noted that when frame engines move the block, their texture is messed up. I installed a faithful32-end along with the recommended Optifine. So far, I don't seem to be able to do basic things like opening chests without the whole shebang going west. Sigh. What a shame, I'm really looking forward to making this texture pack work for me, but I suspect that Optifine really doesn't want to play ball. Running the texture package without Optifine works at the moment, but I bet I'll end up with some really weird remapped textures further down the line. (Post 2) Page 3 no 32x texture available to it at the moment. 32x texture is currently unavailable for it. That would mean you have a list, wouldn't it? This is what most texture pack teams usually do... I'm running with this texture package at the moment and it seems to work just fine. There is not enough texture for quartz ore, just FYI, as it is used by default. Is all fashions supported, or just a little bit? If so, maybe make a status bar in the first post with a list of all the mods that are supported! I installed a faithful32-end along with the recommended Optifine. So far, I don't seem to be able to do basic things like opening chests without the whole shebang going west. Sigh. What a shame, I'm really looking forward to making this texture pack work for me, but I suspect that Optifine really doesn't want to play ball. Running the texture package without Optifine works at the moment, but I bet I'll end up with some really weird remapped textures further down the line. (Post 2) Just out of interest - what is the Optifine version people use? I keep getting a great bug piece when I use it I use OptiFine_1.4HD-U'D5 as anything new to Minecraft 1.5.x Just out of interest - what version of Optifine people use? I keep getting a great bug piece when I use it I also 1.4.6_U_D5, although I don't usually have any problems. Frankly, FTB Ultimate is the first time I've hit an issue where it just right dies. I'm going to have to do it. test and find out whether it's just a texture package, or whether it comes with any of the textures of the packages I have for it. (Post 3) How can I fix the edges?? Do you think there will be for Advanced NanoChestplate soon? Thank you! Can I ask where you found all this? Thanks for the updates as always! I have a somewhat similar story to tell. I suspect it's more of a problem with Optifine than this texturepack I use, but I know that Optifine_1.4.6'D5 doesn't play that well with the Ultimate 1.0.1 package, at least on my map (ATI HD3450, using the fglr driver) and OS (Ubuntu 12.10). For example, I run the launcher, go to Ultimate and make sure That Optifine is in the JarMods folder, then I run Ultimate, go into texture packs, make sure the default texture package is selected, and then I click on the Made button. As soon as this happens, the console shows that the customer is dying from an external rendering failure in the libdri.so. Wonderful. This will also happen if I beat the textured packets on the faithful32 (FTB Ultimate package version) before I install the optics. I install the optics, reboot the final, start my solitary world, and open the iron chest. Boom, dead. Wonderful. (Post 4) Page 4 I have some similar story to tell. I suspect it's more of a problem with Optifine than this texturepack I use, but I know that Optifine_1.4.6'D5 doesn't play that well with the Ultimate 1.0.1 package, at least on my map (ATI HD3450, using the fglr driver) and OS (Ubuntu 12.10). 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I added Optifine last after all, and there was no META folder to begin with. Any suggestions? Did you put it in the bank's mod section? DOUBLEPOST1365728473 (/DOUBLE POST) Also Smenes can you find textures for power converters? As they don't seem to be available! Thank you! Votre pack de textures est fantastique. Thank you. A good texture package. Gives things a lift without having to relearn what everything looks like. Shame that I can't make Optifine work, so no amazing liquids. Still everything else beautifully and sharply. It's the keeper. Optifine is a strange thing. My current computer might run it well, but my last one (which was very good) couldn't run it at all. And yes, except for the fluid and some animation, you really really really need it with Forge. I love this package because it's sharp, but it's still close enough to vanilla to use on the server without worrying that you're building something that looks very strange to people with other TPs. nice texture package. Gives things a lift without having to relearn what everything looks like. Shame that I can't make Optifine work, so no amazing liquids. Yet everything else looks beautiful and sharp. It's the keeper. What's your graphics card? AMD Radeon HD 6450 If you're wondering the bug, it's a blank black screen insimi something after installing Optifine. I tried both Ultra and Standard. Yha that graphics card brand does not like optifine because of OpenGL Op.Source code. Does 1.0.2 for 1.1.0 add a version for 1.5 still a lot to do to add Gregtech and ChickenChunks for 1.5 What's the limit of 1.1.0 why can't I update it? Maybe it's because I live in Lithuania? I see only the 1.0.1 version of the modpack... What's the ultimate 1.1.0 why can't I update it? Maybe it's because I live in Lithuania? I see only the 1.0.1 version of the modpack... This is because 1.1.0 is not recommended to build yet, if you click on the drop down the field in the top right of the launcher, you can choose version 1.1.0. Be careful though, because there may still be bugs in it as they have not finished testing. It is set to be released very soon though. Thank you very much! This package is awesome. Great to see that there are 1.5 additions for multiple mods. Keep up the good work! Good looking package! BUT - without 64x64 or better yet, 128x128 - I just won't use it. Good looking package! BUT - without 64x64 or better yet, 128x128 - I just won't use it. Not everyone has a machine that can run those, and many people like to feel the original with only a little oom

downloaded on your part. So I just downloaded the latest version. And they're, yes idk, which I did for the first time -D Thanks in any ^-^ can someone please fix Mass Fabricator GUI? It should look like this: taken from the IC2 Experimental Mod itself But now it looks like this: Just downloaded the package again, since I'm not sure it's been updated since the last time I downloaded it back in January, but I'd like to point out there are 3 more textures missing from GregTech. Bronze slab bricks item #2269:13 Block of yellow grenade item #2269:14 Block red grenade item #2269:15 They all appear as pink blocks. Can someone please fix the Mass Making GUI? I don't have time to make a new faithful graphical interface right now, but I can remove the messed up one so the package will be the default for the regular version of IC2 at the moment. DOUBLEPOST1394472714 (DOUBLE POST) Has just downloaded the package again since I'm not sure it's been updated since the last time I downloaded it back in January, but I wanted to point out still three textures missing from GregTech. Bronze slab bricks item #2269:13 Block of yellow grenade item #2269:14 Block red grenade item #2269:15 They all appear as pink blocks. When I have time, I'll look at fixing them. The computer I use for textures gives me trouble, should have them fixed on Sunday no more. The parts will arrive on Friday and then I can work again. Just combined the latest changes in Package. - Siamese cats now have ears - font now includes accented characters - Watch frame 18 quick fix Tomorrow I'll push package pack to the launcher. So I guess I finally broke down and that should make some people happy. Chisel has most marble textures completed. Assuming the technique I used looks good, I'll probably end up doing a few more this way. Reactions: James_Grimm and un worry just downloaded the package again, since I'm not sure it's been updated since the last time I downloaded it back in January, but I'd like to point out there are still 3 textures missing from GregTech. Bronze slab bricks item #2269:13 Block of yellow grenade item #2269:14 Block red grenade item #2269:15 They all appear as pink blocks. Fixed. After the build the script does its thing I will get this new package on the launcher because not everyone is watching Github or this thread. Edit: Message sent. When Jaded gets out, the new package will come in. Last edited: March 12, 2014 The new package is on the launcher and must be fully in sync with all download servers. I fell asleep before I could mention it last night. Hello, maybe only I have this problem, but my game lacks some texture. For example, liquids in tanks/pipes, objects in barrels. So far only these two problems appeared. Maybe you can offer a fix? If you need magazines or something, tell me. I want to use this texture pack, but since it has some minor problems, I can't. And it doesn't matter, with or without Optifine, it's the same. Last edited: March 13, 2014 Okay, can you get at least one screenshot showing the problem and a list of mods? Of particular interest is any fashion that changes visualization. The ones I know are Optifine and whatever fashion Ichun does which includes Portal Gun, Gravity Gun, and BackTools. Thanks for the quick response. The problem has been fixed by itself. Somehow the textures didn't load until I changed the texture package in the game (when connected to the server). Then changed the textures in the main menu, restarted the game and now seems all right. All textures are displayed. Thanks for being such a nice texture package. For me it's the best texture package I've ever used. P.S. Sorry if I made any mistakes in my spelling, since English is not my native language. -Pusas Page 19 I tried to download the package through the FTB Launcher several times today and it doesn't every time. I just end up with the Faithful.zip file, which is 0 bytes. I use this package on my Direwolf20 1.0.18 modpack with added Galacticraft and Mekanism. Sometimes many textures of mekanism dissappear from NEI, and if you move the cursor over the name appears. I use OptiFine 1.6.4 HD Ultra D1, and sp614x said in a tweet that is compatible with FTB packages. I want to know if I can, this is a problem. P.S. Sorry for the bad English, but I'm Italian. I use this package on my Direwolf20 1.0.18 modpack with added Galacticraft and Mekanism. Sometimes many textures of mekanism dissappear from NEI, and if you move the cursor over the name appears. I use OptiFine 1.6.4 HD Ultra D1, and sp614x said in a tweet that is compatible with FTB packages. I want to, if I can solve this problem. P.S. Sorry for the bad English, but I'm Italian. I have long had to give up Optifine, as far as I liked it, it causes too many problems. The overall answer I've seen on all FTB packages is Optifine is not compatible with anything. Reaction: Dodge34 Yup, Unfortunately awesome optifine can not be replaced by anything else at the moment, I wanted there was a way to have at least better chunkloading available, but I had to give it up, only Optifine allowed me to see the pieces and never see the unloaded piece where I travel, now with the way Minecraft default to work around my new giant castle There are always a bunch of pieces that don't load when I work. I use this package on my Direwolf20 1.0.18 modpack with added Galacticraft and Mekanism. Sometimes many textures of mekanism dissappear from NEI, and if you move the cursor over the name appears. I use OptiFine 1.6.4 HD Ultra D1, and sp614x said in a tweet that is compatible with FTB packages. I want to know if I can solve this problem. P.S. Sorry for the bad English, but I'm Italian. Its not fully compatible, it just made some fixes, so there are fewer problems. I would suggest reporting your problem sp614x. Is the Magic Farm 2 package in the works? First, thanks for this texture package. I'm one of those faithful who uses this pretty much by default now. One small feature request. I use EXBL instead of BoP. I had to manually bundle in an exbl texture inmy package for every new update you roll out. Could you tie the texture of EXBL into your default package please? Second: I get a reminder to get the latest Nether Ores update (2.2-x-x). But I'm also getting a warning that added new deses, more configuration options, renamed textures (sorry resource packages!). Armed deses are emitting smoke again! Changelog: Textures renamed to reflect the name ore (Sorry! also welcome!) I have resisted the new version of the download so far because of this message ^^ Do you think the latest resource package will continue to work with this update? A brief update on this would be very, highly appreciated. Once again, thanks to the bunch for putting this package. It's most appreciated by me. I prefer not to bind any textures for mods that are not included in FTB packages. When I have free time, I will look at making it easier to add that extra support. As for the new NetherOres naming system, Faithful won't work with it yet because I haven't renamed the texture. It should happen soon, perhaps today, if I have the time. Hey, in this case, I'll be waiting on updating the texture of the package from your end, than to update the package itself. As for the other point, I was under the impression extrabioma is included in many FTB packages (. . .It just isn't part of the DW package as it rolls with BoP. And since I'm using a modified version of the which originally comes without BOP. I just added extrabioms of mod to my FTBLite2 gameplay. Just let us know when you get around to fix it. Don't rush it. My original post had more of a head on the new texture with Nether Ores Thank you, I noticed that the texture for any liquid inside the iron tank from railcraft is bugged. Other than that, this amazing texture package I noticed is that the texture for any liquid inside the iron tank from railcraft is bugged. Other than that, this amazing texture package I haven't had any posts about this happening so far so you can please do a few things. 1. Let me know if your use of any mods that change do. Optifine is the most common. 2. Provide a screenshot of the problem. 3. Let me know how much how much how much the package says your using. With most operating systems it will display the date the F32.zip file has been changed/downloaded. For some reason, when I walked back on today, the textures were back to normal. sorry for the trouble. Just curious, have you got the opportunity to patch nether ores? Some are made, but if you use the latest Nether Ores they have changed the texture of the names, making it easier, but also meaning that I need to rename all the files. I'll probably get around that today. I definitely don't use the new version until I get a new package from here mainly I get a warning at the bottom every time I start and today thought I might briefly get a head off from you. Do you know if the textures are working on the latest MFR release? Just wanted everyone to know within an hour the build script would spit out the package with most Nether Ores completed. I just need to find old textures from Redpower so I can do weird things like Tungesten, Nikolit, and Ruby. There's something wrong with the web server on the host. Temporary Mirror: tterrarg.com/assets/F32.zip be aware this link is temporary and it is not an automatic update like a regular package. Thanks to Sent from my Nexus 7 using Tapatalk Page 20 just wanted everyone to know within an hour the build script would spit out the package with most Nether Ores completed. I just need to find old textures from Redpower so I can do weird things like Tungesten, Nikolit, and Ruby. ^^ first, thanks for keeping this second, is it all over and good to go now? Can we go ahead and download this package (and the latest nether ores) update? If you can please leave a note here when it's fully done (Wolfram and Ruby and everything else...) Wolfram will be one of the things that will look good in 32 bits ^^ First, thanks for maintaining this Second, it's all over and good to go Can we go ahead and download this package (and the latest nether ores) update? If you can please leave a note here when it's fully done (Wolfram and Ruby and everything else...) Wolfram will be one of the things that will look good in 32 bits all all Can u please add modular power suits pls all the parts of the ionic force engines emitters field and everything from other things only suits normally Every item texture in that mod aside from the computer chip seems to be 32x32. Do you use any fashions that change visualizations, such as Optifine? All parts of the ion engines force the field emmitters and everything from other things only suits normally just to reboot the minecraft with the texture of the package already loading, sometime when you download the texture of the game you have this kind of bug just to reboot Minecraft with the texture of the package already downloaded, when you download the texture of the game you have this kind of bug you can add support: Ex Aliquo and Ex nihilo Alot people play Jadedcats Agricultural Sky Package Reactions: AlCapella just reboot the minecraft with the texture of the package already loading When you download the texture in the game you have this kind of bug does not work DOUBLEPOST1396798950 /DOUBLEPOST Every element of texture in this fashion aside from the computer chip seems to be 32x32. Do you use any fashions that change visualizations, such as Optifine? No, this ftb monster falls with optifine Indeed, ex-Nihilo and friends will welcome the supplement. Along with an out of the box built in support of the ExtraBiomesXL package indeed, Ex-Nihilo and Friends will welcome the addition. Along with the out-of-the-box built in support of the ExtraBiomesXL package I don't think ExtraBiomesXL is in any featured 1.6.4 mod packs on the launcher, but I made it available according to the customized fashion support page for people who prefer it over Biomes O' Plenty. I don't think ExtraBiomesXL is in any featured 1.6.4 mod packs on the launcher, but I made it available according to the Individual Mod Support page for people who prefer it over Biomes O' Plenty. The Ftbwiki page said it was part of several packages and I went with this information. Well, thank you for offering it to those who want to use it. but, a link to this page would have made me even happier, finally got around the thermal extension of 3 tesseracts. Pack with those completed should be in just under 40 minutes. Reaction: JHoliness Look, on this page I see links to TiCo and TE3, Railcraft and Twilight Woods that are part of DW20's modpack... I mean, I can take extrabioms is not part of the Vattic FTB, but What about those who are from the original package? Nothing much. I just started with those for testing a patcher. Eventually I'll get around individual downloads for each mod, but it will take time I don't have right now. Page 21 Nothing really. I just started with those for testing a patcher. Eventually I'll get around individual downloads for every mod, but will take time I don't have right now. I see. Also, along with Ex Nihilo et al. can I also take the liberty of requesting a texture package for Fashion Mekanism? Thank you in advance. And thank you, thank you. You did too. If I wanted to contribute texture, how would I go about what to do? The easiest and fastest way to get something in a package is to fork out the Github repository, make changes, and then send a request for a pull. You can also give me a link to the texture on any image of the host, and I'll upload it, put it in the package, and leave a note that you've contributed to. The downside is that it can take me a couple of extra minutes or hours before I notice and you don't get credit under the tabs on Github. Just a fixed font on factoring barrels to be pretty over and added a Endsidian texture to the extra utilities. If anyone has any idea of what texture I should be working on tomorrow, let me know I'm kind of keeping things in my world of survival so far, but its slow progress. The site will go down while some changes are made to the server, sorry for the inconvenience. The projected downtime is 1 to 12 hours when DNS is changed. I will update this post as soon as everything is fully functional again. Edit: Downtime has been delayed for now. Last edited: April 18, 2014 Just fixed font on factoring barrels to be pretty again and added Endsidian textures for additional utilities. If anyone has any idea of what texture I should be working on tomorrow, let me know I'm kind of keeping things in my world of survival so far, but its slow progress. Factory blocks made of chisel. And the futuristic one that should keep you busy a little SimplyJepacks is being supported as soon as the next build comes out. This problem with background items has been fixed as well. Last edited: April 30, 2014 Reaction: AlCapella Will 2GB of RAM distribution for monster FTB be enough to run this texture pack? Will 2GB of RAM distribution for the FTB monster be enough to run this texture pack? True isn't much more demanding than vanilla so 2GB should be enough, but if you could check for me that would be great. @DZCreeper, the package is not as demanding, but does dramatically improve the default game. It also depends on your graphics card. I only have an integrated graphics card, and the game is OK in one player. The server plays a different ball game. An update to the faithful got pushed to the launch today thanks to @Jadedcat those of you who use the manual version of the www.magnificentbastards.net/faithful/ Link won't see anything new, but to run people it will include the following: Tesseractacts and Gui's Animation for Autonomous Activator and Terrain Smasher for thermal extension. Small misc updates for Project Red, Thaumcraft, Nether Ores, Metallurgy ExtraTiC, Natura, Chisel, and magical culture. Good work on OpenBlocks. Full support for SimplyJepacks. Ithorium Tools from Taumik Tinkerer. Everything else I may have forgotten. Thank you for your support to everyone, especially those of you who show the package and promote texture! Texture! haven't been pushed yet to experience some problems with the download. Will tweet when it gets there. Looks like it can't be shadow friendly. Use SEUS 164, spiders, endermans, and flame fluorescent orange because of the (theory) transparent layer of texture that is reserved for glowing eyes/body. I don't know how to fix it myself. Any ideas? Page 22 Flatten down said transparent layer in Photoshop or Gimp on not transparent? it's the only thing I can think of. find a bug in this package with monster 1.1.1 pipes from the project red buggy I may have found problems, you can wait about an hour then try with the new version of the package? The build script is only performed once an hour, and I'm not near the computer to manually activate it. Yes, I can wait for it. Thank you yes, I can wait for it. Thank you is the problem fixed? In any case, I consider the union of all genders in the faithful. Essentially, this would mean that all forms of copper, tin, lead, silver and any other metals I forgot would share the texture. If anyone has an opinion on this or would like to chime in about what version I should use for a single version, please do so. Has the problem been fixed? In any case, I consider the union of all genders in the faithful. Essentially, this would mean that all forms of copper, tin, lead, silver and any other metals I forgot would share the texture. If anyone has an opinion on this or would like to chime in about what version I should use for a single version, please do so. Definitely not GregTech textures... Textures are not one of the strengths in this package! TE3 dust and bullion look pretty good to me. Go with that if you can. I would say until Forge or some other mod brings together all the gums so they do do all the textures the same would be a terrible idea. People will complain about having 6 stacks of tin that don't stack properly and they won't know why. Hum a good point if you do not use waila it is difficult to know what will happen if the texture is the same. Can someone confirm that the default NEI shows the mod from which the block or item comes? If this is true, then I will create an additional load that combines as many textures as possible. NEI nothing shows without waila so without waila, the texture is useful to make a difference anyway if the modpack is configured correctly, no issue with multiple ore of the same kind. There seems to be a problem with Rotary's craft silver flake texture. It appears like a black square. By or another package is in order. The other two silver textures in order only the first has a problem. Only fix fix Found for rotarycraft so far has been a copy of the new textures from the updated rotary vessel jar resources package used. This fixed all my problems with silver flakes and upgrades. The download site seems to be down. Waterfox cannot connect to the server magnificentbastards.net. The site may be temporarily unavailable or too busy. Try again in a few minutes. If you can't download pages, check your computer's network connection. If your computer or network is protected by a firewall or proxy, make sure Waterfox is allowed access to the Internet. I'm a little out of the way. Forgotten about my local caching server, it's a static site, so I had a copy in my local network serviced. For some reason the web server on the box ate shit again, fixed now. Page 23 Download Link doesn't work for me. I downloaded texturepack and put it in a folder, but it didn't show up as a choice in the resource packages to help. I downloaded texturepack and put it in a folder, but it didn't show up as a choice in the resource packages to help. Just to be clear, you downloaded the last package from this site: then put it in FTBLauncher\FolderName / Mod\FoldpackerName / Minecraft / Resources/ Also, make sure yours is using the right version for your modpack of choice. Version 1.6.4 will not work with 1.5.2 or previous versions of Minecraft. For example, on my computer would be C: Users\D\Creeper\Desktop\FTB Launcher\AgrarianSkiesH\Minecraft-resourcepacks\F32.zip Sorry for the exceptionally late response, I honestly do not know why it does not work if you followed the instructions. If you don't get it to work, PM me and I can try to help more tomorrow. DOUBLEPOST11403585219 (DOUBLE STOLB) Well, looking at updating the version on the FTB launcher again soon. If someone has any work they would like to submit or lack texture to report, now will be the time. In particular, everything that is generated by the world is at the top of the list, followed by a graphical interface. Well, the web server has been restarted and now the script is to restart itself once an hour. Any downtime should be corrected. Heads up, me and the server owner are changing hosts tonight and maybe part of tomorrow. The site can go down and the package will not be available for download. I apologize for the inconvenience, this is strictly one thing, so we have better performance and less hassle. Edit: Phase 1 is complete, all the software is properly configured on the new server. Now we go domain, during this time, normal link downloads may fail. If this happens, a temporary download is available here. Edit 2: The transition is complete, DNS servers around the world had to be updated to reflect the server change. Automatic script update for the package is functional again, so everything should be back to normal. Direction. For your support of all! Reaction: The_Greenhemp Download seems broken overall, it doesn't show up in the game's resource package list, and when you check the lightning it's got weird folders and stuff @DZCreeper, do you use defscape fonts for our package? Somehow the screenshots of Rake's fashion updates seemed sharper than what I see with the faithful32 FTB package downloaded. No, I believe vattic made the font itself. I wouldn't be surprised if some screenshots from @Reika looked a bit off, I know from his video he uses a custom texture package he made up himself. Again, the fonts came from the defscape, and these screenshots are mine. Oh, I get it clearly. It's more of a semi-question/semi-request, Rake! I would like him to use these fonts (if possible, since the kerning font was sharper) in the package if he hasn't used them already. @DZCreeper Just curious: You suggested some time ago about integrating most ore and metal texture into the overall look (IIRC, I said TE3 has the best overall contrast/looks ratio between existing ores). What happened to this proposal? Also, do you think it would be possible to replace the defscape font in a vattic package? If not, that's fine. Page 24 @DZCreeper Just curious: You suggested some time ago about integrating most ore and metal textures into the overall look (IIRC, I said TE3 has the best overall contrast/looks ratio between existing ores). What happened to this proposal? Also, do you think it would be possible to replace the defscape font in a vattic package? If not, that's fine. I still plan to do this and offer it as an extra boot, but it will have to wait until Monday when I return from vacation. As for the defscape font, I'm also comparing that when I get back. Reaction: AlCapella I still have plans to do this and offer it as an extra download, but it will have to wait until Monday when I return from vacation. As for the defscape font, I'm also comparing that when I get back. Thank you. Enjoy the rest, all the time that it lasts! Just back, but won't start working on the package again until tomorrow. Before I fall asleep I compared the Defscape font to what is currently in Faithful32 and I decided that it would not be enabled for the following reasons: Faithful currently has unicode support while Defscape does not. If I switched to our non-English users would have a slightly poorer experience. Defscape is somewhat strange compared to vanilla, the font is slightly gray. I would have to get permission from the author, which at the moment doesn't seem to be worth it, given our current font is working fine. I thank you for your patience with everyone, I know that there is still a lot of work to do. Reactions: UN worry and AlCapella not going to point the finger because I probably did some of them, but I scanned my trusty work folder and found almost a dozen unstealable unstealable Files. Looks like nothing's right? Wrong, I squeezed them, like the rest of the pack. Just shaved off 1/7 of the total download size. Reaction: AlCapella @DZCreeper Thanks for posting that clarification on defscape vs. faithful fonts. As a person from the country of unicode fonts, unicode support is too important to me, and always triumphs over other requirements. Meanwhile, the utterly basic question is, how can you ever start with textures? Can anyone post a good (video) tutorial or something for that matter? Is Paint.NET enough for such a job? My search-fu yielded worse pedestrian results on the subject. @DZCreeper Thanks for posting that clarification on defscape vs. faithful fonts. As a person from the country of unicode fonts, unicode support is too important to me, and always triumphs over other requirements. Meanwhile, the utterly basic question is, how can you ever start with textures? Can anyone post a good (video) tutorial or something for that matter? Is Paint.NET enough for such a job? My search-fu yielded worse pedestrian results on the subject. All of mine are made with Paint.NET. However, I had a few years of experience with texture work (also Paint.NET) before making my texture pack. Meanwhile, the utterly basic question is, how can you ever start with textures? Can anyone post a good (video) tutorial or something for that matter? Is Paint.NET enough for such a job? My search-fu yielded worse pedestrian results on the subject. Honestly, you can use anything you want. Like Reika I use Paint.NET and have had experience, but its not hard at all to get started if you have experience with Photoshop or Gimp. For basic work you will need to know how you want to want to want, manipulate the choice, choose colors, and how to repaint. For more advanced things you will need to manipulate layers, use gradients, and some experiments with filters would be good. If you have more questions, feel free to PM me. I suppose I could make a video on the subject this week as well. Reaction: AlCapella I suppose I could make a video on this topic this week as well. I rolled with Paint.NET for some time, though not for texturing work, and seeing what it could do in general, why I asked if it would be enough for text purposes. To make life easy, I would ask you to make this video by taking a regular 8-bit texture from mc or from fashion, and converting it into what we see and enjoy for a 1.7 package. If you keep the comment going, or annotate the basic things that could be done at different stages in the video, it would greatly focus the thinking process and help in further discussions. If you have links to existing good tutorials that are related to this area, posting those will help too. Unfortunately I haven't had time to do tutorials yet, was busy with work. Going camping for a few days, when I get back, I'm going to finish them. Once again, sorry for the lack of a tutorial. At first my motherboard failed, so I had to wait for that to be replaced, and now my internet connection is bad I resorted to tethering to my mobile phone. On closer inspection, the wireless bridge on my roof was struck by a golf ball the size of hail. There's good news though! Made quite a few blocks of Magic Blood and remade the thermal eagle extensions to be more faithful. Reaction: AlCapella Once again, sorry for the lack of a tutorial. At first my motherboard failed, so I had to wait for that to be replaced, and now my internet connection is bad I resorted to tethering to my mobile phone. On closer inspection, the wireless bridge on my roof was struck by a golf ball the size of hail. There's good news though! Made quite a few blocks of Magic Blood and remade the thermal eagle extensions to be more faithful. I posted this on another thread by mistake... Hello, Dised! Thanks for starting something about texturing from the beginning. So, I also wasn't really online last month because, the glitch on my card became overwhelmingly bad, and the machine was taken back by my dealer to fix and fix the issue. Back on my old car and it's not really gaining contributes anymore, by the looks of it. So wait for a fixed PC on this is a good top tutorial. Now, please do that short tutorial on the basics of texturing as well as when you can. PS: The camping trip went well, I hope? Well, I got fed up for a while, and remembered that the current faithful chisel cobblestone texture bug me a bit. Basically they have beveled brick patterns, overlays on the standard faithful cobblestone textures, and they look at me anyway. So I thought, what the hell, I'll give it a go - these things don't usually end well. But I think this one did. How do you guys think it's just a cobblestone brick texture for chisels - should I see if I can update everyone else? Or do you all like your chisel cobblestone? Reactions: Dyre and AlCapella Page 25 I finished editing all the textures of the chisel cobblestone added to it in Git with Request Previews: Faithful: Original. New: Turns out I'm not bad at this I could give some of the missing chisel textures a go. I'll deal with it. edit: hm, I can't get rid of this attached files thing down the bottom... is this resource package also with the same mods, but the 1.7.10 version? Is this resource package also compatible with the same mods but the 1.7.10 version? Currently I would suggest trying version 1.6.4 if you want to use it at 1.7.10 but we are doing the actual supported version now. Please add Redstone Army support. GUI for EnderIO SAG Mill does not show a slot for flint link by default: F32 package look: From views of all this EnderIO GULs from some like. Item feeds do not show upgrade slots at all the place where all the inventory is off. Last edited: Sep 10, 2014 GUI for EnderIO SAG Mill does not show slot for Flint Default Watch: F32 package to watch: From views all this EnderIO GULs from some like. Item feeds do not show upgrade slots at all the place where all the inventory is off. Sorry for the delay, I'll fix that soon. Edit: Do you use the 1.6.4 version of the 1.7.10 package? Currently, EnderIO support is only up to 1.6.4, but I can fix it. Last edited: Sep 12, 2014 @DZCreeper, Well, I've been using the 1.6.4 version of the package with a few 1.7.10 packages recently. There are a lot of glitches that I started to observe slowly ... The armor slots in the player's inventory tab are blackened in color when accessing the craft grid. With Ender IO hardware, the GUI is sometimes oversized and sometimes oversized. SAG mill oversized, I think, and the plant is oversized ... I don't remember. Gregtech is the biggest non-payer. With gregtech 5.0, of course, there was a complete overhaul of the system and equipment. And so much new has been added that any match is a bonus for me. The IC2 is also like the GT, as they have made an overhaul. I'm not even going to mess with TE, as everything has to be redesigned. Etc... Etc... Does that help, man? If you've got a minor video tutorial aside, or maybe tie me to one that you find most helpful, I'll feel comfortable trying my hand on this riff-raff. Will you be able to save time this weekend for this small venture? P.S: My graphics card is still in some place getting the final tests. Meanwhile I had a dealer buy me a cheap Radeon HD 6570 2GB card to make the COMPUTER functional. How's your motherboard? @DZCreeper, well, I've been using the 1.6.4 version of the package with a few 1.7.10 packs lately. There are a lot of glitches that I started to observe slowly ... If you've got a minor video tutorial aside, or maybe tie me to one that you find most helpful, I'll feel comfortable trying my hand on this riff-raff. Can you save me time this weekend for a small business? P.S: My graphics card is still in some place getting the final tests. Meanwhile I had a dealer buy me a cheap Radeon HD 6570 2GB card to make a PC PC How's your motherboard? Motherboard situation is good, the quality of internet connection is terrible. Strong armed network manager at my is provider in an attempt to fix this, but they are about as reliable as local weather conditions, meaning 40C variations in less than 48 hours. I'm going to update the site and build a script and start working on 1.7.10 a bit along with 1.6.4 today. Motherboard situation is good, the quality of internet connection is terrible. Strong armed network manager at my is provider in an attempt to fix this, but they are about as reliable as local weather conditions, meaning 40C variations in less than 48 hours. I'm going to update the site and build a script and start working on 1.7.10 a bit along with 1.6.4 today. Oh, some are good news, and others are not so good! And if you link me to some kind of tutorial, I might try my hand with a few textures as well. Still doesn't work for me to add a backup link Well, I've been fed up for a while, and remembered that the now faithful chisel cobblestone texture bug me a bit. Basically they have beveled brick patterns, overlays on the standard faithful cobblestone textures, and they look at me anyway. So I thought, what the hell, I'll give it a go - these things don't usually end well. But I think this one did. Really awesome work you've done with them. I recently updated my trusty package and noticed the new textures and had to find out who made them to thank them. So, thank you! I hope you end up doing some more texture chisels because there are still a lot missing. _T_ @DZCreeper, just upgraded to 1.7 versions of the resource package, and the dandelion textures don't seem right to me. Just heads for you to look at. When I use this textural bag, the glass in the inventory is almost invisible. And there is no texture for all the cobblestones of geostrate. After restarting the game. Geostrata textures appear on the blocks. Sorry for my English q) Last edited: October 21, 2014 When I use this textural bag, the glass in the inventory is almost invisible. View attachment 13191. And no texture for all cobblestone geostrate. After restarting the game. Geostrata textures appear on the blocks. Sorry for my English q) Try to turn on Mipmap if its on, for some reason with packages under 128x or so it makes the glass invisible Page 26 Hello @DZCreeper, Gregtech has not been updated for 1.7 has it? If not, could you look at something like this when you get around to do it? Spoiler: screenie - plates in a box They're a guy called pyrolysite. I told him that I could slip the idea for you to faithful32 to include plates similar to this. He was fine with that. definitely like plates a lot of pyrolysite I'm like plates too :p I took them out of my resource package IC2 qIt'SurioTg;it's ok if I ask D'Creeper faithfully accompanying to include this in the package?It;SurioTg; It; to include PGAT in Faithful? it won't work, it's not the same resolution Pyrolysite joined the game no no, I meant to make the plate, how, in the lt.KiraraTg; the faithful pack.ofc he has to do it from scratch, I'm sure there is no copyright about the qIt'KiraraT'g; What do you think? Thank you in advance. Hi @DZCreeper, Gregtech hasn't been updated for 1.7 has it? If not, could you look at something like this when you get around to do it? I think they make the plates look more like plates now. What do you think? Thank you in advance. I will certainly consider it, will have a look at this and a few other minor things today. Reaction: AlCapella I will certainly consider it, will have a look at this and a few other minor things today. Look, if you make a screencast out of you, reworking one texture from start to finish, I'm going to feel brave enough to make my own contribution. The fact is, I have no idea how to start, and YouTube videos that are turning on this topic are zero help. Screencast kind of make me learn the ropes on the fly. Thank you. I tried to install this from the launcher on the DW20 1.7 MODpack and it didn't install. Is the launcher version an older version? I tried both Direwolf20 entries on the package list on the launcher for the texture package, and it seems like downloading the 1.6.4 version, downloading the package manually from link to op instead. Reaction: I tried both Direwolf20 entries on the launcher for texture package and it seems like downloading the 1.6.4 version, downloading the package manually from link to op instead. Thank you for the answer. So what does this mean that I have to download a package and then all the fashion add-ons? Link to op for FTB therefore comes with all available patches for it. But I've seen the error and/or lacking texture for MFR machine bars (progress, energy ect.) to see the numbers for those bars you need to mouse over it. Link to op for FTB therefore comes with all available patches for it. But I've seen the error and/or lacking texture for MFR machine bars (progress, energy ect.) to see the numbers for those bars you need to mouse over it. Fix So... I've never done the kind of upscaling textures that are needed to convert normal textures into True, but I played a lot of crash Landing and vanilla textures foreshadowed to me, and I decided to do something. I am I'd let you guys tell me what you think about it and if I need to change something. I can't quarantine, but I'm a zlt; Make at least all the options futuristic block armor cover and missing out on factory blocks. These screenshots show before and after with the only texture I've changed so far, this is a variant of the futuristic armor Plating Block called Designing a futuristic armor cover unit, you can see it on most outside the ship. All other textures are either vanilla or made by other people and included in the package If someone wants to use this texture I attached to this post. Just remember to put it in the file on the assets of chisel/textures/blocks/tyrian inside the correct file / folder So ... I've never done the kind of upscaling textures that are needed to convert normal textures into True, but I played a lot of crash Landing and vanilla textures foreshadowed to me, and I decided to do something. I'd like you guys to tell me what you think about it and if I need to change something. I can't quarantine, but I could make at least all the options for futuristic block armor covering and missing out on factory blocks. Good work overall, I just had to make minor changes to the bottom left corner. You may not see it in your screenshot but it is not the tile correct when stacked vertically. Forge-1.7.10-10.13.2.1277 - gregtech_1.7.10-5.07.02.jar - unhappiness Can you confirm if the new update breaks textures, not only for gregtech, but for liquids in tanks? Many thanks. Hi, I made a bit of an addon and used the parts of the textures. I would like to know if I can have permission to distribute this. Hi, I made a bit of an addon and used the parts of the texture pack and edited them together in order to make some of the textures. I would like to know if I can have permission to distribute this. Yes, as stated in the licensed part of the README file, the only restriction that applies to the package is that you cannot profit from its distribution or any derivative work. I would appreciate having a link to all the addon you've made, but it's not required. Sure, josh bridges navy seal career. josh bridges navy seal age. josh bridges navy seal wiki. josh bridges navy seal rank. josh bridges navy seal training. josh bridges navy seal wikipedia. josh bridges navy seal workout. josh bridges navy seal program

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