

- ❑ Baubles 1.5.1 -> 1.5.2
 - ❑ API: added isBaubleEquipped helper method to BaublesAPI
 - ❑ -fixed player bauble syncing (Thanks pau101) closes #235
- ❑ BDLlib 1.14.3.10 -> 1.14.3.12
 - ❑ bdew: Prevent HasTE from corrupting TE's of unrelated blocks if passed an
 - ❑ bdew: partially reverted the check in HasTE - causes issues in e.g. blockBreak
- ❑ Binnie's mods -> 2.5.0.110 -> 2.5.0.111
 - ❑ Validate ItemFieldKit to avoid metadata manipulations with items. (#375) - mezz
- ❑ Chisel 0.1.1.24 -> 0.1.1.26
 - ❑ Fix issue where certain storage blocks (iron, lapis, etc) did not have an oreDict name.
- ❑ COFH Core 4.3.9.2 -> 4.3.10.5
 - ❑ -Addressed a few potential but highly unlikely NPEs with raytracing.
 - ❑ Internal refactors and optimizations.
- ❑ Compact Machines 3.0.4 -> 3.0.5
 - ❑ Fix client crash when placing TEs near already set up Compact Machines with a Tunnel bound to the side the TE is placed on.
- ❑ Draconic Evolution 2.3.7.278 -> 2.3.8.279
 - ❑ Re added toggle flight key binding
 - ❑ -Fixed entity path finding crash related to placed items.
- ❑ Exchangers 2.6 -> 2.6.2
 - ❑ Added a Silk Touch mode config option, if Silk Touch mode is disabled, players may enchant the Exchangers with Silk Touch to achieve Silk Touching on Exchangers or Fortune to get additional drops
 - ❑ Added a PlaceEvent for when Exchangers tries to replace blocks, allows other mods to cancel the event, which also fixes an issue with Faction Mod, closes [#41](#)
 - ❑ Migrated over to use string block IDs instead of integers
 - ❑ Rewritten lots of translation stuff
 - ❑ Changed all the camelCase translation keys to be lowercase with underscores

- ❑ Added a special blocks list for internal use
- ❑ Fixed a major problem with Exchangers not being able to replace blocks with metadata, closes [#42](#)
- ❑ Internal code optimizations to greatly reduce redundancy
- ❑ Added a config option to allow Unbreaking enchant reducing chance of using power for Powered Exchangers, currently tested and works on all MC versions, enabled by default (Part of [#37](#))
- ❑ Added a way to decrease range for Exchangers (by holding sneak and pressing the mode key)
- ❑ Fixed MV Exchanger requiring Tier 3 core instead of Tier 2 in hard mode, closes [#43](#)
- ❑ Completely implemented support for Holding and Unbreaking enchant, closes [#37](#)
- ❑ Fixed rendering issue with Light Level Overlay Reloaded, closes [#44](#)
- ❑ Rewritten GUI and render overlay, hopefully should resolve a lot of OpenGL conflicts with different mods
- ❑ Render overlay now turns green when selecting a valid block and turns red when selecting an invalid block
- ❑ Minor changes and code cleanups
- ❑ Forestry 5.7.0.219 -> 5.7.0.232
 - ❑ Adds dimension blacklist for hive generation. - phillipasmith1995
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 - ❑ Move the worktable into a separate module - Nedelosk
 - ❑ Should be all of them (hopefully) - temp1011
 - ❑ Add power config for analyzer - temp1011
 - ❑ Fix #1061 Squeezer is very "liberal" regarding oredict in Recipes - Nedelosk
 - ❑ Update Lang Git-Module - Nedelosk
 - ❑ Fix #1937 Backpacks do not hold previously defined items - Nedelosk

- ❑ Fix #1399 Add Hive Generation Blacklist - Nedelosk
- ❑ Fix #1884 Tin can / wax capsule cannot pick up fluid blocks in world - Nedelosk
- ❑ Fix Crate Registration - Nedelosk
- ❑ Fix #1916 Client Crash with new version - Nedelosk
- ❑ Fix #1874 Crash when adding bee to BQM quest / chestloot - Nedelosk
- ❑ Fix #1920 Crate registration only on client side - Nedelosk
- ❑ No biome check - temp1011
- ❑ Fix #1919 Butterfly Model throws NullPointerException - Nedelosk
- ❑ Improve Database Recipe - Nedelosk
- ❑ Fix hive flammability Hive placed in the overworld burned whereas hive placed in nether did not in my tests. Hopefully this works better. - temp1011
- ❑ Fix #1932 Client Tile Updates Depending On Apiculture Module - Nedelosk
- ❑ Woops - temp1011
- ❑ add damage option to hives based on config - temp1011
- ❑ update config in apiculture - temp1011
- ❑ make non hellish hives flammable - temp1011
- ❑ Magic Bees 3.1.7 -> 3.1.9
 - ❑ Fixed botania flower models
 - ❑ Fixed module effects loading after the bee is registered, resulting in NPE's
 - ❑ Made bee disabling & bee hiding in JEI configurable
 - ❑ Set max frame stack size to 1, fixes frames with same durability being able to stack
 - ❑ Fixed Essence of Everlasting Durability recipe
 - ❑ Fixed hive gen on nether roof (thanks temp1011)
 - ❑ Fixed different hive types stacking
 - ❑ Fixed null taglines, resulting in NPE's when shift-hovering over BM-botania research
 - ❑ Added TE mobtypes now that they are back in
- ❑ Malisis Core 6.3.0 -> 6.3.1

- ❑ None Provided
- ❑ Malisis Doors 7.2.2 -> 7.2.3
 - ❑ None Provided
- ❑ MineTogether -> 1.8.5 -> 1.8.7
 - ❑ Added flag rendering so you know what country each server is in.
 - ❑ Added location sorting - will sort your country to the top, then alphabetically afterwards
 - ❑ Changed how sorting works - no longer needs to refresh every single time sorting is changed
 - ❑ Now has dropdown list for sorting.
 - ❑ Fixed localisation on friends list key bind.
 - ❑ Changed default key combination to Ctrl+M to avoid reported conflict with JEI.
- ❑ Natura 4.3.1.35 -> 4.3.2.42
 - ❑ Imp should spawn in any biome that is listed as "hell"
 - ❑ BlockLeavesBase now extends BlockLeaves
 - ❑ Sagurao's should generate more often now.
 - ❑ Leaves should now render correctly
- ❑ Pam's HarvestCraft 1.12.2b -> 1.12.2g
 - ❑ Added: Items: Candied Pecans, Enchilada, Stuffing, Green Bean Casserole, Ham and Pineapple Pizza, Sauced Lamb Kebab, Cobblestone Cobbler, Crayfish Salad, Ceviche, Deluxe Nachoes, Baked Cactus, Garlic Steak, Mushroom Steak, Hot Dish Casserole, Sausage Bean Melt, Mettbrötchen
 - ❑ Fixed: Blocks: Gardens now break instantly again when punched
 - ❑ - Fixed: Name: Raw Duck and Cooked Duck have correct names
 - ❑ - Fixed: Name: Three Bean Casserole and Grapefruit Juice names are fixed by Luke616
 - ❑ - Fixed: WorldGen: Fixed editing of main thread by kashike
 - ❑ - Fixed: Recipe: Peking Duck finally has its own recipe, allowing you to finally make it and Stuffed Duck

- ❑ - Fixed: Recipe: Green Bean Casserole now has a recipe
- ❑ - Fixed: Recipe: Fixed recipe grouping by F43nd1r
- ❑ - Fixed: Recipe: Soft Pretzels now require listAllwater as well
- ❑ - Fixed: Recipe: Tofacon now accepts itemSalt, dustSalt, and foodSalt
OreDictionary'd salts
- ❑ - Fixed: Recipe: Roasted Chestnut, Popcorn, Raisins, Tea, Coffee, Ricecake,
Grilled Asparagus, Baked Sweet Potato now use correct cropX Ore Dictionary
listings
- ❑ - Fixed: Recipe: All honey recipes now use foodHoneydrop and dropHoney (from
Forestry) for all recipes
- ❑ - Fixed: Recipe: Plain Yogurt x4 can also be made by putting Plain Yogurt +
Leather in crafting grid
- ❑ - Fixed: Recipe: Red Velvet Cake now requires foodCocoapowder in place of one
of the dyes by ReverseStateMonad
- ❑ - Removed: Recipe: Removed Plain Yogurt + listAllmilk = 2 Plain Yogurt recipe
- ❑ - Added: Config: cropGrowthSpeed (Default: 0.0): This number is
added/subtracted from normal fertile crop growth (3.0) and adjacent fertile crop
growth (4.0)
- ❑ - Added: Config: fruitGrowthSpeed (Default: 25): Lower is faster
- ❑ - Added: Lang: Added zh_tw.lang file by HaeDon
- ❑ - Added: Lang: Added pl_pl.lang file by EliogabalusPL
- ❑ - Added: Blocks: Beehives can now be sheared
- ❑ - Fixed: Block: Beehives now break when nothing is above them, dropping the
Queen Bee
- ❑ - Fixed: Block: Fruit blocks now break with nothing is above them, if mature will
drop 2 fruits (to make up for losing a renewable resource block)
- ❑ - Fixed: Config: Removed useless config options (bait amounts, fresh water
amounts, salt amounts, etc). To change the amount a recipe gives you, open the

recipe JSON in the JAR file in a text editor and change the count amount.
(reported by bushbaby1234)

- ❑ - Fixed: Recipe: Grilled Mushroom now uses cropWhitemushroom instead of harvestcraft:whitemushroomitem
- ❑ - Fixed: Recipe: All recipes with alternate versions have now been re-named foodname_altername item (example: friesitem_foodSalt, friesitem_dustSalt, friesitem_itemSalt, etc) -
- ❑ - Fixed: Recipe: Sweet and Sour Sauce now uses foodHoneydrop and dropHoney instead of harvestcraft:honeyitem
- ❑ - Fixed: Recipe: All salt recipes should have three versions for dustSalt, foodSalt, and itemSalt Ore Dictionary (reported by Chunkey)
- ❑ - Fixed: Recipe: Fruit logs (maple, cinnamon, paperbark) should now convert to planks correctly
- ❑ - Fixed: Recipe: Fixed recipes for making and unmaking Honey Block, Pressed Wax Block, Honeycomb Block, Waxcomb Block
- ❑ - Fixed: Recipe: Recipes to make Pressed Wax with cropCandle fixed (toolPot, 1:1, toolPot, 8:8)
- ❑ - Fixed: Recipe: Toasted Coconut now uses cropCoconut correctly
- ❑ - Added: Presser: Minecraft Pumpkin Seeds to Cooking Oil, Grain Bait
- ❑ - Added: Presser: Harvest Apple to Apple Juice, Fruit Bait
- ❑ - Added: Presser: Harvest Carrot to Carrot Juice, Veggie Bait
- ❑ - Added: Presser: Raspberry to Raspberry Juice, Fruit Bait
- ❑ - Added: Recipe: Added Flour recipes for cropAlmond, cropCoconut, cropChestnut, listAllwheat, cropBean, cropBanana, cropPeas, cropSoybean
- ❑ - Added: Recipe: Added Cooking Oil recipes for cropAvocado, listAllseed(2:2 ratio), cropTea
- ❑ - Added: Recipe: Added Roasted Root Veggie Medley recipes for cropRutabaga, cropBeet, cropRhubarb
- ❑ - Added: Recipe: Added Spicy Greens Recipe for cropSpinach, cropAsparagus

- ❑ - Added: Recipe: Fresh Milk recipe alternative (toolJuicer, cropAlmond)
- ❑ - Changed: Presser: Coconut to Coconut Milk, Grain Bait
- ❑ - Changed: Recipe: Spring Salad now requires toolCuttingboard, cropLettuce, listAllveggie (instead of having a dozen specific recipes)
- ❑ - Changed: Recipe: Veggie Stir Fry now requires listAllmushroom or listAllvegie instead of specific recipes
- ❑ - Changed: Recipe: Almond Butter, Peanut Butter, Cashew Butter, Pistachio Butter, Chestnut Butter now use toolMortarandpestle
- ❑ - Removed: Recipe: Removed double cropSpiceleaf Salad Dressing Recipe (not intended)
- ❑ - Removed: Presser: Grape to Cooking Oil
- ❑ - Removed: Presser: Coconut to Cooking Oil
- ❑ - Removed: Presser: Pumpkin Seeds to Cooking Oil
- ❑ Added: Fruit Tree: Added a Spider Web 'fruit' tree, that grows in temperate areas with spider web 'fruits' that drop string when mature and right-clicked (sapling crafted with any sapling and three string) Disable in config with spiderwebtreeGeneration
- ❑ Fixed: Presser: The Presser can now be automated! Input slot is accessed from top, sides while both Output slots are accessed from the bottom. Tested with hoppers!
- ❑ Fixed some issues with Hunger Overhaul interacting with HarvestCraft (PR by alexbegt)
- ❑ Quark 1.4-120 -> 1.4-121
 - ❑ API: Added a way for IDropoffManager implementations to provide their own ItemHandler.
 - ❑ -API: Increased API version to 2.
 - ❑ Automation: Fixed pistons not updating the amount of players viewing a chest's interface, leaving it to be open if it's moved while a player is looking at it.

- ❑ General: Quark will no longer break Random Things' dyeing machine.
(lumien231)
- ❑ Management: Fixed the extract and restock buttons being dependant on Dropoff being enabled instead of Chest Buttons.
- ❑ Tweaks: Added a config setting to Automatic Recipe Unlock to disable the recipe book entirely.
- ❑ World: Fixed a crash if a type of world stone is enabled but the rarity set to 0.
- ❑ Redstone Arsenal 2.3.9.2 -> 2.3.10.4
 - ❑ Internal refactors and optimizations.
 - ❑ Quiver can now be disabled.
- ❑ Steve's Carts 2.4.13.69 -> 2.4.14.72
 - ❑ (gorymoon) #releaseBuild
 - ❑ (gorymoon) A lot of system changes
 - ❑ (github) Merge pull request #114 from SonarSonic/patch-1
 - ❑ (github) Fixes NullPointerException in PacketFluidSync
- ❑ Tinker's Construct 2.8.1.49 -> 2.9.0.55
 - ❑ Seared Channel Recipe gives 3 now
 - ❑ Tools can be renamed anytime again!
 - ❑ Gasses now render upside down
 - ❑ TiC Slime Blocks now work with pistons
 - ❑ Fix last vanilla-type arrow not being fired with TiC bows
 - ❑ Crafting stations ignore each others inventories, preventing freezes
 - ❑ On-Hurt Traits (cactus) don't deal damage when you're receiving reflected damage anymore (guardians/other cactus users), preventing a crash
 - ❑ Remove impossible to craft casting recipes that showed up in JEI
 - ❑ Fix Magma Slime Islands cascading worldgen
 - ❑ Fix Slime Boots causing fall damage on land depending on where you originally started (you take less damage now too)
 - ❑ Same for congealed slime blocks

- ❑ Thermal Cultivation 0.1.4.2 -> 0.1.5.3
 - ❑ Internal refactors and optimizations.
- ❑ Thermal Dynamics 2.3.9.2 -> 2.3.10.4
 - ❑ Internal refactors and optimizations.
- ❑ Thermal Expansion 5.3.9.6 -> 5.3.10.14
 - ❑ Internal refactors and optimizations.
 - ❑ New Machine: Sequential Fabricator - It's an autocrafter! :D
 - ❑ New Augments: Pattern Validation - Enables intelligent auto-input on the Sequential Fabricator.
 - ❑ New Augments: Fluidic Fabrication - Adds an internal fluid tank to the Sequential Fabricator.
 - ❑ New Augments: Enstabulation Apparatus - Allows for the Centrifuge to "process" Morbs.
 - ❑ New machine process recipes.
 - ❑ Plugin Support for Ice and Fire.
 - ❑ All blocks can now be filled/drained by hand, even the Fluid Transposer. Some machines may need to be OFF to allow for fluid to be drained.
 - ❑ Cache behavior has been changed internally, for better crossmod compatibility.
 - ❑ Comparator behavior has been improved for the Cell, Tank, and Cache.
 - ❑ Many recipes have been rebalanced. In general, dynamos and augments are all slightly cheaper.
- ❑ Thermal Foundation 2.3.9.4 -> 2.3.10.6
 - ❑ Internal refactors and optimizations.
 - ❑ Tome of Insight now accepts "Essence" and converts it to experience.
- ❑ Thut's Core 5.14.3 -> 5.15.2
 - ❑ overhaul of animation API.
 - ❑ fixes some issues with teleporting to non-existent dimensions
 - ❑ fixes some issues with limb based animations in animation api.

❑ Thut's Elevators 6.0.11 -> 6.0.12

- ❑ Adds an experimental "hackyRender" option which "fixes" the invisible elevator issue when it is on a sub-chunk boundary. This is false by default, set to true if you wish to use it in thuttech.cfg, and may cause undue frame drops if too many large elevators are used at once.

❑ XNet 1.6.4 -> 1.6.7

- ❑ Fixed another division by zero
- ❑ Fixed a problem with advanced connectors still being limited to 1000mb instead of 5000mb for liquids
- ❑ Changes to the IConnectable API
- ❑ Bug fix with setting integer values in guis
- ❑ Fixed double tooltips in gui of controller