

Mods I use!

Fabric is required for these mods

Aliven't Messenger: (sends a message in chat any time a named mob dies)

<https://modrinth.com/mod/alivent-messenger>

Better F3: (lets you customize f3 to look nicer)

<https://modrinth.com/mod/betterf3>

Block Outlines Begone: (Client mod to disable block outlines when hovered over)

<https://modrinth.com/mod/block-outline-begone/versions>

Boat HUD: (A Fabric mod that adds a HUD specifically for boating)

<https://modrinth.com/mod/boathud>

Camera Utils: (adds some neat camera features)

<https://modrinth.com/mod/camera-utils>

Carpet: (Carpet is a mod for vanilla Minecraft that allows you to take full control of what matters from a technical perspective of the game)

<https://modrinth.com/mod/carpet>

Carpet Sky Additions: (useful for testing farm designs occasionally)

<https://modrinth.com/mod/carpet-sky-additions>

Carpet TIS Addition: (useful commands to help design farms)

<https://modrinth.com/mod/carpet-tis-addition>

Cherished Worlds: (Favorite/pin/bookmark certain worlds, which will always be at the top of the list and cannot be deleted.)

<https://modrinth.com/mod/cherished-worlds/version/6.1.0+1.20.1>

CIT Resewn: (implements custom item textures from optifine into fabric)

<https://modrinth.com/mod/cit-resewn>

Cloth Config API: (allows other mods to work)

<https://modrinth.com/mod/cloth-config>

Continuity: (implements connected textures like optifine)

<https://modrinth.com/mod/continuity>

[EMF] Entity Model Features: (Custom Entity Model replacement mod available for Fabric and Forge)

<https://modrinth.com/mod/entity-model-features>

[ETF] Entity Texture Features: (Emissive, Random & Custom texture support for entities in resourcepacks just like Optifine but for Fabric)

<https://modrinth.com/mod/entitytexturefeatures>

Enhanced Block Entities: (Reduce FPS lag with block entities, as well as customize them with resource packs)

<https://modrinth.com/mod/ebe>

EntityCulling: (Using async path-tracing to skip rendering Block/Entities that are not visible which helps performance)

<https://modrinth.com/mod/entityculling>

Essential: (The best way to play Minecraft. Enhanced Minecraft features in one simple mod. Fast, friendly, and for everyone!)

<https://essential.gg/>

Extreme sound muffler: (a client side mod that allows you to muffle sounds selectively)

https://modrinth.com/mod/extreme_sound_muffler

Fabric API: (Essential hooks for modding with Fabric)

<https://modrinth.com/mod/fabric-api>

Fabric Language Kotlin: (This is a dependency other mods use for compatibility)

<https://modrinth.com/mod/fabric-language-kotlin>

FabricSkyboxes: (Allows resource packs to define custom skyboxes)

<https://modrinth.com/mod/fabricskyboxes>

FerriteCore: (Memory usage optimizations)

<https://modrinth.com/mod/ferrite-core>

FPS Reducer: (reduces unnecessary GPU and CPU load by reducing the frame rate automatically when the client window is inactive or you are not operating the Minecraft for a certain period of time)

<https://www.curseforge.com/minecraft/mc-mods/fps-reducer>

Gamma Utils: (Gamma / Brightness / Night Vision mod, making it easy to see in the dark. Basically Fullbright for Fabric)

<https://modrinth.com/mod/gamma-utils>

Indium: (Sodium addon providing support for the Fabric Rendering API, based on Indigo)

<https://modrinth.com/mod/indium>

Iris Shaders: (A modern shaders mod for Minecraft intended to be compatible with existing OptiFine shader packs)

<https://modrinth.com/mod/iris>

Item Scroller Crafting Fix: (Modified version of Masa's itemscroller mod that fixes crafting in 1.17.1 (and adds crafting toggle ability))

<https://github.com/Andrews54757/itemscroller-crafting-fix/releases>

LambDynamicLights: (A dynamic lights mod for Fabric)

<https://modrinth.com/mod/lambdynamiclights>

Litematica: (schematics mod)

<https://modrinth.com/mod/litematica>

Litematica Printer: (This fork adds the missing printing functionality for Litematica)

<https://modrinth.com/mod/litematica-printer>

Lithium: (general-purpose optimization mod for Minecraft)

<https://modrinth.com/mod/lithium>

MaLiLib: (needed for Masa mods to work)

<https://modrinth.com/mod/malilib>

Memory Leak Fix: (A mod that fixes random memory leaks for both the client and server)

<https://modrinth.com/mod/memoryleakfix>

MidnightLib: (Common library providing a lightweight configuration system)

<https://modrinth.com/mod/midnightlib>

MiniHUD: (A client-side mod that allows displaying various "info lines" on the screen)

<https://modrinth.com/mod/minihud>

Mod Menu: (Adds a mod menu to view the list of mods you have installed)

<https://modrinth.com/mod/modmenu>

Model Gap Fix: (This is a simple client mod that fixes the small pixel gap on many items)

<https://modrinth.com/mod/modelfix>

MoreCulling: (A mod that changes how multiple types of culling are handled in order to improve performance)

<https://modrinth.com/mod/moreculling>

OptiGUI: (A client side mod to customize the texture of in-game GUIs with resource packs)

<https://modrinth.com/mod/optigui>

Reese's Sodium Options: (Alternative Options Menu for Sodium)

<https://modrinth.com/mod/reeses-sodium-options>

ReplayMod: (A Minecraft Mod to record, relive and share your experience)

<https://modrinth.com/mod/replaymod>

Sodium Extra: (Features that shouldn't be in Sodium)

<https://modrinth.com/mod/sodium-extra>

Sodium: (Modern rendering engine and client-side optimization mod for Minecraft)

<https://modrinth.com/mod/sodium>

Tweakeroo: (adds a whole bunch of various different "tweaks" to the game)

<https://modrinth.com/mod/tweakeroo>

WorldEdit: (A Minecraft Map Editor)

<https://modrinth.com/plugin/worldedit>