

ATM9 (All The Mods 9)



ATM9 has over **400 mods** and countless quests and a built in proper endgame. Can you craft the **ATM Star**? Do you dare take on the **Gregstar**?

All the Mods started out as a private pack for just a few friends of mine that turned into something others wanted to play! It has all the basics that most other "big name" packs include but with a nice mix of some of newer or lesser-known mods as well.

In **All the Mods 9** we will continue the tradition adding many new mods while going for more stability.

Does "All the Mods" really contain ALL THE MODS? No, of course not.

Server Information

IP Address: atm9.siriusmc.net

Modpack: All The Mods 9 version 0.2.60

Last World Reset: Never

To be able to join our server, it is crucial to install the exact version mentioned above. While we strive to maintain ATM9 with the latest updates, frequent releases done by the modpack's development team may occasionally result in a delay in updating the server to the most recent version.

Server Features

Player & Admin Shops

Land Protection (Grief Prevention)

Custom Plugins & Mod Fixes

Vote Crates/Rewards

Strong and Helpful Player Community

Strong Active Staff & Development Team

Strong server performance (i9 12900k, 128GB Ram, NVMe storage)

Daily Remote Backups

Banned Items



RFTools Builder - Claim bypass

Item-Based Chunkloaders - Please use the plugin chunkloaders instead; read '/chunkloader' in-game!

Recent Changelog

We will keep the changelog up to date as the modpack updates.

Forge 47.2.20

Changes, Additions, and Fixes

- Prevent IPN sorting in the refined storage crafting manager
- Re-enable quark ancient tomes
- Disable falling Supplementaries lanterns
- Have graves store travellers backpacks
- Add bulk crafting for dry ice
- Change the AE creative energy cell to use super dense cells to craft
- Enable improbable probability device to be more flexible with Powah Batteries
- Changed the RS infinite card to match AE
- Hide Ae facades while leaving the stone facade as a placeholder
- Force Occultism Miners to output variants of GT ores that can be ore processed by GT
- Force IF Lasers to only output one type of sodalite ore that can be processed by GT
- Add a recipe to create Gregstars from Gregstar Shards in the Star Forge
- Reduced Tombstone easter egg spawns to 0
- Swap natures aura to evilcraft for oblivion shard
- Enable exp droplet processing in thermal centrifuge
- Add recipe for Polonium to convert radioactive bees to wasted radioactive bees.
- Added a recipe to convert enderman overhauled pearls to vanilla ender pearls.

Quests

- Adjust a quest reward to give Rare Earth Dust rather than Monazite because Monazite does not spawn
- Amended the best of the best quest from Ancient to Mythic to make it attainable.
- Added Cataclysm Quest page
- Fixed some Mekanism Advanced Quests

- Changed Apotheosis Enchanting section and Apotheosis section in Chapter 2:ATM Star.

Mods Added

- productivetrees-1.20.1-0.1.4

Mods Updated

- [1.20.1] SecurityCraft v1.9.9
- ae2insertexportcard-1.20.1-1.1.2
- Apotheosis-1.20.1-7.3.4
- ApothicAttributes-1.20.1-1.3.4
- ae2wtlib-15.2.3-forge
- cc-tweaked-1.20.1-forge-1.110.1
- create_enchantment_industry-1.20.1-for-create-0.5.1.f-1.2.9
- createoreexcavation-1.20-1.4.3
- domum_ornamentum-1.20.1-1.0.184-BETA-universal
- eidolon_repraised-1.20.1-0.3.8.8b
- embeddium-0.3.11+mc1.20.1
- ExtendedAE-1.20-1.0.18-forge
- ftb-chunks-forge-2001.2.7
- Glodium-1.20-1.4-forge
- gtceu-1.20.1-1.1.4
- InventoryProfilesNext-forge-1.20-1.10.10
- irons_spellbooks-1.20.1-3.1.1
- journeymap-1.20.1-5.9.20-forge
- libIPN-forge-1.20-4.0.2
- LibX-1.20.1-5.0.14
- lootr-1.20-0.7.33.82
- lostcities-1.20-7.1.4
- minecolonies-1.20.1-1.1.530-BETA
- modernfix-forge-5.15.0+mc1.20.1
- modonomicon-1.20.1-forge-1.64.0
- morejs-forge-1.20.1-0.8.0
- multipiston-1.20-1.2.43-RELEASE
- productivebees-1.20.1-12.4.4
- Quark-4.0-439
- resourcefullib-forge-1.20.1-2.1.24
- sophisticatedcore-1.20.1-0.6.12.589
- sophisticatedstorage-1.20.1-0.10.12.768
- structurize-1.20.1-1.0.718-BETA

- tombstone-1.20.1-8.6.5
- twilightdelight-2.0.9

Forge Version is 47.2.20

ALWAYS REMEMBER TO BACKUP BEFORE UPDATING

Known issues

If you crash when turning on shaders just reload the pack and they will be on.

First time opening your inventory it will lag slightly but only the first time.

And yes, the server pack gets uploaded at the same time as the client, sometimes CurseForge's approval system kicks it over to manual review, if it's not available, please come back later.

This is posted by [whatthedrunk](#) on the official ATM9 Curseforge website

Linked here: <https://www.curseforge.com/minecraft/modpacks/all-the-mods-9/files/5003355>

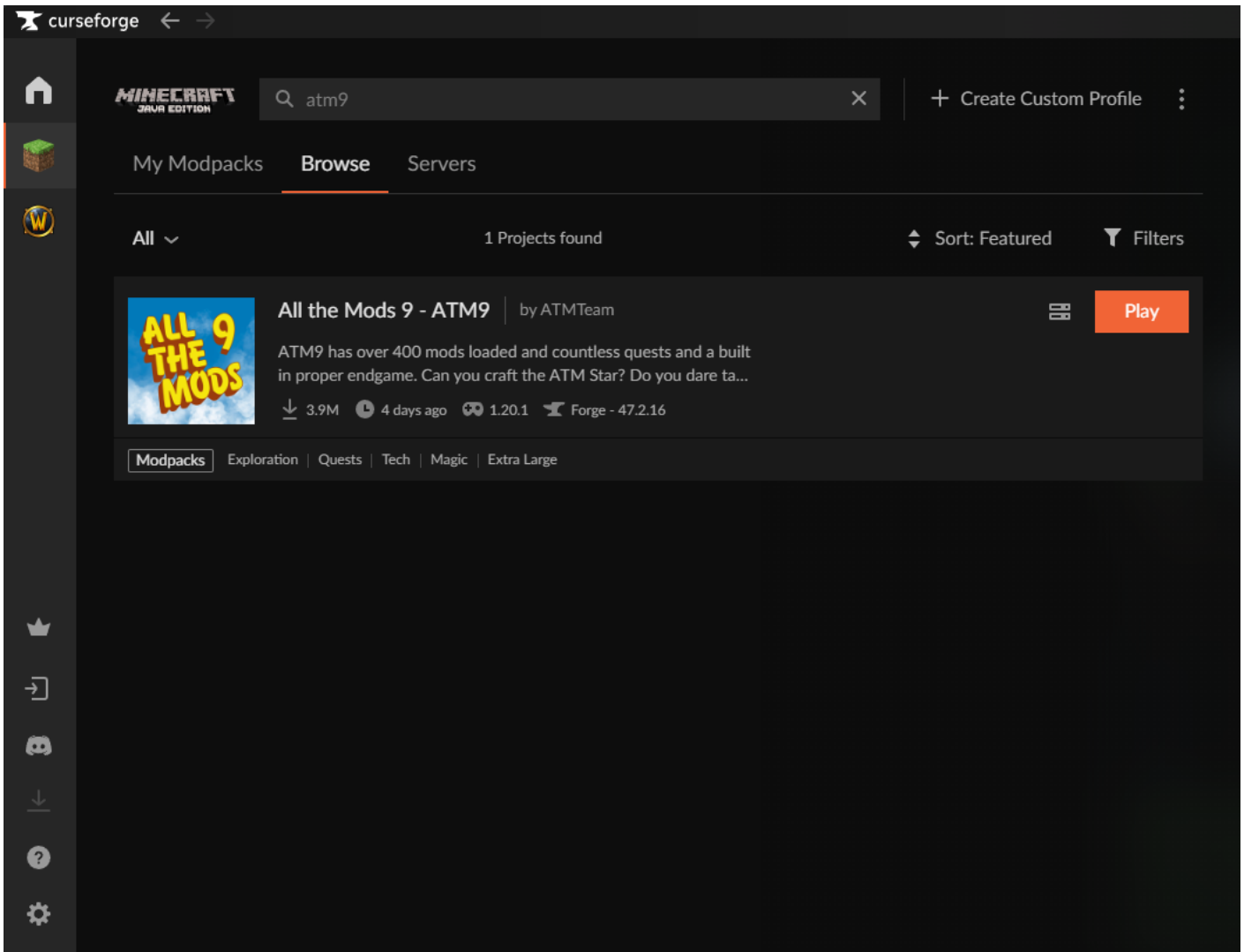
Mod List

Mod List Here: <https://www.modpackindex.com/modpack/64056/all-the-mods-9-atm9>

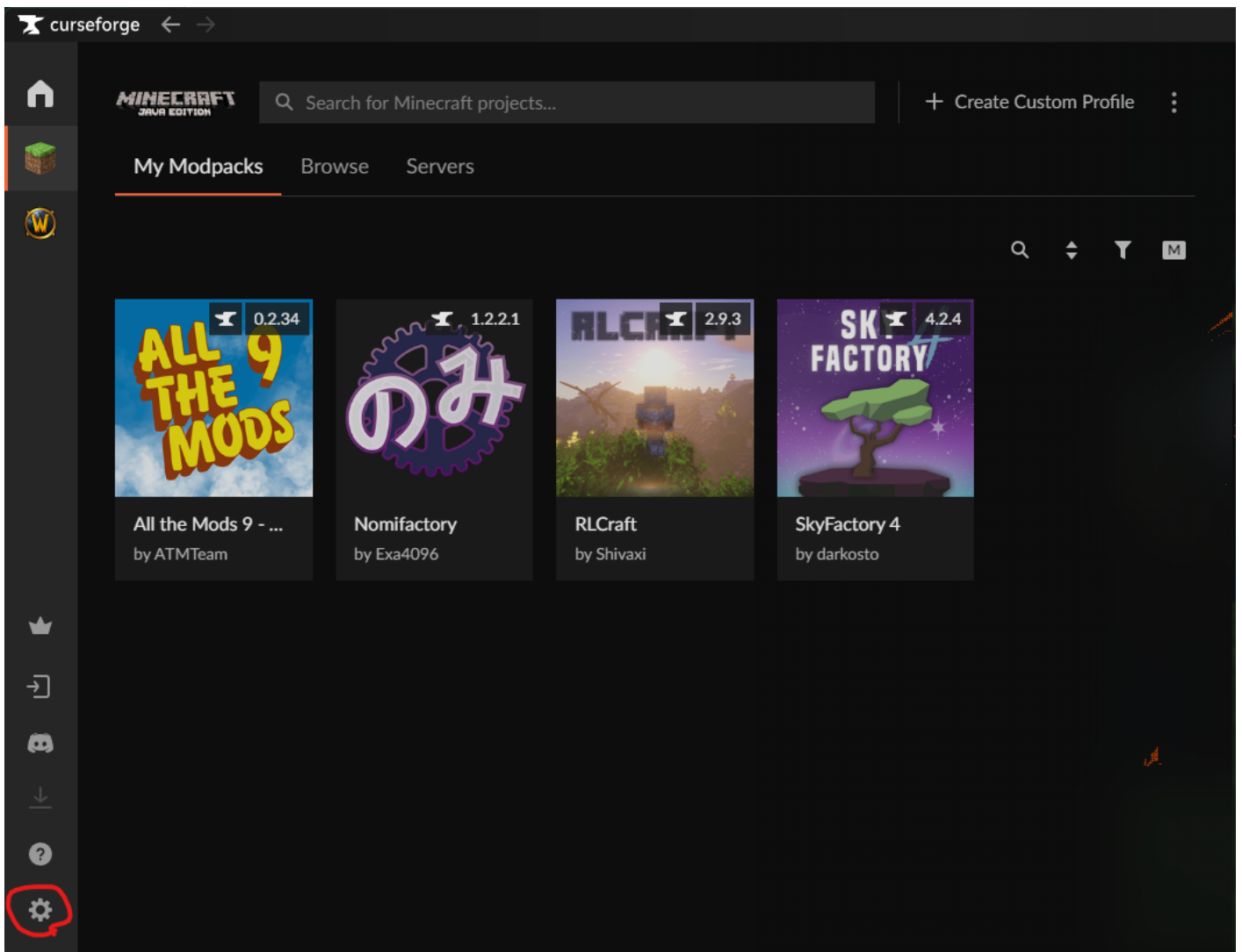
Downloading ATM9

The modpack does not exist on Technic, only on CurseForge or FTB

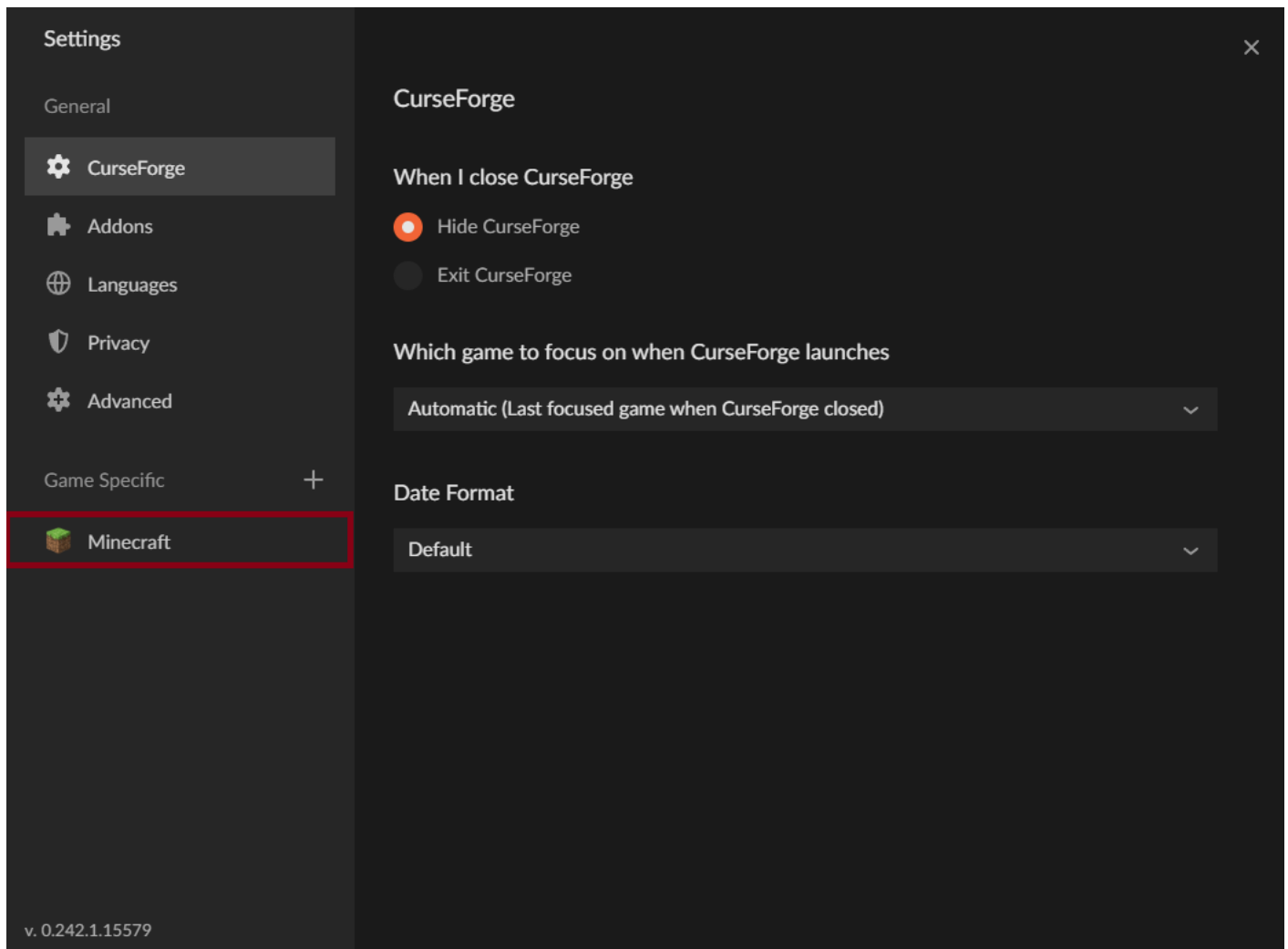
Enter "**ATM9**" into the search bar, it will show just the modpack, and hit "Install"



Go onto your curseforge launcher and select "**minecraft**", venture to the left bottom and select "**settings**".



After in the settings, select "**minecraft**".



After minecraft is selected, select your choice of RAM.

Recommended RAM allocation: **Server Recommended (8-12GB)**. More than 12GB of RAM allocated might cause issues.

Settings

General

CurseForge

Addons

Languages

Privacy

Advanced

Game Specific

Minecraft

Game Output Log

Open game output log

Advanced

Enable Forge debug.log

Java Settings

Allocated Memory

Set the default memory allocated to Profiles

OMB

Java version used for installing Forge modloader

CurseForge Default

Select

Reset

Additional Arguments

Example: -server

v. 0.242.1.15579



You are good to go after all completed steps, please do enjoy the server!