Tekkit 2

Tekkit 2, is the latest release of Tekkit for MC 1.12.2. It is a pack optimized for high-performance, stability & a customized gameplay experience. It includes mods such as IndustrialCraft, ProjectE (Equivalent Exchange), Project Red (RedPower) and BuildCraft, alongside additions such as Galacticraft!

Server Information

IP Address: Tekkit.SiriusMC.net

Modpack: Tekkit 2 Version 1.2.2 (recommended)

Server Features

Player & Admin Shops

Toggleable PVE/PVP

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, NVM-E storage)

Daily Remote Backups

Banned Items

IC2 Explosives - Player Abuse

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

RainMaker - Changes server weather.

Nuke

Nova Cataclysm

Nova Catalyst (Placement only)

Dynamite

Changelog

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

Version 1.2.2

Changes:
• Added Fluidlogged API, which backports the waterlogging ability, and allows you to build neat looking underwater pipes and many other things! Also added Snow! Real Magic!, which adds snowlogging features and other snow related improvements.
• Added VintageFix, which improves the loading speed and RAM usage of the modpack, alongside other minor fixes and improvements.
• Added Modern Splash, which features a new loading screen and includes a patch by developer Desoroxxx that allows players using a supported GPU to use

higher resolution resource packs! There's now a new 128x Sphax patch available that doesn't have any downscaled textures (currently only Nvidia GPUs series 10 and newer offer increased maximum texture resolutions).
• Also added SerializationIsBad (patching a security vulnerability found in a few mods), Sledgehammer (fixes various minor bugs), Advancement Locator, and ConfigAnytime.
• Removed FoamFix (replaced by VintageFix), Startup Timer (included in Modern Splash), DupeFix Project (now included in Universal Tweaks), Fast Leaf Decay (now included & improved in Universal Tweaks), Entity Desync Fix (now included & improved in Universal Tweaks), and Born in a Barn (included in Forge).
• Updated 27 mods to their latest versions. Some of the updates contain particularly useful fixes, including a fix to the game not responding issue when joining a world or a server, and the recipe dupes/crashes.
• A few small configuration changes and improvements.

This is posted by xJon on the official Tekkit 2 - Technic Launcher website
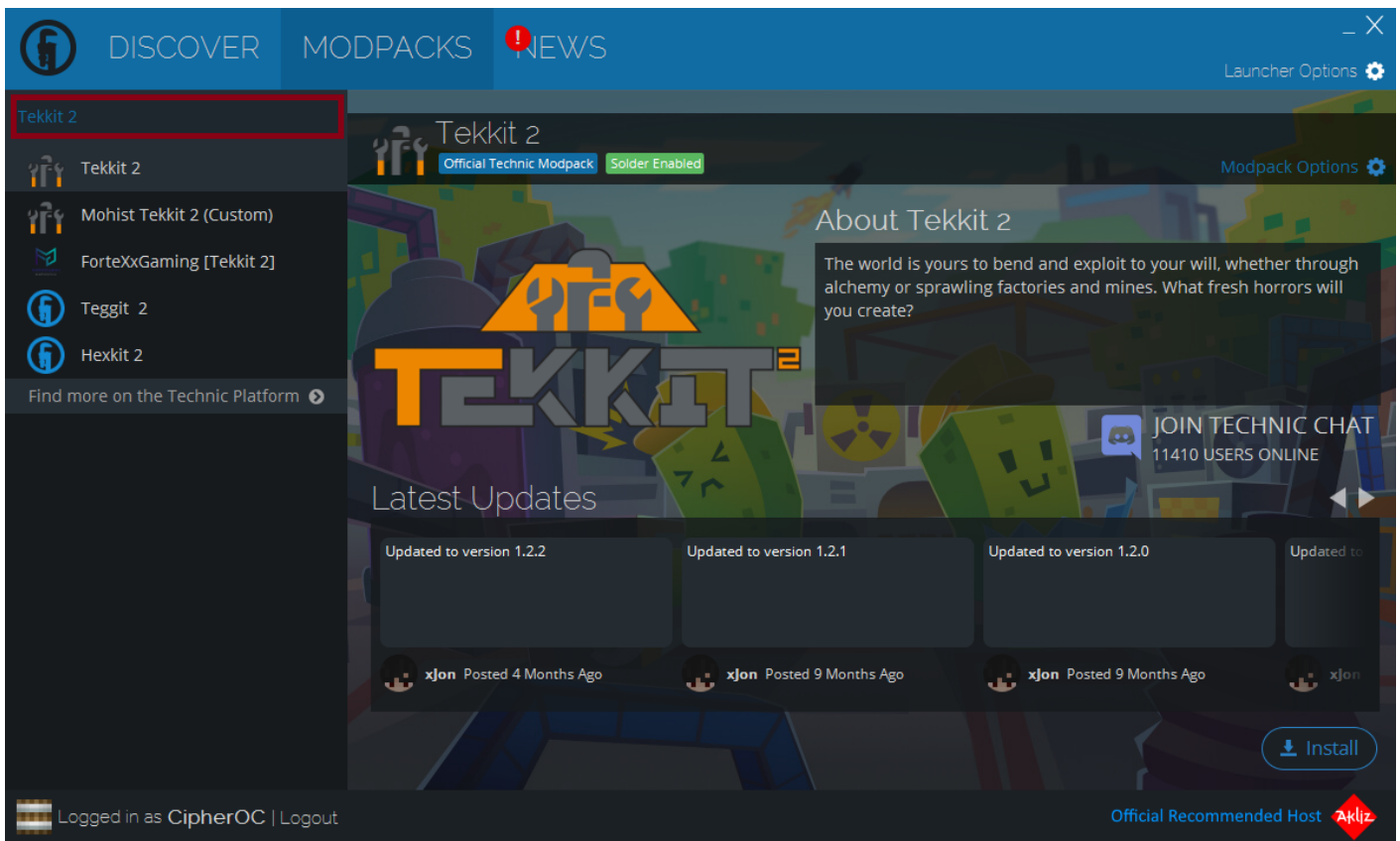Linked here: Changelog

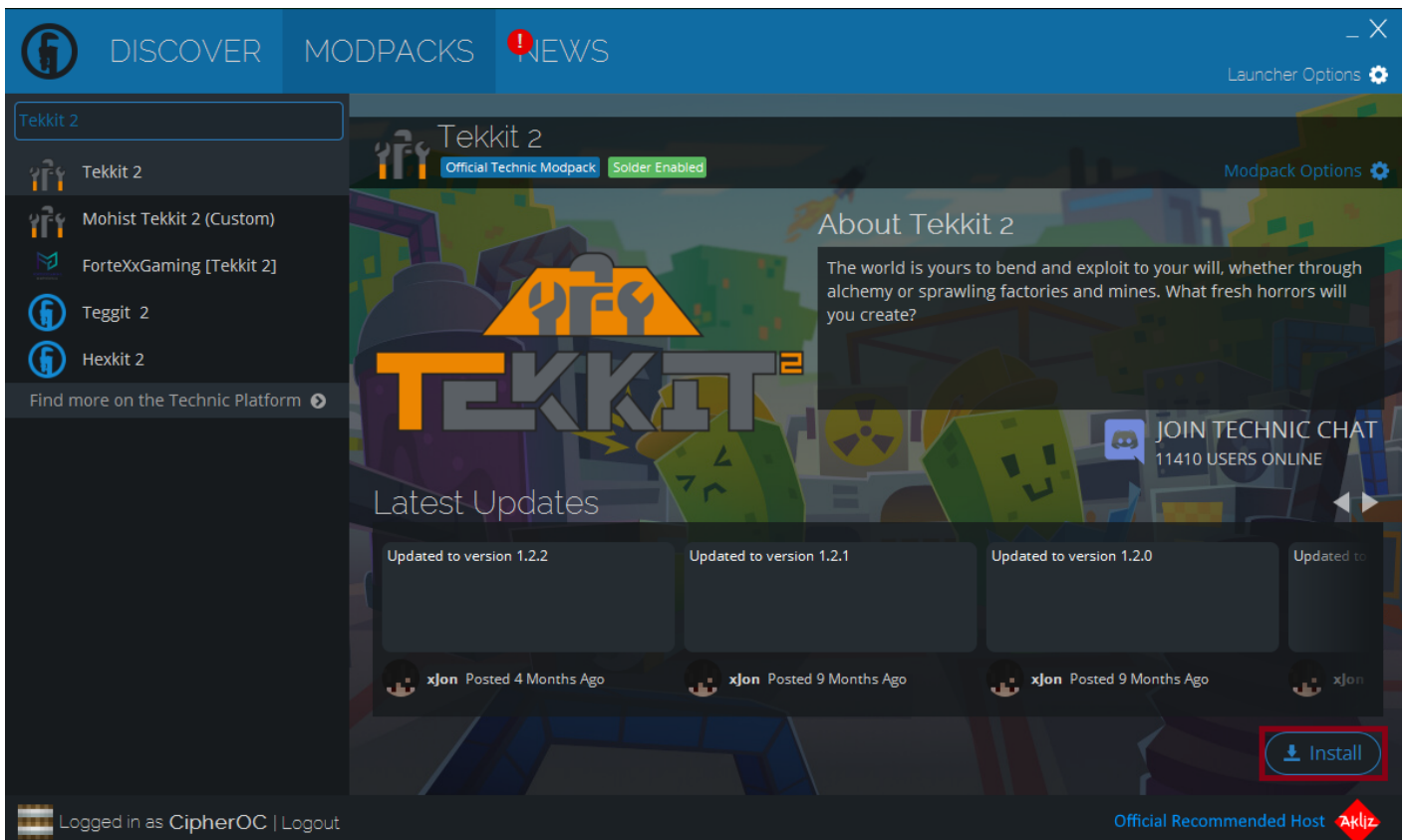# Mod List

Mod List Here: Tekkit 2

Downloading Tekkit 2

Technic Launcher

Enter **_Tekkit 2_** into the search bar, the modpack will be the first one on the list.
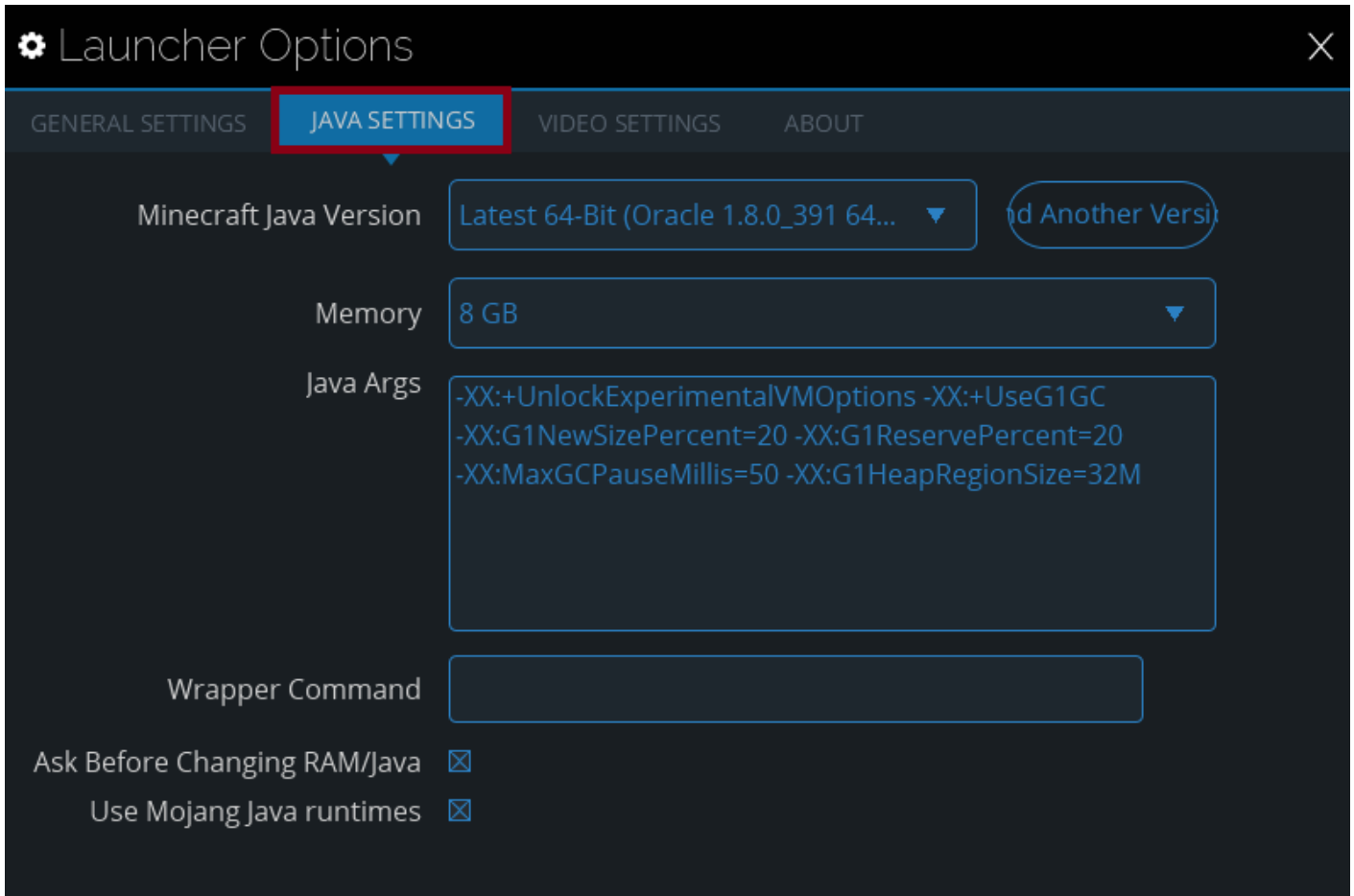
After selecting the modpack, venture down to the bottom right of the launcher and click "**Install**".

After the modpack is installed, venture to the top right of the launcher and select **"Launcher Options".**
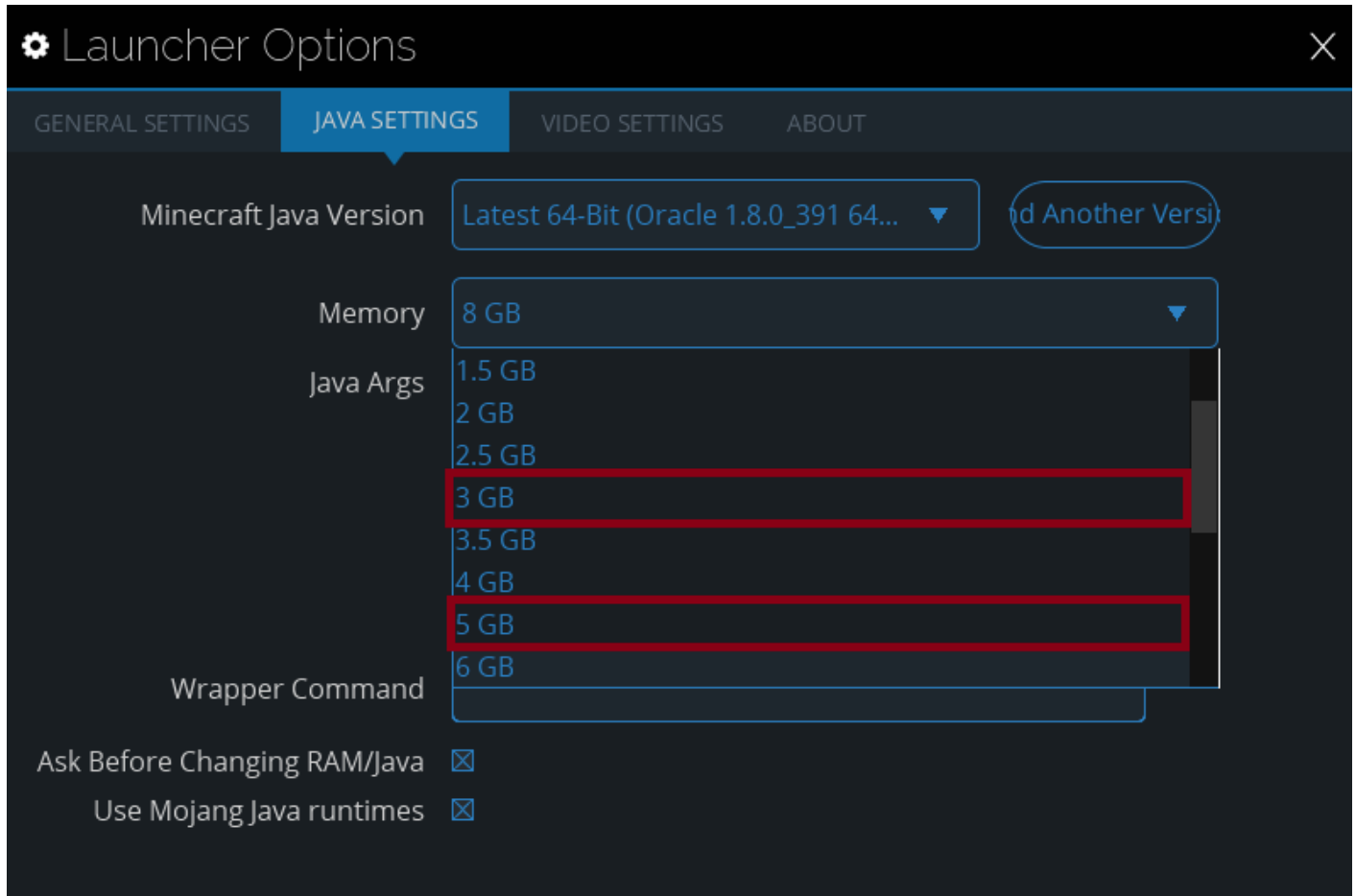

Venture to the second setting and select **"Java Settings".**

GENERAL SETTINGS   **JAVA SETTINGS**   VIDEO SETTINGS   ABOUT

Minecraft Java Version   Latest 64-Bit (Oracle 1.8.0_391 64... ▼   nd Another Versi

Memory   8 GB ▼

Java Args   -XX:+UnlockExperimentalVMOptions -XX:+UseG1GC -XX:G1NewSizePercent=20 -XX:G1ReservePercent=20 -XX:MaxGCPauseMillis=50 -XX:G1HeapRegionSize=32M

Wrapper Command

Ask Before Changing RAM/Java ☒

Use Mojang Java runtimes ☒

After you have selected Java settings select your choice of RAM.

Tip: If you have **16GB** or more use of RAM, **(8-12GB)** allocation of RAM will ensure a smoother gameplay.

Recommended RAM allocation: **Server Recommended (3-5GB)**.

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