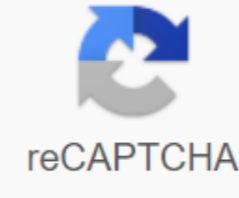




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Chemistry vocabulary a-z

Tekkit? Feed the beast? All texture compilations (WIP and full releases) for mod packs go in here. Patch Creator 273 Posts x 2 Post 30 Aug 2013, 20:44 A geared to smaller servers, and it takes a profit take of the new way Minecraft handles multiplayer and as a result of the chaos that is the forgebukkit failure, we present Tekkit Lite. plowmanplow made updates to this patch, you can check it out: TekkitLite 128x TekkitLite 64x Show Thanks to TheMindCrafters for uploading video tutorial! 1. Download both standard Sphax PureBDCraft texture pack (for Minecraft 1.4.7) and addon pack. They must be the same size! (example: 128x) 2. Open both zippers and copy the contents of the Tekkit Lite addon package in the PureBDCraft texture pack using an archivist (recommended 7zip or WinZip). If you get an error saying Irreparable error: The file is read-only and cannot be changed. just close Tekkit Lite first. 3. Move the newly created file to the .techniclauncher\tekkitlite\texturepacks folder. On Windows, simply type %appdata% in the search bar, and on Mac start the game, and then go to folder manually. (Click Texture Packs, and then click Open Texture Package Folder) 4. Select the package in the game and play. Show Q: I keep getting missing textures/white blocks, white GUI's... A: You probably haven't allocated enough [abbr = Random Access Memory]RAM [abbr] to Tekkit Lite. See assign more ram. Q: Tekkit Lite crashes, just won't start, or when I change the texture pack to Sphax it says: Out of memory. A: You will need to devote more ram to tekkit lite. See assign more ram. Q: I get a dimmed version of the regular Minecraft when I check for texture pack. A: Have you read the instructions? I don't think so. You have to patch the standard Sphax texture pack with this addon pack and then you won't get this error. Q: Why haven't you already patched the base pack and shared it? A: I can't because it's against the license, I would, but I just can't like Sphax be able to sue me! Q: When I try to pull tekkit lite textures in Minecraft textures it displays a message saying this: Action: Add (and replace) files Include subfolders: yes Save full path: no irreparable error: The archive is read-only and cannot be changed. A: Close tekkit lite before braiding zippers. Just add them without tekkit lite launched and then copy them to texturepacks folder. Assign more RAM Open techniclauncher and go to Settings. Move the slider to the right until you see enough ram. Are you still not working? So make a .bat file with this content: Code: Select allstart javaw -Xmx2048m -Xms1024m -jar TechnicLauncher.exe and put it in the folder where TechnicLauncher.exe is! You can also edit the amount of ram by changing the mxm value. (1GB=1024 MB) IF I MISSED ANYTHING PLEASE LET ME KNOW! View version 1.2: - Added Modular - I added Railroad. Railcraft. for those who use what I do - Added Microblocks. - For those who use what I do - Updated EnderChest. - Updated IronChests. - ... Version 1.1: - Added MoreCTM. - Added animated textures. - Added ComputerCraft. - Fixed LogisticPipes. - Removed unnecessary things. Version 1.0: - Most of the textures must be made. - Logistic Pipes can't work if they don't tell me so I can update zippers! Show Additional Tubes - PCMaster160, SPARKST3R Advanced Machines - HanFox Animated Textures - Zekrom9, CadenDonuts Balcony Weapon Mod - Sphax86 BuildCraft - CadenDonuts Charging Bench - Ruyan, PCMaster160 Chicken Chunks - SPARKST3 Compact Solars - CadenDonuts Dimensional Anchors - CadenDonuts End Storage - Caddonuts, SPARKST3R Equivalent Exchange 3 - CadenDonuts Factorization - BigDaveNz1 IndustrialCraft 2 - Ruyan, HanFox, Amon, PCMaster160, CadenDonuts Immibis' Microblocks - HanFox IronChests - Timmie3054, ME - to update Logistic Pipes - PCMaster160, SPARKS3R , ME Minefactory Reloaded - Ruyan , HanFox More CTM - CadenDonuts Mystcraft - SPARKST3R, Breuk Nether Ores - Ruyan Not Enough Items - HanFox Nuclear Control - HanFox OmniTools - HanFox, Caden Railroad - Timmie3054, PCMaster160 RedPower 2 - Amon, Timmie3054, CadenDonuts, PCMaster160, HanFox Rei's Minimap - _Rodrix_, Hanfox Steves Carts 2 - SPARKST3R, CadenDonuts, PCMaster160, HanFox Thermal Expansion - HanFox Tube Stuff - Timmie3054, CadenDonuts, SPARKST3R Wireless Redstone - Chicken Bones Edition - PCMaster160, CadenDonuts, SPARKST3R Last edited by crumb13d on 04. , 07:52, edited 1 time in total. If you like our work you may want to consider becoming a supporter and get an ad-free experience. Post 31 Aug 2013, 15:09 I have kept a 64x pack for this as up to date as possible with back-ported texture updates from newer versions of mods. I think now is the time to pull out the base Sphax textures and post it up here. One of the big differences is MineFactoryReloaded since it has about anything but biofuel stuff ported from the current textures. I suppose I could be persuaded to do an MFR 128x MC1.4.x texture patch since I've been informally maintaining MC 1.5.x+ versions on all decisions. Patch Creator 273 Posts x 2 Post 31 Aug 2013, 20:41 plowmanplow wrote: I've kept a 64x pack for this as up to date as possible with back-ported texture updates from newer versions of mods. I think now is the time to pull out the base Sphax textures and post it up here. One of the big differences is MineFactoryReloaded since it has about anything but biofuel stuff ported from the current textures. I suppose I could be persuaded to do an MFR 128x MC1.4.x texture patch since I've been informally maintaining MC 1.5.x+ versions on all decisions. Cool! Thanks for uploading this. I never have time actually update this patch. I may sometime in the near future ... who knows ... Patch Patch 273 Posts x 2 Post 04 Sep 2013, 07:50 plowmanplow wrote:Okay. I tweaked a few things and back-ported all the MFR from 1.5.2 for 128x as well. Hopefully these can make it to the OP. Sure. I added them for up until I decide to actually Finnish 1.3 patch.... which probably won't be soon. Post 31 Dec 2013, 14:28 I was looking forward to playing my tekkit with friends, but I did not like the normal texture with tekkit, so I followed all the instructions and downloaded the sphax textures and when I activated them in the game to change the textures the game shut down and now when I go into tekkit lite the game goes down when it starts. Last edited by HanFox on 31 Dec 2013, 14:28, edited 1 time total. Reason: Record merged. Patch Contributor 435 Posts x 2 Post 02 Jan 2014, 19:10 It is possible that you do not have enough RAM allocated - increase the amount of RAM on the tekkit launcher and see if it helps Post 16 Feb 2014, 20:53 What happened to the 32x download link? I know there was one for the last version. If there isn't a new 32x developed yet, can we get an archive link to the older 32x? Post 20 Feb 2014, 16:25 where are the 16x and 32x versions I need at least 32x -- 20 Feb 2014, 08:25 --gimormit wrote: What happened to the 32x download link? I know there was one for the last version. If there isn't a new 32x developed yet, can we get an archive link to the older 32x? Yes, what did it use to look like because I had it literally once so deleted it (Got Bored) please post some pictures if you have them. Thx My Name Is King Greg and Im Out Post 09 Sep 2014, 11:08 Is it possible that someone release a full update to Tekkit Lite 0.6.5? It would be really nice when someone has an answer for me =) Tekkit? Feed the beast? All texture compilations (WIP and full releases) for mod packs go in here. Patch Creator 271 Posts x 1 Post 24 Jun 2013, 20:06 We have Liftoff! Tekkit has launched into a new era, and with the new boundaries to explore! Dimensions, pockets and planets, it's all there for you and your friends to exploit and conquer. Armed with the latest versions of the best mods from the hottest writers, a renewed sense of adventure and a focused drive, Tekkit is set to reignite the same kind of wonder and awe that we've all received from booting up Minecraft for the first time. With the sky open, the moon ready to be colonized (by force if necessary) and dimensional mysteries to be answered, with tesseracts to be networked, meat to be processed, elements to be digitized, and power suits to be produced, there are almost limitless technical projects to be assembled. Get your gear in order and prepare to blow up on an adventure all your own with Tekkit. Show 1. Download the original Sphax PureBDCraft resource package for MC 1.6.4. Download the patch from Thread. (Generally just download the same size as your main package unless you are short of 3. Open both .zip files - copy and paste the contents of this patch (except /reifnsk) into the original Sphax resource package. Note: On Mac, you need to manually merge the /assets/minecraft folders. ie. You may only copy the other folders in /assets, and then copy the contents of the /assets/minecraft folder from the /assets/minecraft folder in the original package, otherwise the original Sphax textures will be removed. 4. Place this combined resource package in the /resourcepacks folder in the /tekkitmain folder. 5. This completes the installation of the primary texture patches for modpack. Unfortunately, Rei's Minimap patch (/reifnsk) must be installed in a different way, as explained in this topic View v1.2.9e for MC1.6 of the Llama Farmer Show for mc1.5 Show Show v1.2.9e - 3/9/14 Added EE3 calcinator. Updated MFR. v1.2.9e - 28/6/14 Added ProjectRed. Added FFS. Added ForgeMultipart. Added Golden Doors (Dimensional Doors Mod). Added EE3 alchemical upgrade. Updated OpenCCSensors. Updated MFR blocks. Updated Galacticraft decorative metal blocks (in accordance with TE blocks now). Fixed Alt balcony's WeaponMod. Removed OpenBlocks. v1.2.9e - 19/6/14 Added Llama Farmer's 128x, 64x, and 32x patches v1.0.4 Added some mystcraft textures from plowmanplow's pack Added personal textures to MatQuartzDustNether, MatQuartzDustFlux, magneth & computer chip v1.0.3 temporarily disabled Galacticraft guis (defaults work fine), due to size issues (apparently size matters...) added czarkirby's MFR glass - THANK YOU! added in Nether Ores (for reals this time) (ty czarkirby) added in changes by plowmanplow to Mystcraft (4 guis was 16MB?! ... WHY?!) added in the MFR patch of daverball found here (as per plowmanplow) v1.0.1 Big thanx to plough for his [abbr=Applied Energetics, Greg's Lighting, Balkan's Weapons, Computercraft, MachineMuse's Modular Powersuits, Possibly Mystcraft] unstitched textures [abbr] Altered some textures to fill in the gaps in missing textures of [abbr= MachineFactory Reloaded, Mystcraft, Thermal Expansion] various mods [abbr] Updated Steve's Carts to the correct package (for Steve's Carts 2), it's still 128x and needs to be changed & unstitched, it's also very much a WIP from what I read Added Crumb13d's Balcony's Weapon Mod patch Added Balcony's Weapon Mod from the outdated but official mod patches There may be other things I kept getting distracted by my SSP world and crowded machines while testing patch v1.0.0 Started Changelog Added some personal textures as not all the packages were finished , most are recolors of other elements / textures changed to fit other items / blocks Show Let me know of any errors that you find: I will do my to solve them as soon as possible! Note: I will not include incomplete patches/unpatched mods in this section. This thread was originally of antisocialian, but he has since disappeared. Llama Farmer took ownership on 19 December 2004. If there are other patches that you want included, or have updated, please let me know. Last edited by Llama Farmer on 02 Sep 2014, 16:48, edited 10 times in total. If you like our work you may want to consider becoming a supporter and get an ad-free experience. Post 15 Jul 2013, 08:39 I followed your guide step by step, but now when I launch Tekkit it goes into a world (old or new) it stops working and gives me an error message. I don't know if this is the right place to ask for help about it, but... Yes, I need help. Posted On Jul 16, 2013, 3:42 pm to try to answer your question.. It depends on how it acts when the world loads up.. Its possible that texture pack uses for many resources and it breaks mc. Does it still do it without using tp? if not then that is the case. texture pack is too big for your PC to run Post 22 Jul 2013, 15:59 Latest MFR and other updates are available in my links located at the bottom of the original post. Edit: I also just added in some recent additions to Mystcraft (unlinked book, ink mixing station, GUI's) by NintendoFan37 Post 23 Aug 2013, 18:30 Wow. Just went and checked statistics for my server and just for the month of July there were almost 8200 downloads (4800 of 64x, 3400 of 128x) of patches totalling well over 170GB of traffic. August seems to exceed that. Oink oink, hehe. Edit: My downloads have been updated with the latest textures to support Tekkit 1.1.8. These include updates to: Greg's Lighting Dimensional Doors BuildCraft Logistics Pipes Applied Energetics Balkan's Weapons Post 24 Aug 2013, 21:16 Oh, my bad. The layout of this forum is so strange, I totally missed these links. I thought your stuff may have been in a post elsewhere or on another site. Cheers, my friend. Posted 27 Aug 2013, 19:48 plowmanplow inventory is there a bug or something in texture,

wen u go into your inventory its default look cant u fix it?? and maybe you can make your own textures for basic power storage? Storage??

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