

Installing the Mod

Joining EquestriCraft requires the correct client setup. Players must use the supported mod and loader versions to connect successfully.

Required Files

Players need the following:

- The latest version of the EquestriCraft mod
- GeckoLib 5
- NeoForge 26.1.2-78

Launch Requirements

The game must be launched through a NeoForge installation that matches the server version requirements. A standard vanilla instance or an incorrectly configured installation will not connect.

Common Connection Issue

One of the most common errors occurs when the client and server mod connection data do not match. This usually means:

- NeoForge was not installed correctly
- The player is not launching through NeoForge
- The installed mod version is outdated
- GeckoLib is not installed

GeckoLib Requirement

If EquestriCraft fails to load correctly, the most likely cause is a missing or incompatible GeckoLib installation. GeckoLib 5 is required for proper loading.

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