

This doc has the most up to date info, including all the teasers and AMA answers.

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FAQ

General

- **What is the current situation with Thaumcraft 7?**
Thaumcraft 7 (TC7) is currently being developed by a subset of the CoFH team. TC7 started development a bit over two years ago, but is still a ways away from release.
- **What version of Minecraft is TC7 being developed for?**
Our plan was to develop TC7 for the latest version of Minecraft, barring any exceptional circumstances. However, it seems like Mojang's new versioning system *is* an exceptional circumstance – so this might not be the case anymore! At the moment, we are certain that TC7 is not coming to 1.16, 1.18, or 1.19, as these are deprecated versions.
- **What modloader is TC7 being developed for?**
On 1.20.1, TC7 will be developed for Forge (which is largely interchangeable with Neoforge on this version). After that, it will be developed for [Neoforge](#). We will not be porting to any other modloaders.
- **How far along is development? When will TC7 be released?**
We have no ETA or progress estimate. These things are already extremely difficult to accurately predict for software development in general, but become impossible when you factor in the unpredictability of free time and real-life obligations.
- **Will there be alpha/beta builds of the mod?**
We do not currently have any plans for alpha/beta releases.
- **Why has TC7 taken so long to develop?**
This is a combination of two factors: The original developer, Azanor, officially granted CoFH the rights to develop Thaumcraft in 2019, and CoFH started development 2 years later in late 2021. Also, the pace of development has been slower because CoFH is a smaller team with multiple mods, and many of the members are busy with real life obligations.
- **Why haven't more people been brought on to the project to speed up development?**
Since development started, we've recruited 5 additional people to try and improve the

speed of development. However, despite all of them claiming to be enthusiastic about developing TC7, they ended up contributing hardly anything, despite our best efforts to reach out and support their working process. Making matters worse, one of them only joined the team so they could have access to Thaumcraft's closed-source code and concepts, which they co-opted/copied for their own project. At a success rate of 0%, recruiting new people costs more in developer time and bandwidth than it could realistically save.

- **Why hasn't development been handed over to another team?**

Azanor still controls the license and copyright behind Thaumcraft; although he has given Team CoFH permission to port the mod to new versions, Team CoFH cannot extend that permission to other teams or people. So, our only options are to develop the mod ourselves or give up and let Thaumcraft fade into obscurity. Considering that we're enthusiastic about bringing Thaumcraft to life, the decision is obvious!

- **Why are assets being remade? Can't Thaumcraft keep its old look?**

All assets (textures, models, sounds, etc) for TC7 are being made from scratch. Fundamentally, this boils down to 3 reasons:

- **Licensing and Copyright:** Many of the assets used in previous versions were taken from other games/media without permission. In order to avoid legal liability, these must be replaced. Furthermore, we do not know which assets are stolen and which are safe to use, and figuring this out for each and every asset individually would be impossible.
- **Consistency in the mod:** Even if we could replace only the offending assets, this would create a disjointed and inconsistent final product. We would much rather prefer Thaumcraft to have a coherent style, rather than a patchwork of mismatching assets.
- **Consistency with Minecraft:** In 1.14, the vanilla textures for Minecraft were completely overhauled. In order to maintain a consistent and immersive experience, we've opted to create assets that are faithful to the new style.

- **What does Azanor think about TC7?**

We are still in contact with Azanor via carrier pigeon. When we last communicated with him, he said he likes what we have so far!

- **What kinds of dependencies will TC7 use?**

At the moment, TC7 is planned to depend on CoFH Core, Curios (or equivalent), and Aequivaleo.

- **Will TC7 be resource- and data-packable?**

TC7 is being developed with data in mind, which includes not only recipes but worldgen and in-game interactions as well. As for resource packs, these days it's actually *harder* to develop a mod that's *not* resource packable, so suffice it to say that the appearance of TC7 will be customizable.

- **Will there be an API for addons?**

Yes, we are planning to have an API so that modders can develop addons for TC7.

- **Are you taking suggestions?**

Not at this time, no.

- **What happened to teasers?**

Teasers were originally created as a way for us to share our excitement and progress for TC7. However, due to the situation outlined in the next question, teasers had to be stopped in order to protect ourselves from further liability. As much as we would love to continue sharing our progress with everyone, unfortunately our trust has been abused so we have no choice but to stop publicly releasing teasers. Any teasers that have already been released will not be taken down.

- **What happened between Team CoFH and MrStern?**

MrStern is a developer that requested to join the TC7 team under the pretense of contributing code to the project. However, he used his access to Thaumcraft's closed-source code and concepts to copy them into his own add-on, Malum: Voidbound (not to be confused with Malum). As proxies for Azanor, we took immediate action against this and hastily submitted a takedown request against the mod on Modrinth before we had conclusive evidence of wrongdoing. We then launched an investigation into this mod during which we conclusively found that MrStern had indeed stolen code. Although there were multiple bad-faith attempts by MrStern to interfere with and obstruct the investigation, we ultimately decided to extend grace and handle this internally. We had MrStern take down the mod himself (as opposed to following through with the full takedown) so that he wouldn't have a mark against his Curseforge account, and kept the entire situation under wraps in a bid to prevent him from getting harassed. However, it has recently come to our attention that MrStern is intentionally misrepresenting the facts of this situation to the public in an attempt to damage the reputation of Team CoFH. We spoke to Sammy Semicolon, the creator of Malum (not to be confused with Malum: Voidbound), and reached an agreement to publicly put forth this statement about the situation.

Content

- **What previous version of Thaumcraft will TC7 resemble?**

TC7 will not be a direct port of any prior Thaumcraft version, but will selectively take mechanics from them while adding new mechanics. In the same way you couldn't describe TC6 purely in terms of its similarities to TC4, it's hard to describe TC7 in terms of any previous version!

- **Will TC7 be content-complete upon initial release?**

Much like previous versions, TC7 will not be feature-complete when it is initially released. For example, golems will be added in a later update.

- **Will TC7 have direct compatibility (additional recipes, items, etc) with other mods on release?**

Compatibility is our lowest priority, and will be taken care of towards the end of development. So, there will be no taintacle sex mod compat for the time being.

- **What will research be like?**

Like in previous versions, there will be a research minigame, but it will be entirely different from the research minigames of TC3-6.

- **Wands or gauntlets?**

We decided on wands, simply because it was easier to design progression around wand cores and caps than it is gauntlets. However, TC7 is fully resource packable, so anyone can make their own resource pack to change the wands to gauntlets.

- **What will spells be like?**

Spells will not be modular like they were in TC6; instead, there are over 50 custom spells (~60 including variants) that can be crafted.

- **What will auromancy be like?**

Nodes, rifts, and aura will be adjusted to make management a potential challenge. We currently have no plans for centivis.

- **What will warp, flux, and taint be like?**

All of these mechanics will be in TC7. Check out some of the teasers below for an idea of what they'll look like.

- **Inventory scanning?**

Yes!

- **How will runic shielding work?**

It'll be a bit different from how it worked in both TC4 and 6. Among other features, it will absorb damage before armor, but takes less damage from magic attacks.

- **Will there be any changes to aspects?**

No dramatic changes to the aspect system are planned.

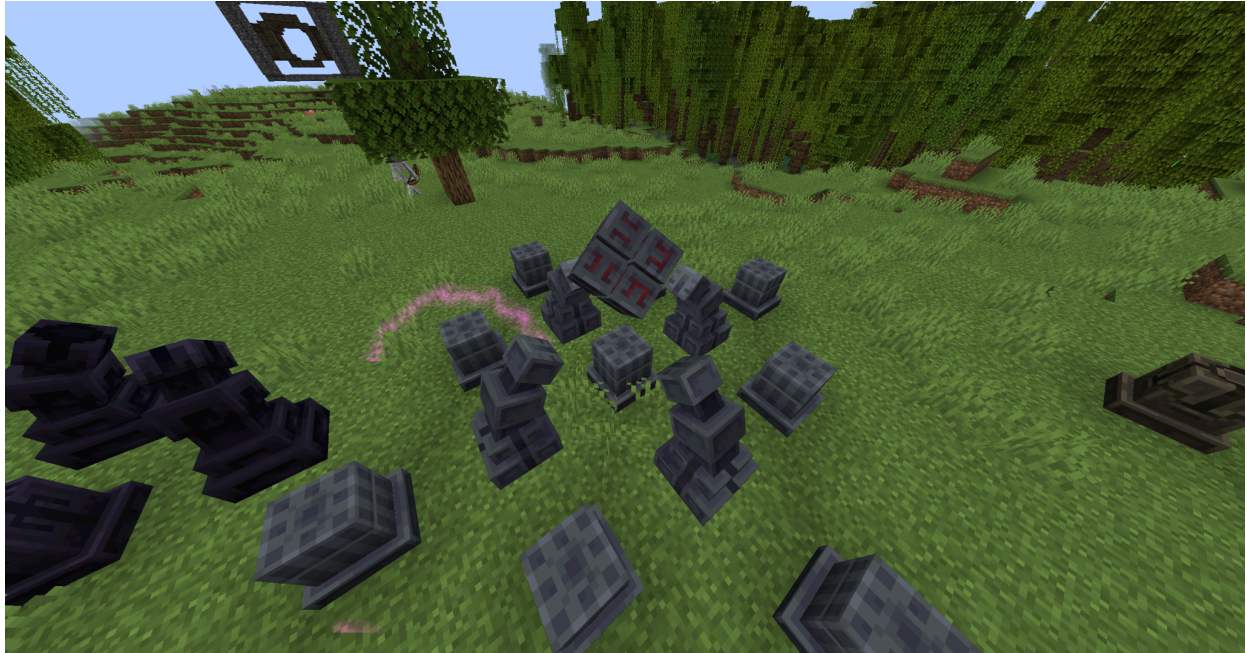
- **What's your favorite snack?**

Nuclear pasta.

TEASERS

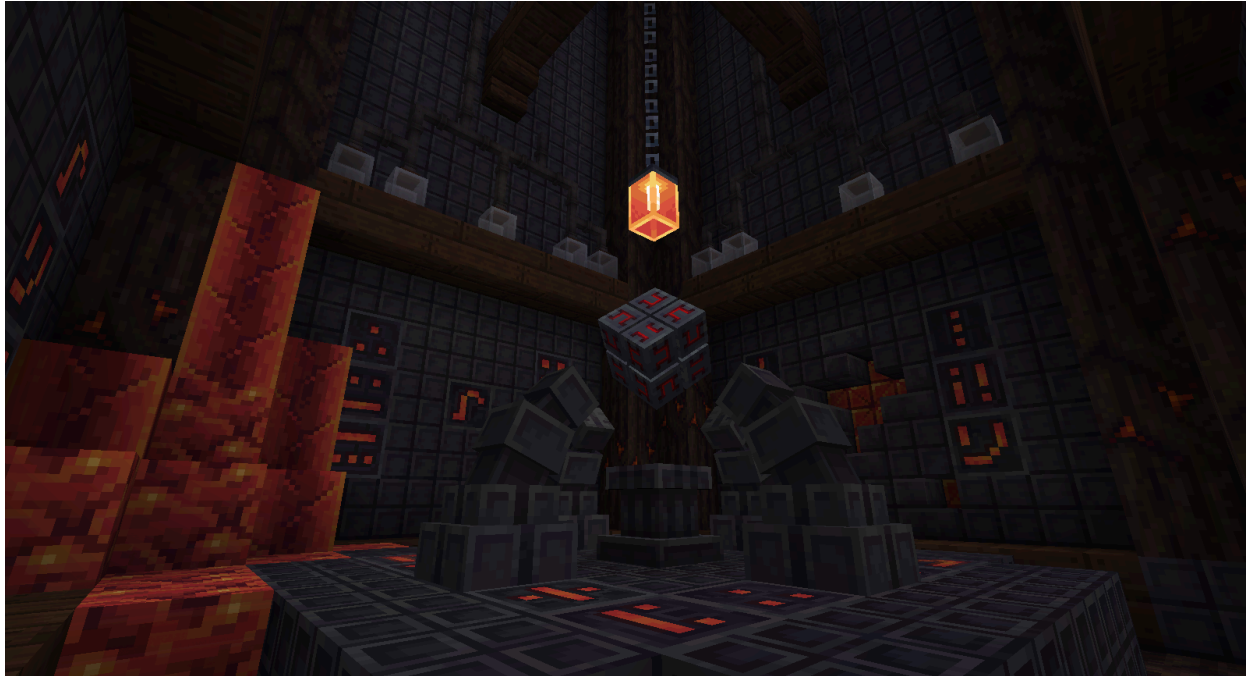
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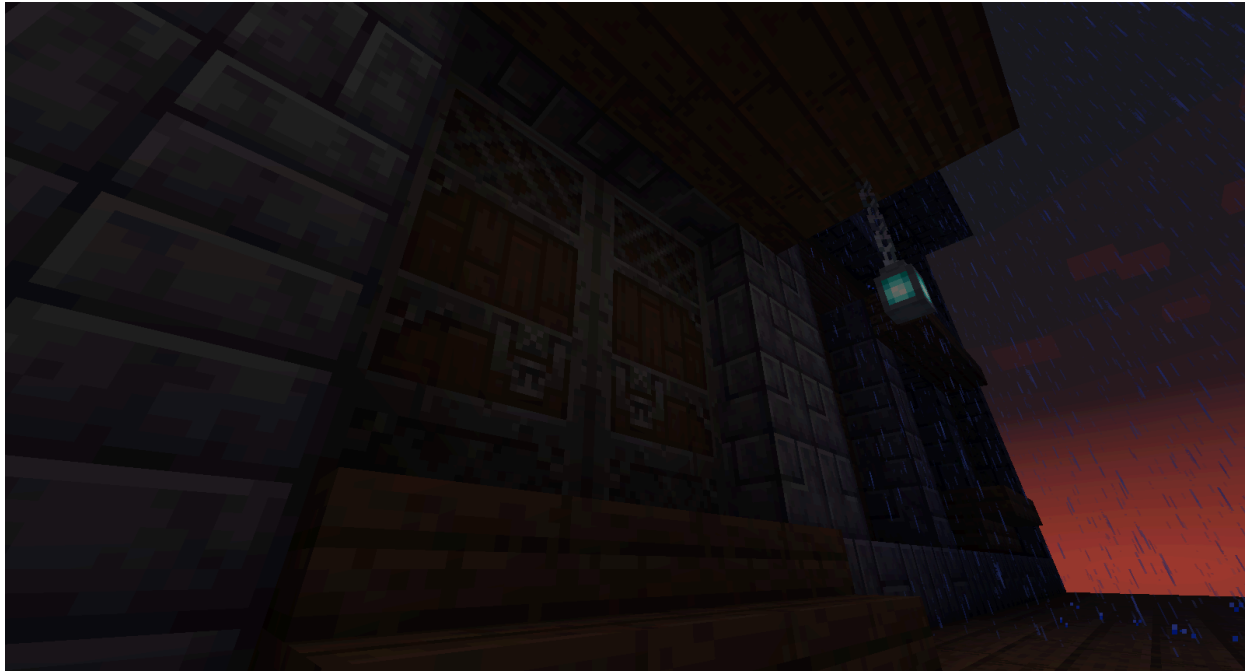
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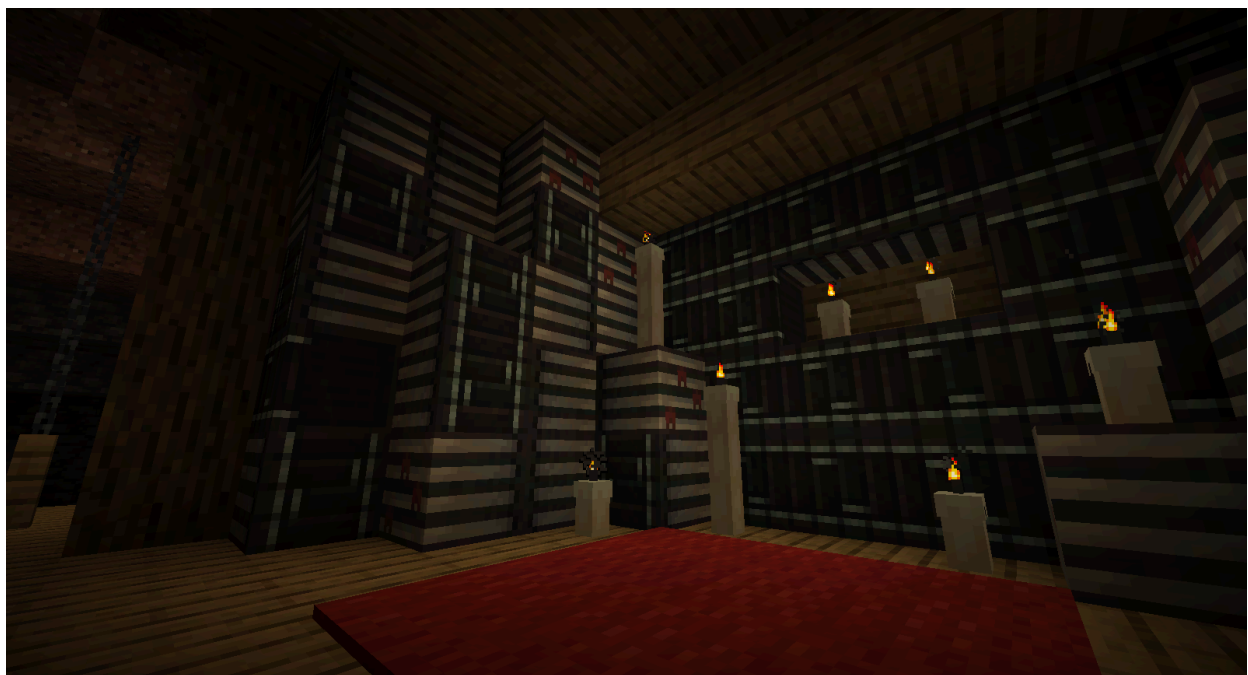




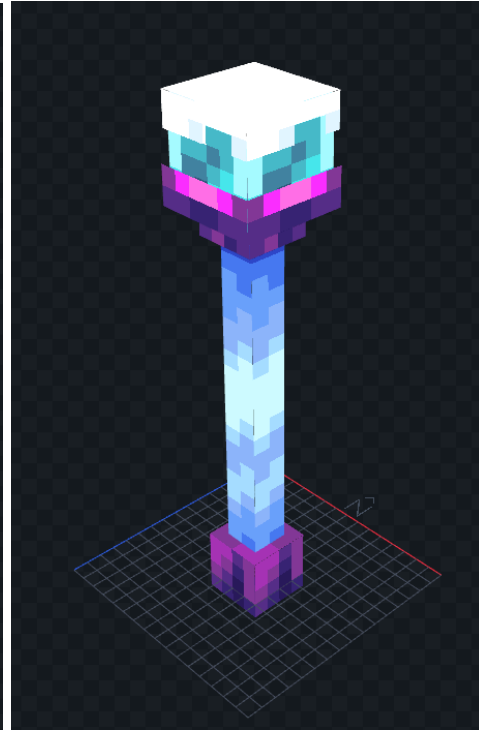
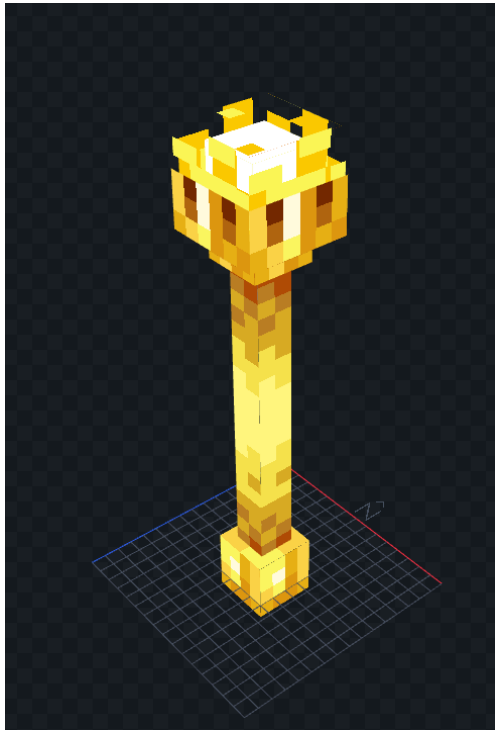


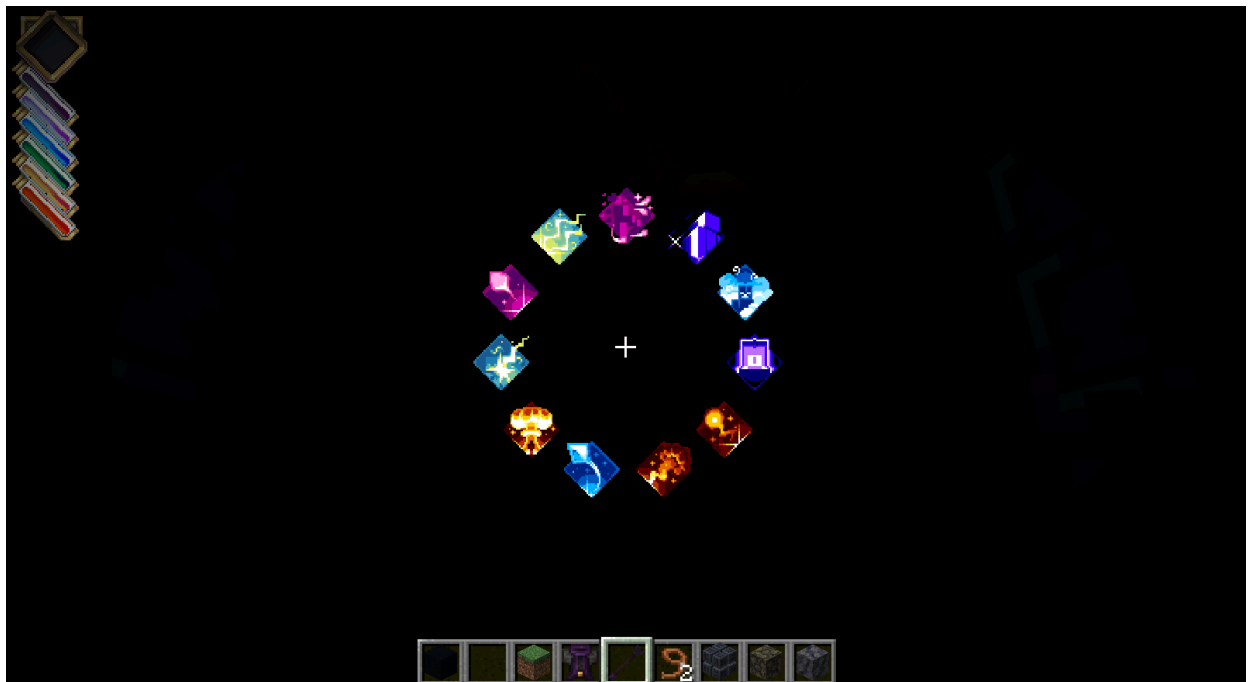




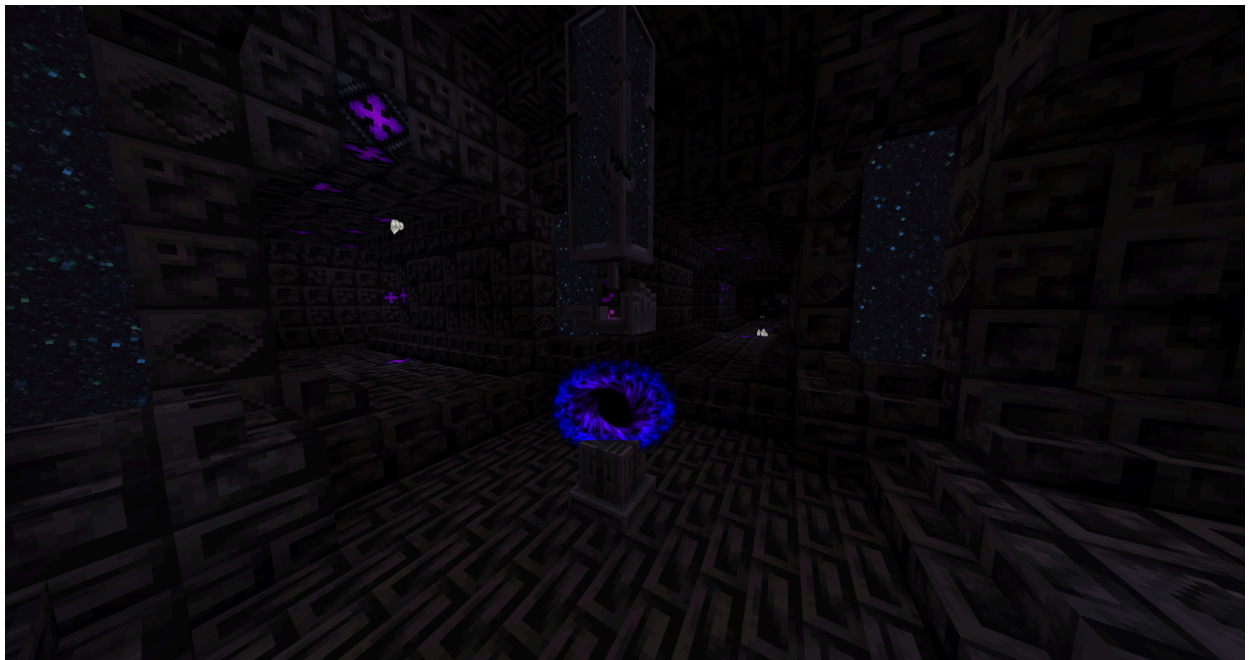
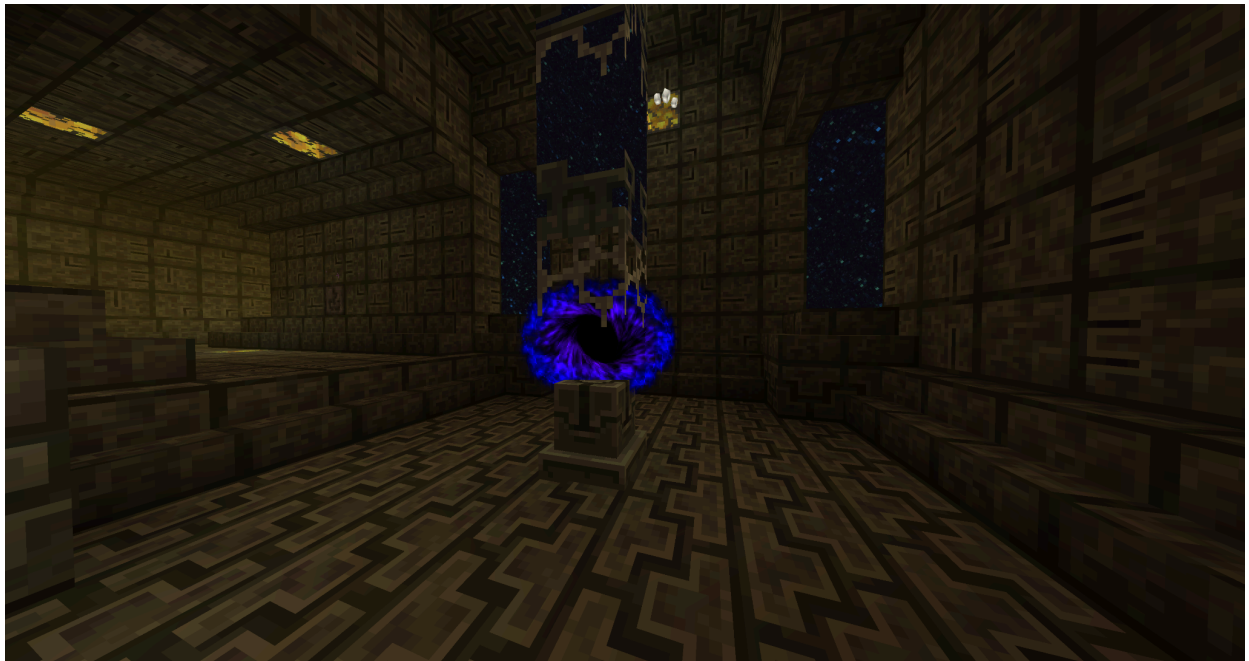


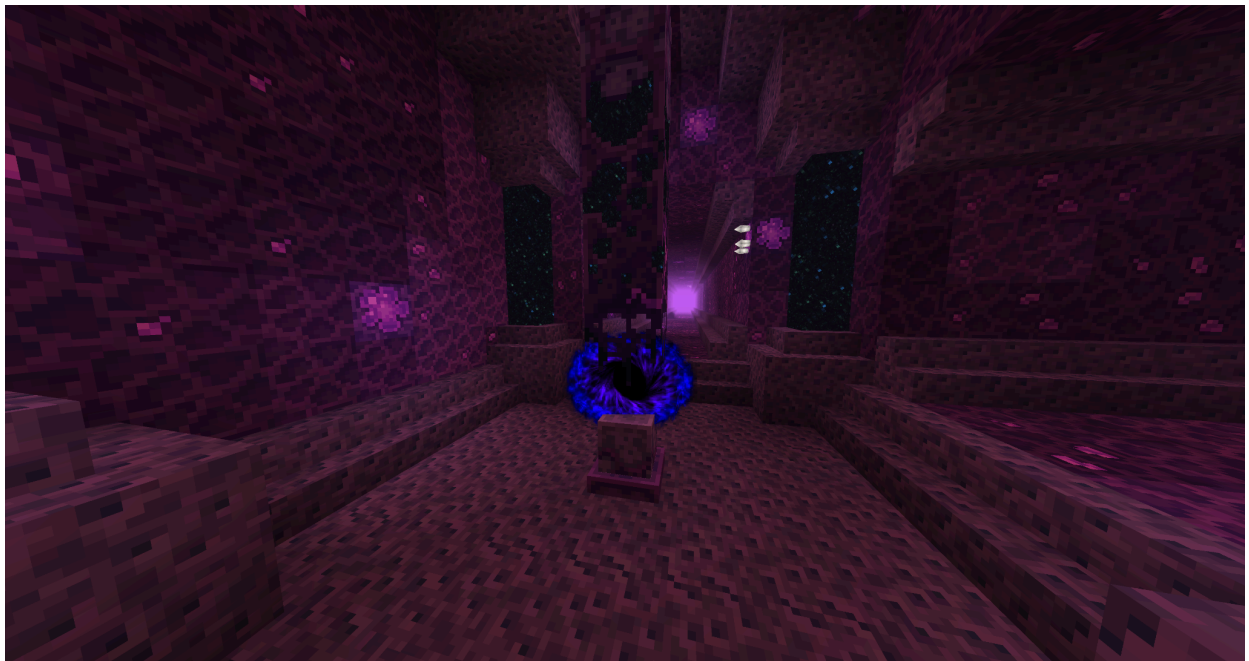
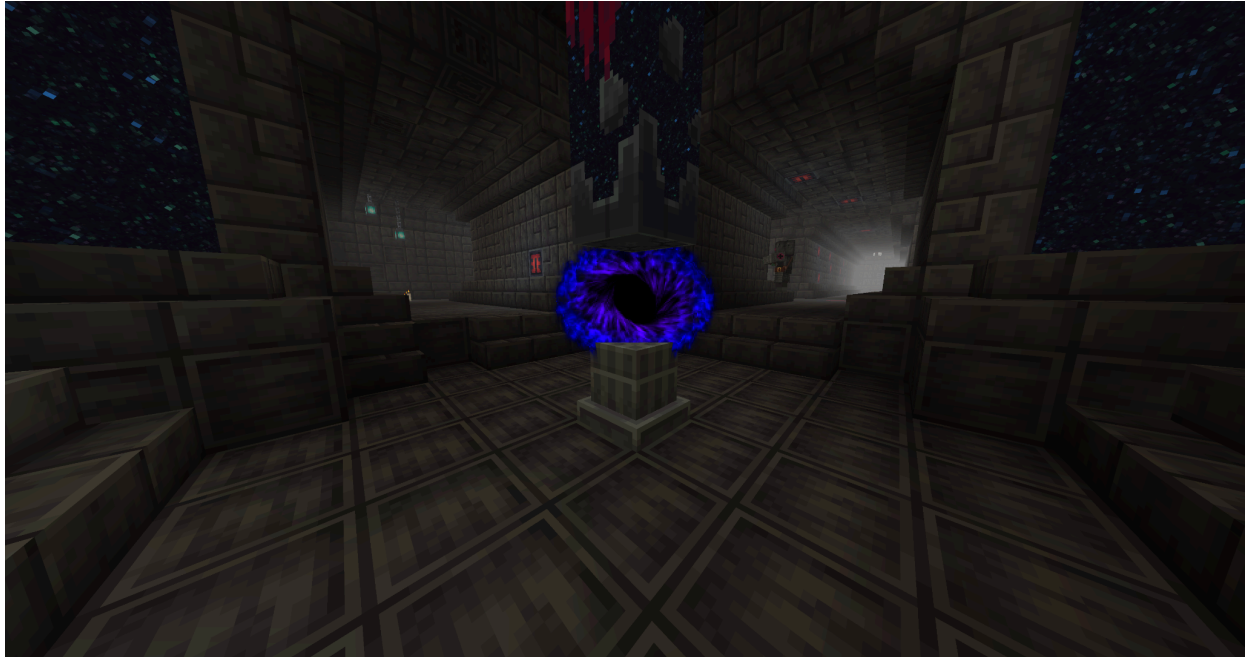
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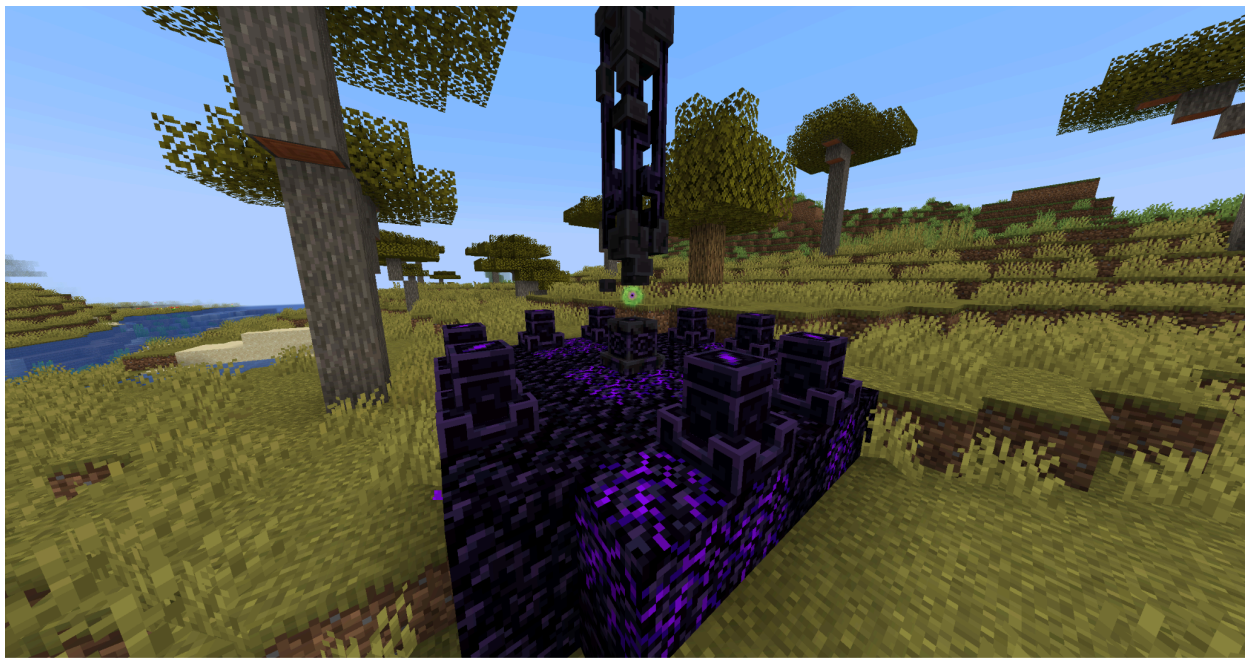
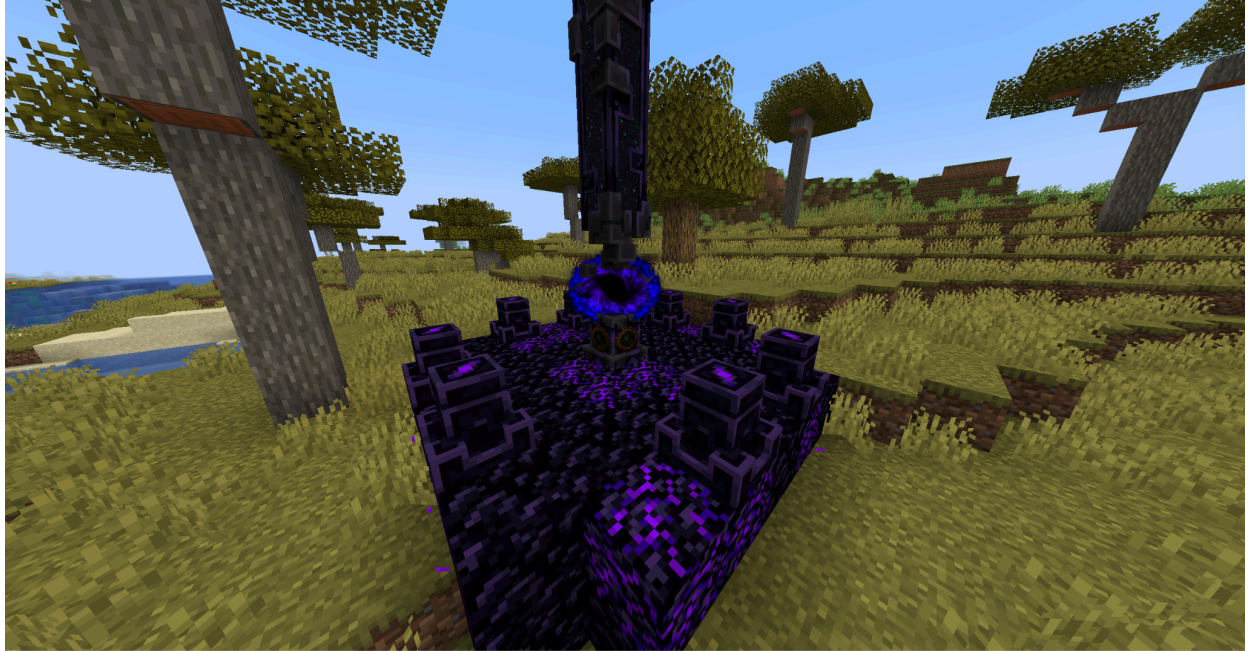


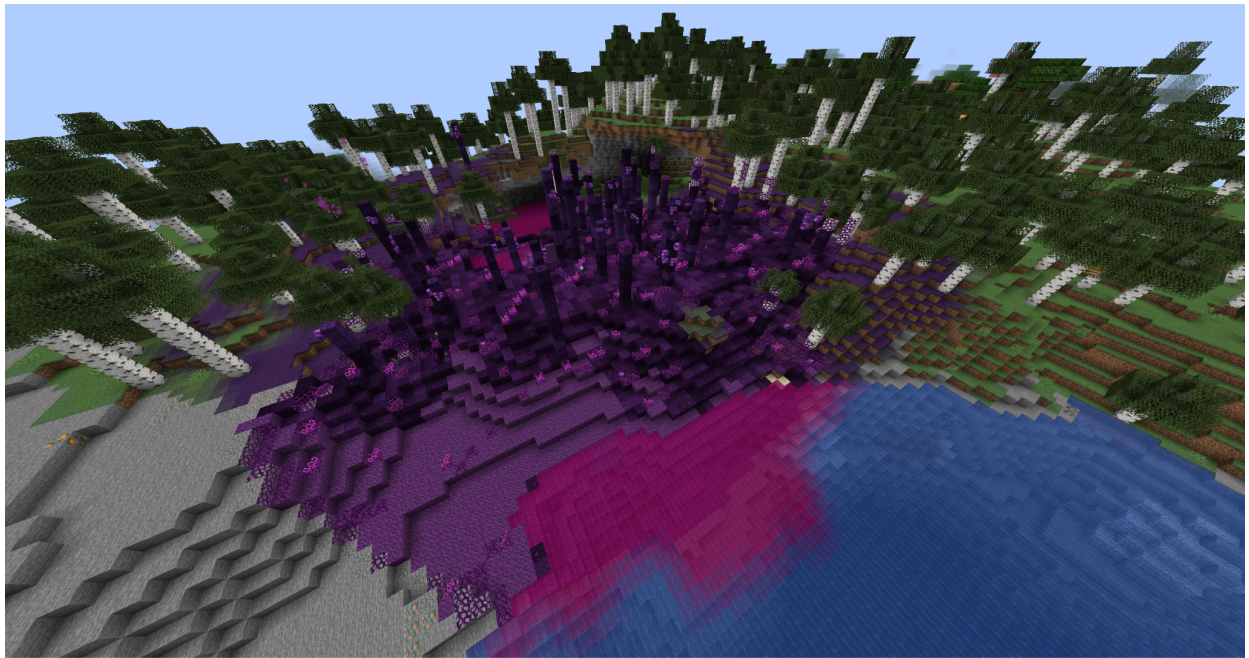
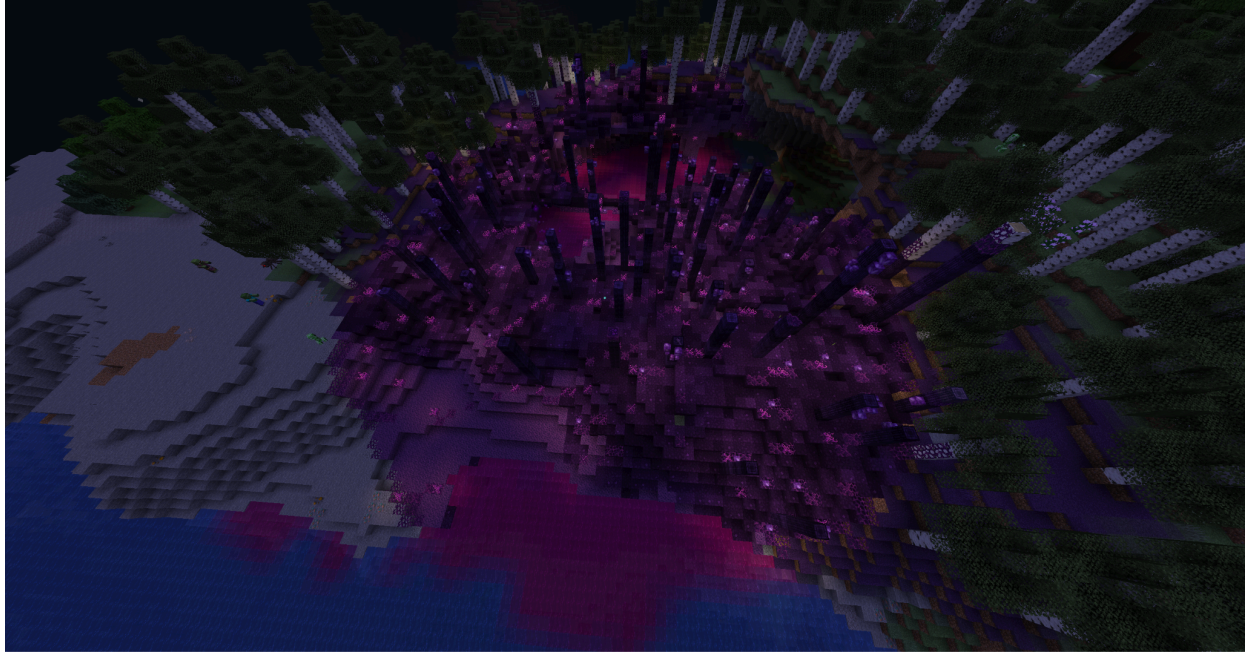


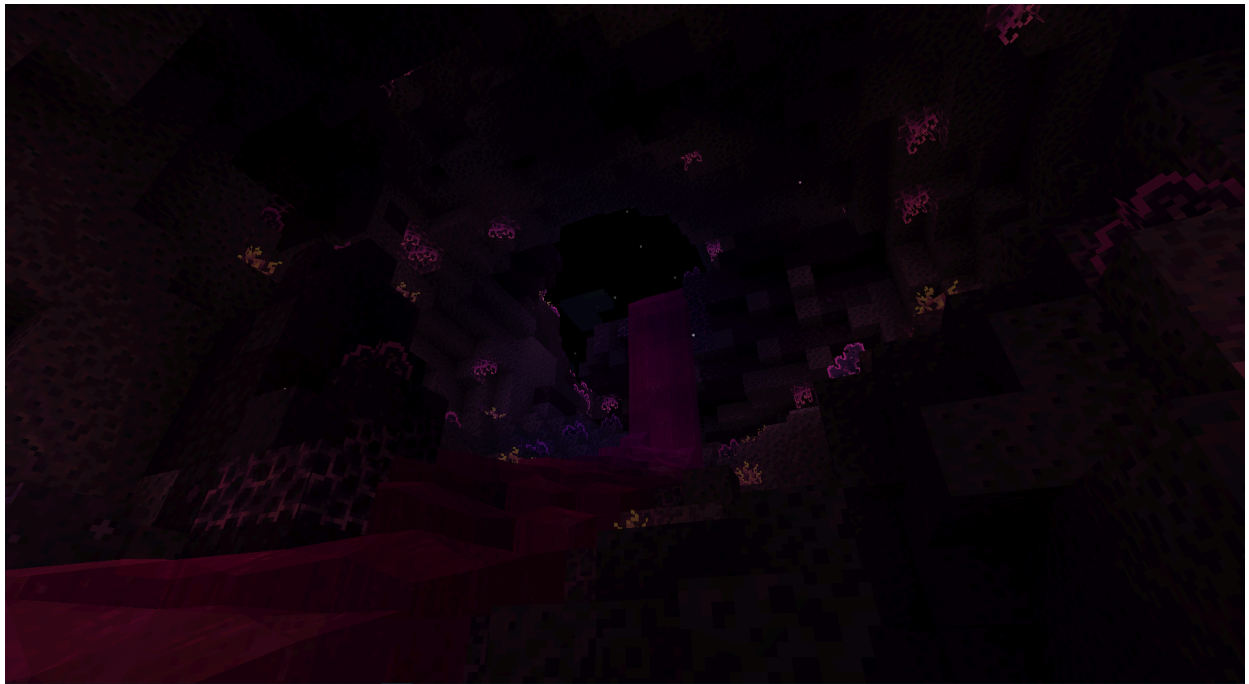
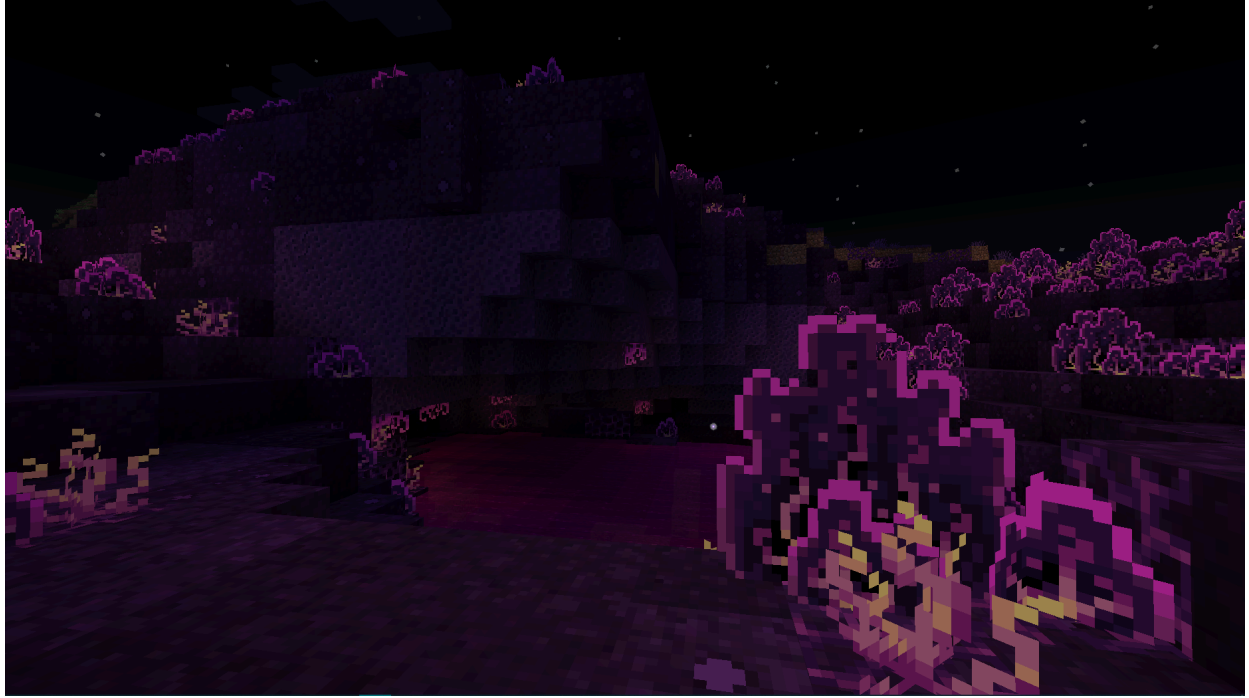
World Generation and Taint

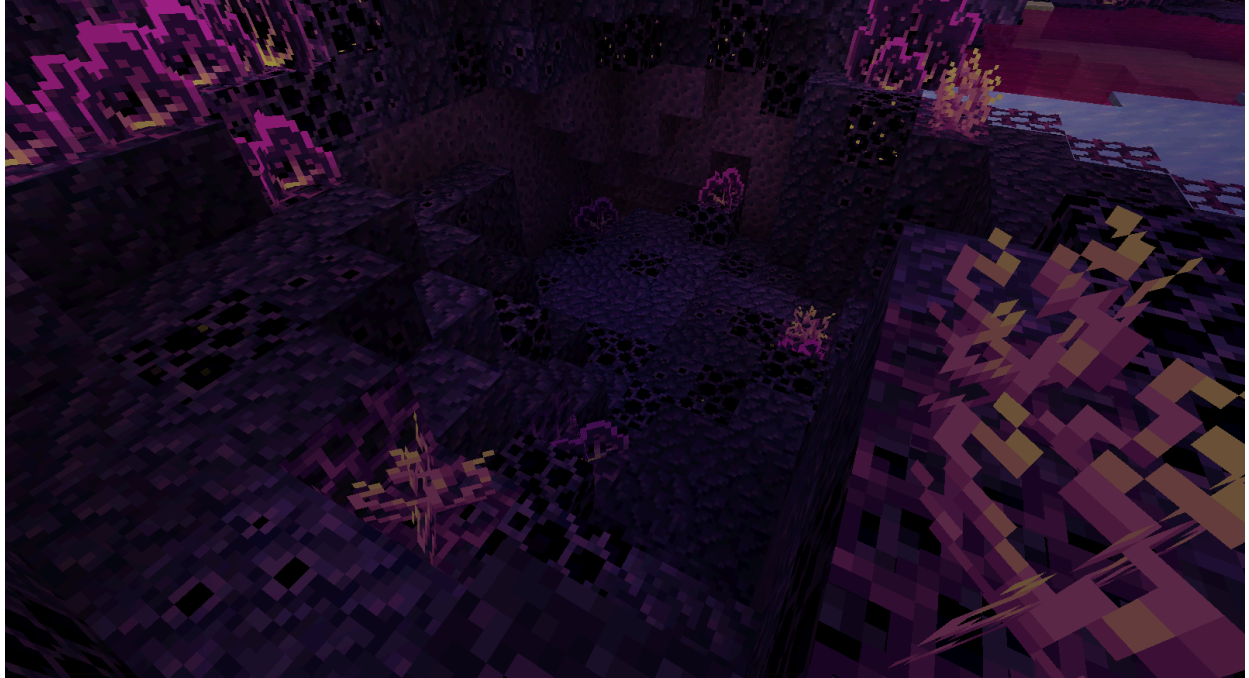


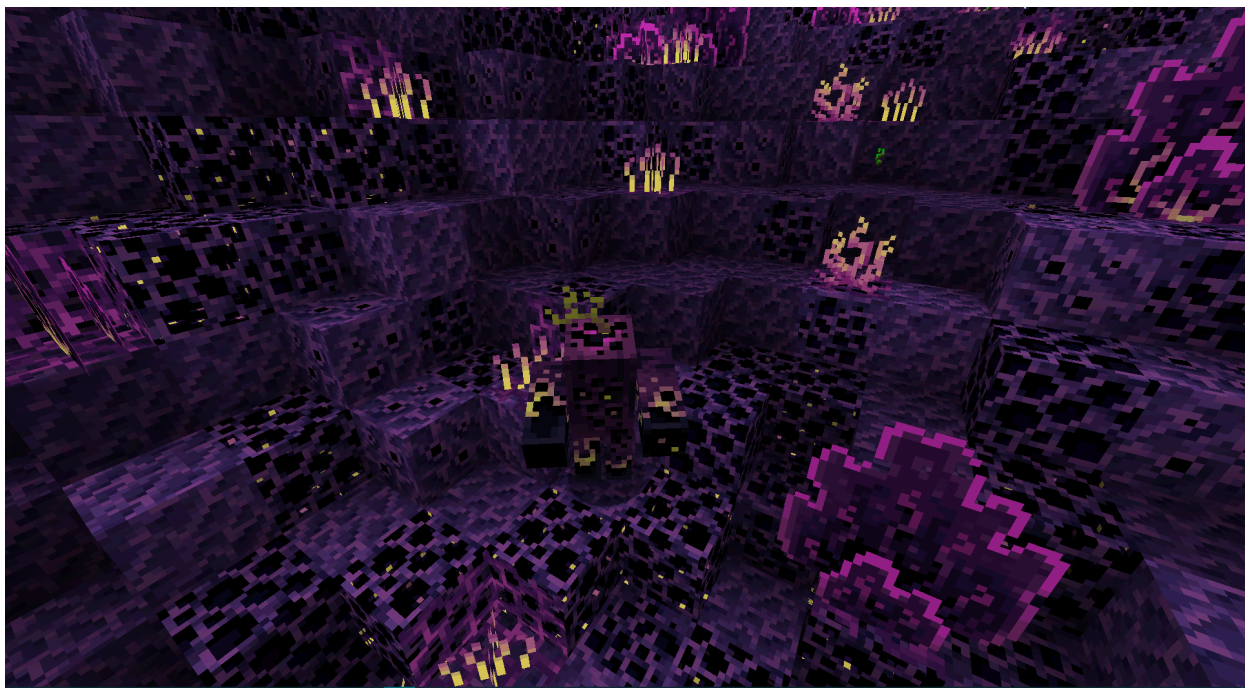
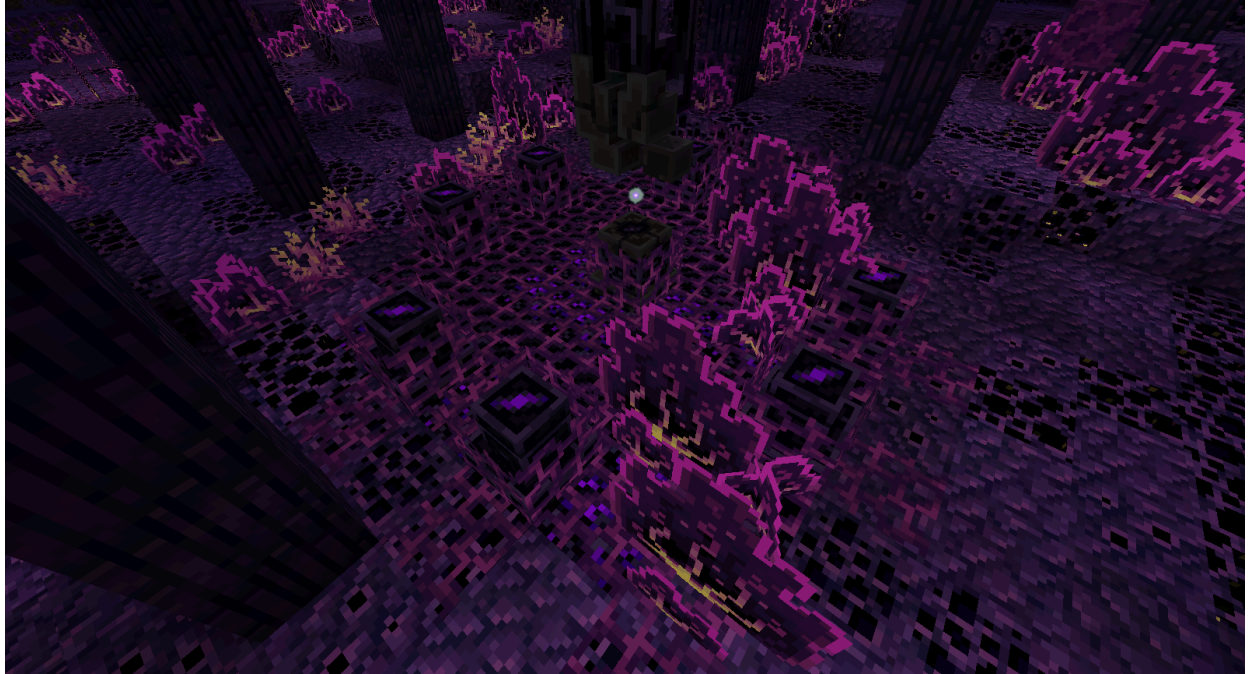


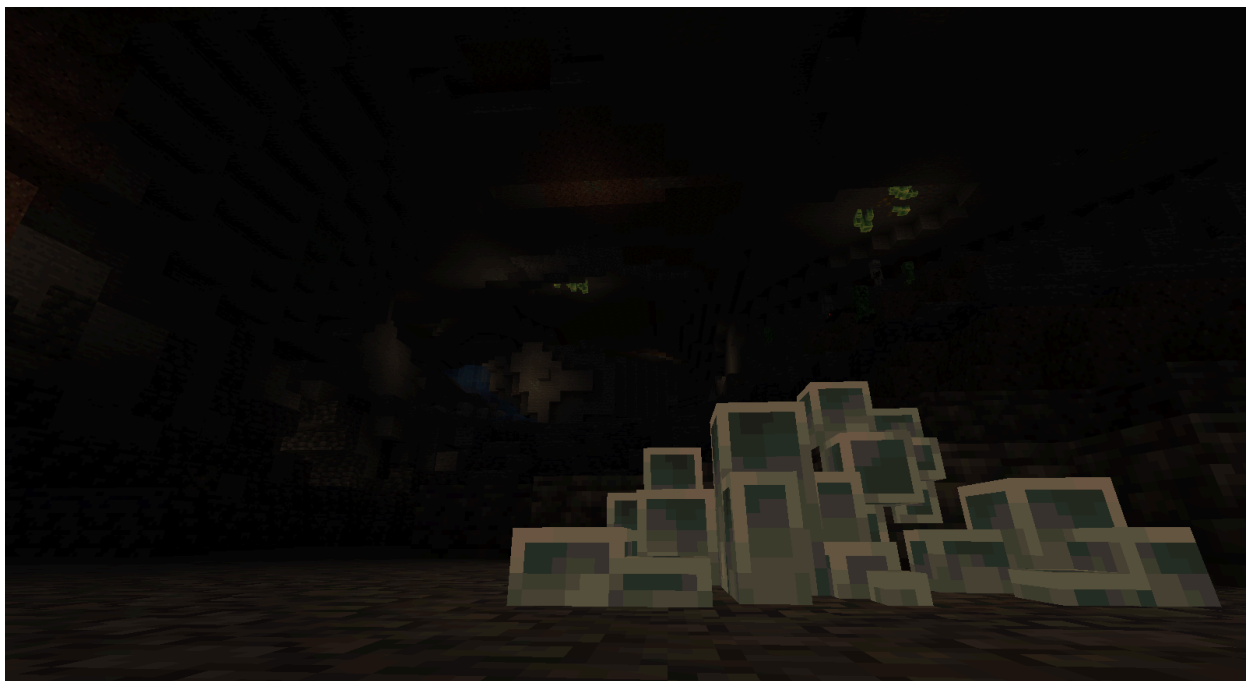
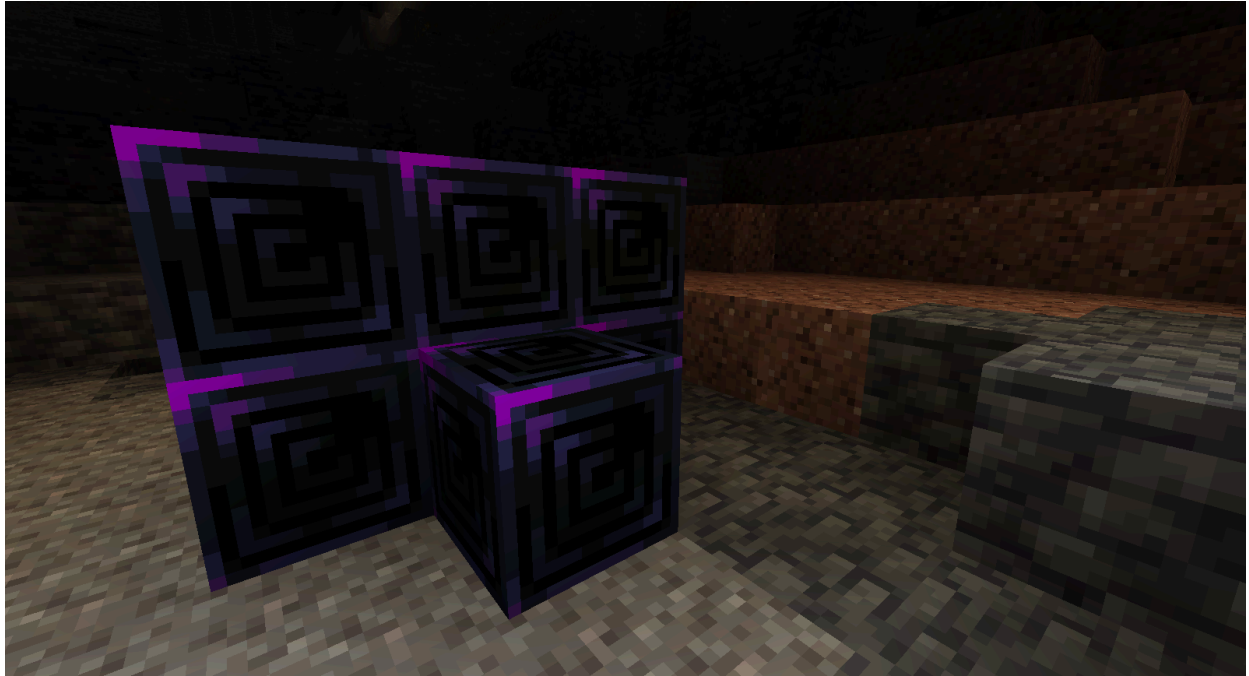


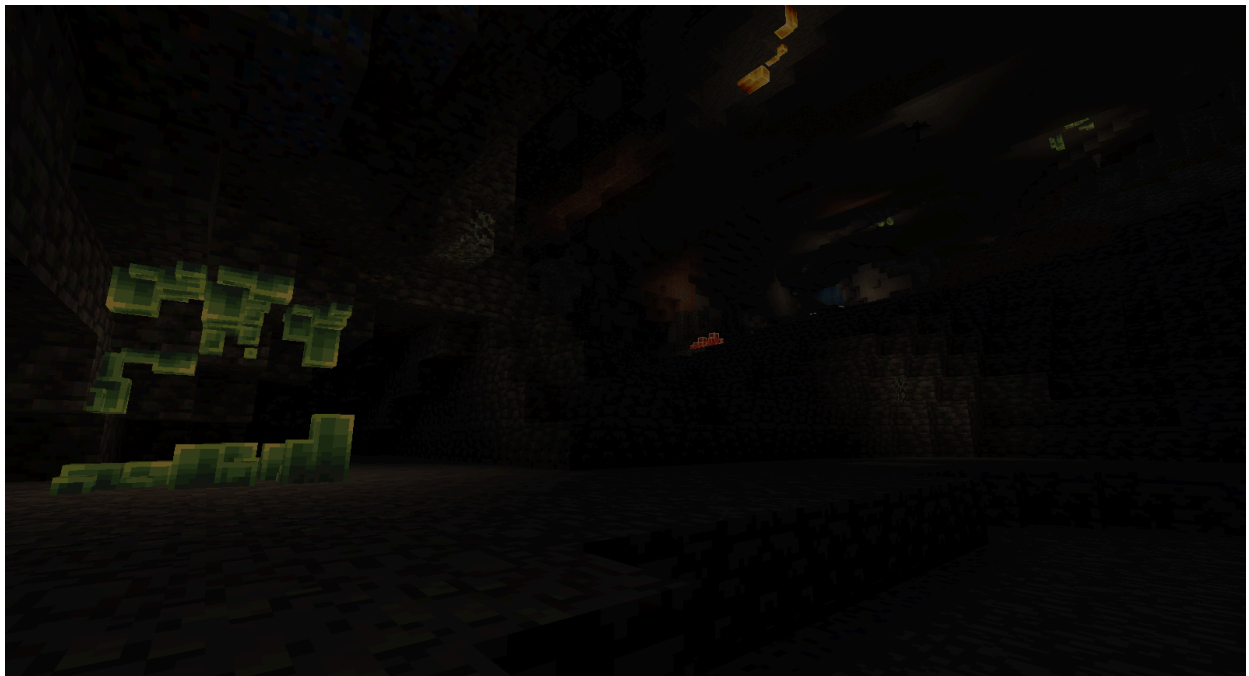
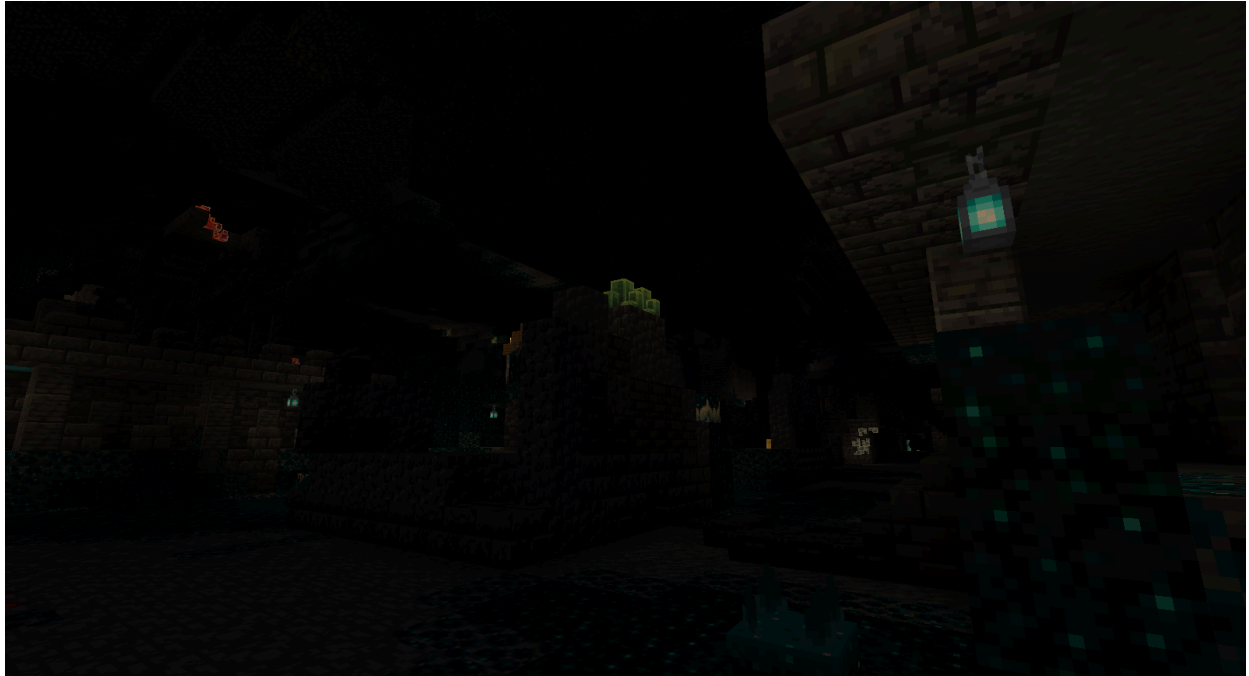




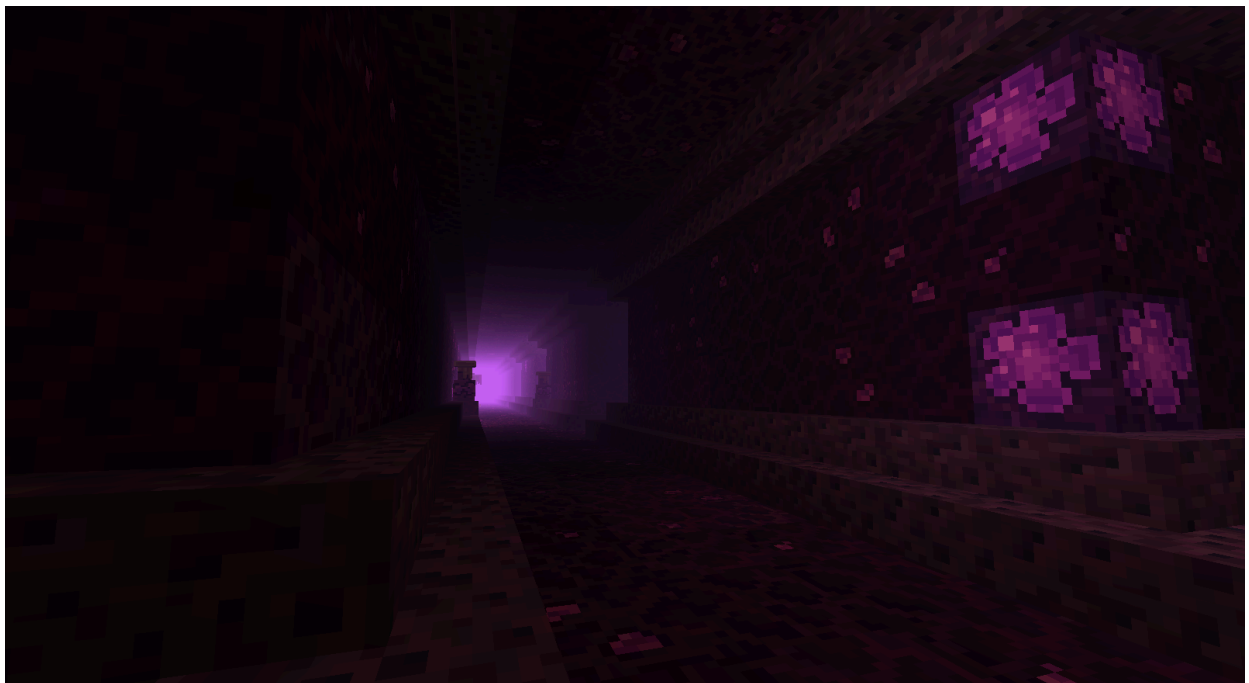
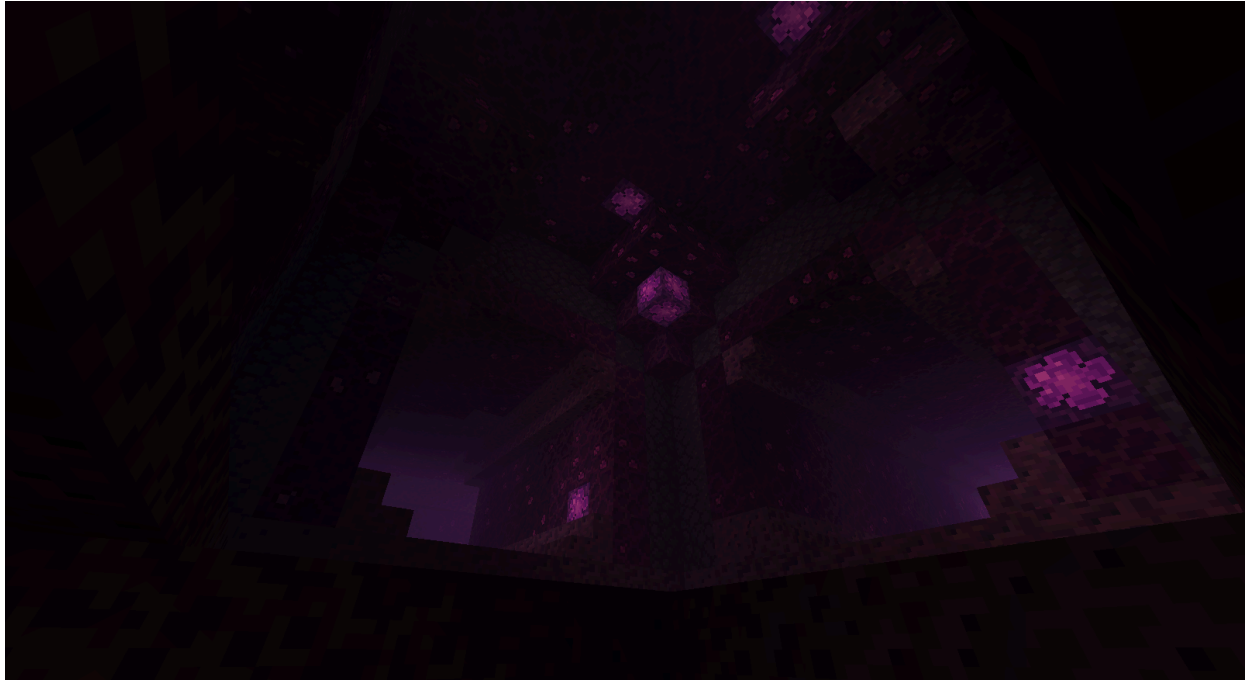


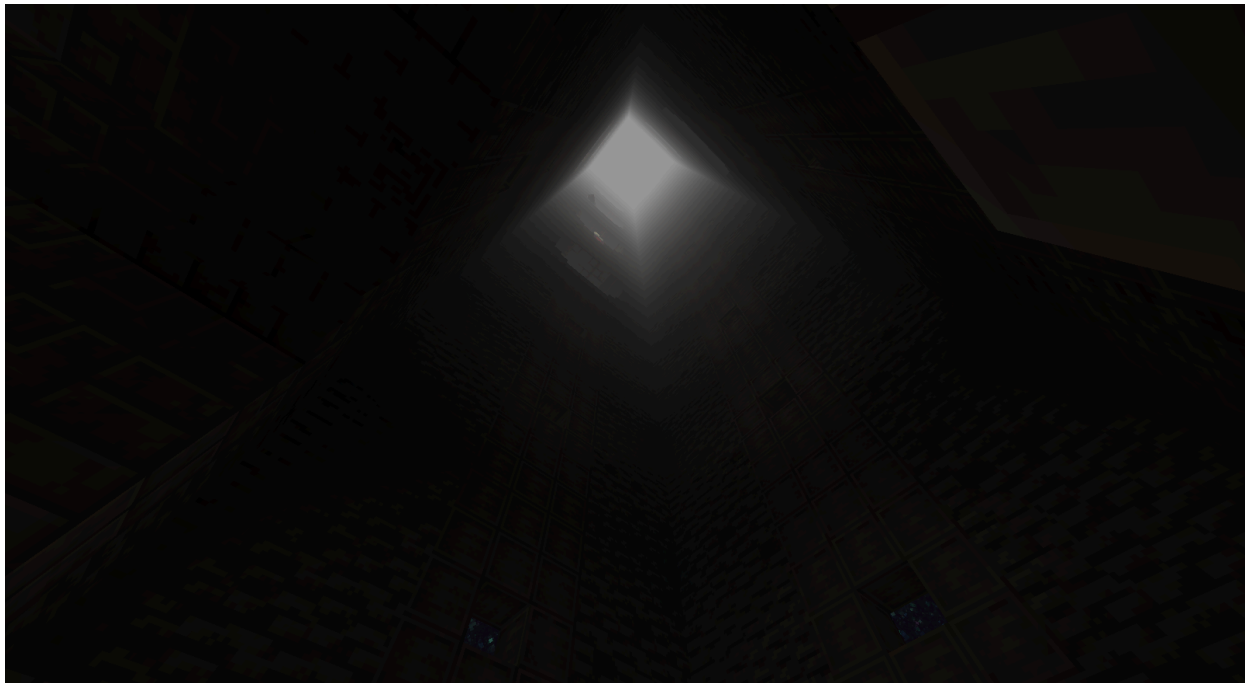
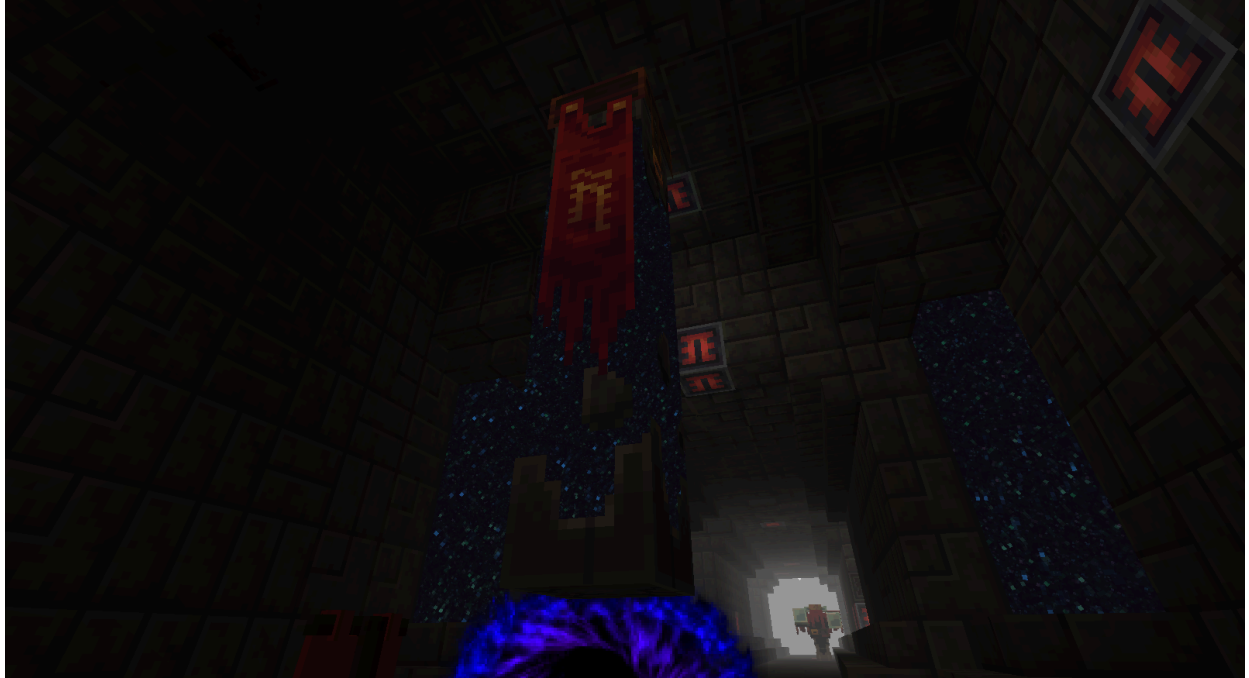


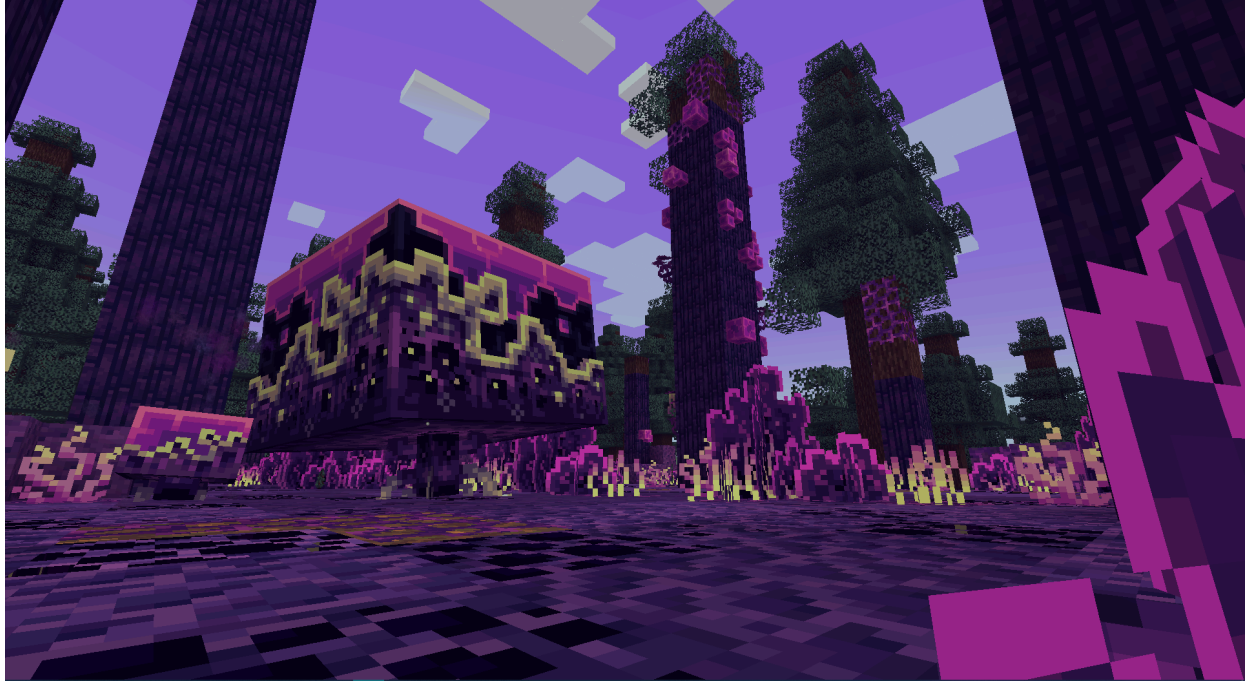




YouTube Thaumcraft 7 - Taint Test



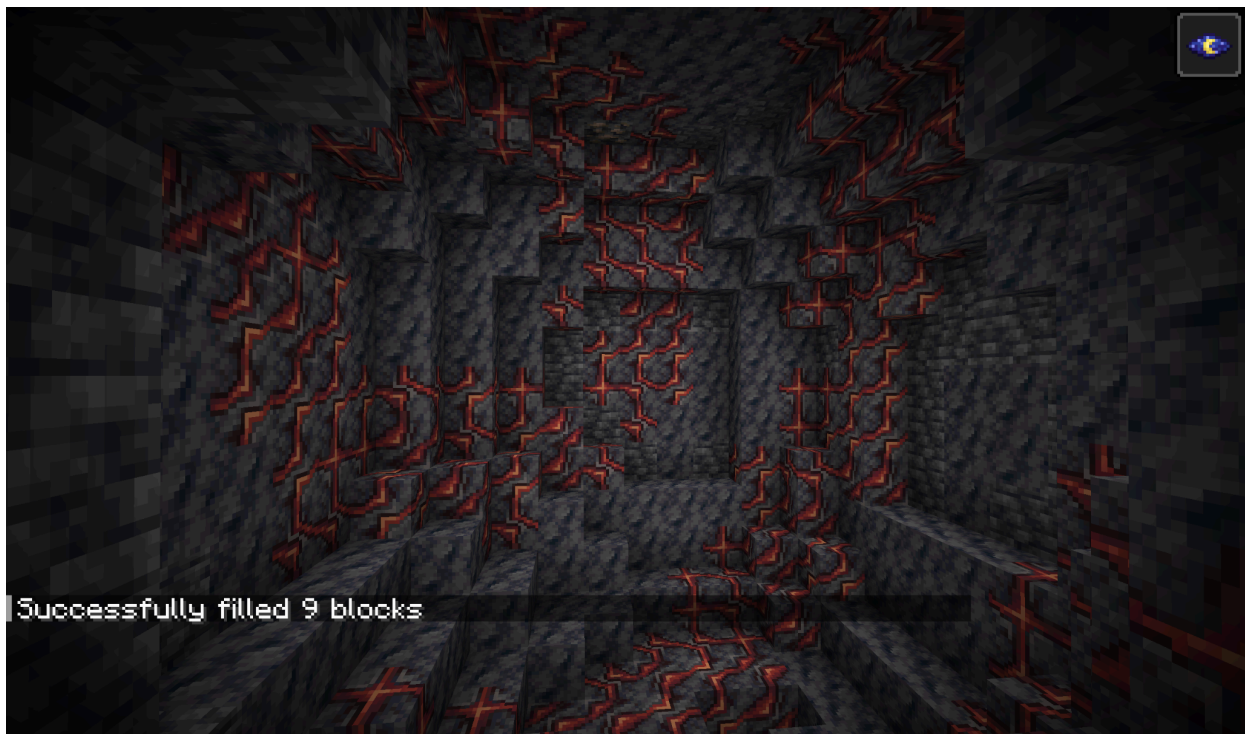
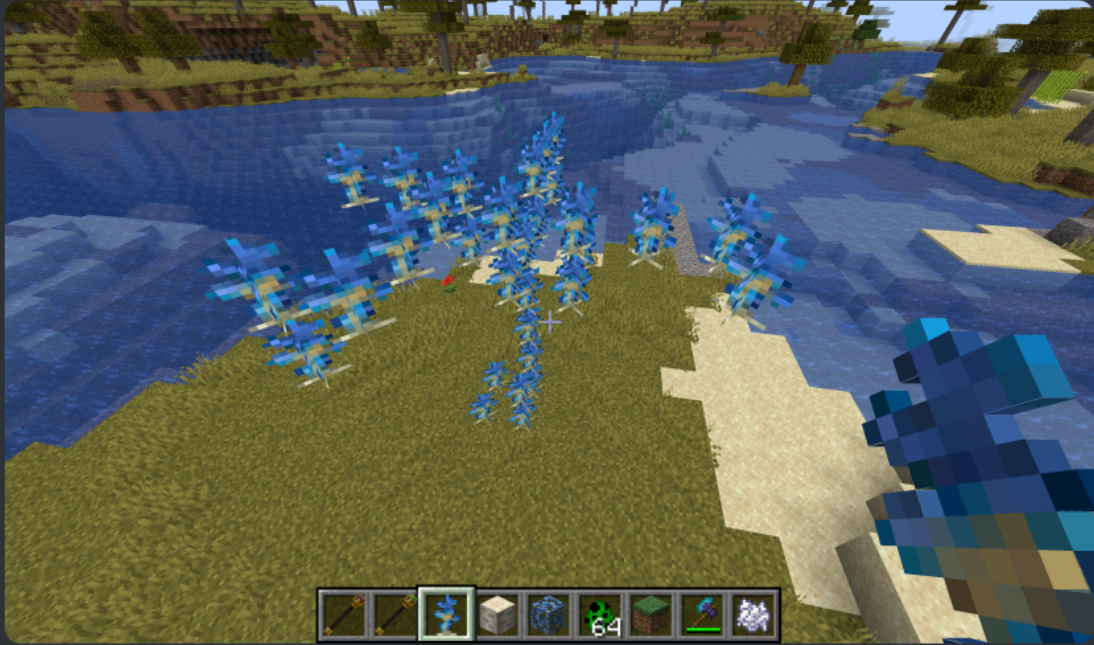




2:32 AM Hekera guys i think i have it

Hekera the perfect silverwood tree shape

Hekera





Entities

