

PLAYER GUIDE

MCLastoria Client Setup

Install Modrinth, add Fabulously Optimized, and tune the look - about 15 minutes start to finish. Everything here is client-side only and safe on the server.

SERVER

170.23.121.11

VERSION

Minecraft Java 26.2 (1.21.2+ connects)

LIVE MAP

play.mclastoria.com:9706

THE WHOLE SETUP, IN ORDER

- 1 Install the Modrinth App
- 2 Install Fabulously Optimized
- 3 Join MCLastoria
- 4 Add JourneyMap
- 5 Texture and resource packs



Before you start

Minecraft Java Edition, on a paid Microsoft account. Bedrock will not connect.

MCLastoria runs Minecraft 26.2, and 26.2 is what this guide sets up - see Step 2. Clients from 1.21.2 up will connect, but see the warning in Step 2 first.

8 GB of system RAM is enough. 16 GB if you want shaders and a big render distance.

You do not need to uninstall the official Minecraft launcher. They coexist fine.

Steps 1 to 5 are all you need for smooth, good-looking gameplay. Everything after that is optional - it lives under Advanced setup at the back.

1 Install the Modrinth App

Modrinth is a free mod host with its own launcher. The launcher is what makes modpacks, shaders and resource packs a one-click job instead of a folder-dragging job, so use it rather than installing mods by hand.

- 1 Go to modrinth.com/app in your browser.
- 2 Click the download button for your operating system. On Windows and macOS you get an installer - run it and accept the defaults.
- 3 On Linux, use the Flathub build. The AppImage, DEB and RPM downloads exist but Modrinth flags them as known-troublesome on some systems.
- 4 Open the app and sign in with your Microsoft account. It opens your browser to do the login, then hands you back to the app.
- 5 Let it install Java if it offers. It manages its own Java runtime per instance and gets this right on its own.

2 Install Fabulously Optimized

Fabulously Optimized (FO) is a performance and graphics modpack. It is client-side only and built to stay 100% server-compatible - it deliberately ships no minimap, no armour HUD and nothing that changes gameplay. Expect roughly double the frame rate over vanilla, plus shader support.

- 1 In the Modrinth App, open Discover (the compass icon) and search for Fabulously Optimized.
- 2 Open the project page and click the Versions tab - do NOT just hit the big Install button, because that gives you the stable build and the stable build is the wrong Minecraft version. See the red box below.
- 3 Filter or scroll to the newest version listed for Minecraft 26.2 and install that one. As of August 2026 it is 14.0.0-beta.4.
- 4 Open Library, hover the new instance and press the play arrow. First launch takes a few minutes while it downloads Minecraft itself.

! Older clients connect, but 26.2 is the one that works properly

MCLastoria is Paper 26.2 and now runs ViaVersion, which translates between versions. Clients from 1.21.2 upward can join. Anything older than 1.21.2 is still refused at the door with a version mismatch message.

Connecting is not the same as working. On an older client, blocks and items added after your version show up as stand-ins, and several of the mods in this guide have no build for it at all. 26.2 is what this guide is written for and the only version where everything below behaves as described.

Fabulously Optimized has no stable release for 26.2 yet - the newest stable, 13.3.0, is built for 26.1.2. For our server you want the 26.2 BETA build. It is beta because the pack is still catching up to a new Minecraft version, not because it is broken.

3 Join MCLastoria

- 1 Launch the instance, then Multiplayer -> Add Server.
- 2 Server name: anything you like. Server address: the IP below.
- 3 Done and Join Server. If it says outdated client or outdated server, you are on the wrong Minecraft version - go back to Step 2.

i Server address

170.23.121.11

Minecraft Java Edition 26.2 recommended. 1.21.2 and newer will connect; older will not.

Two links worth bookmarking

Live world map

See the whole world in your browser - terrain, town borders and markers - without being in game. Handy for picking where to settle, and for finding your way home on a second screen.

All player guides

Command reference, plugin guides, rank perks and the rest, as downloadable PDFs.

i Bookmark these

Live map:

<http://play.mclastoria.com:9706>

It is http, not https - your browser may warn you. That is expected.

Player guides:

https://drive.google.com/drive/folders/1kBYnYSE0jXwdsVvPAeAVOXcieQXBnK_5?usp=drive_link

4 Add JourneyMap

Fabulously Optimized deliberately ships no minimap, so this is the first thing you should add. JourneyMap is the recommended one: it has a proper release build for 26.2 on Fabric, it is allowed here, and its waypoint system is the reason it beats the alternatives on a Towner server where you are constantly hopping between your town, a mine and someone else's shop.

- 1 In the Modrinth App, open your Fabulously Optimized instance and go to its Content tab.
- 2 Click Add Content, search JourneyMap, and install the build listed for Minecraft 26.2 on Fabric.
- 3 Launch the game. The minimap appears in the corner straight away.

Minimap

Corner map that fills in as you explore, with a fullscreen version and a browser-based map of everything you have personally seen.

Waypoints

Mark anywhere and get an on-screen beacon and distance readout. Name them, colour them, group them per world.

Deathpoints

Automatic waypoint where you died. This alone justifies installing it.

Multi-world

Keeps separate maps per dimension, so the Nether does not overwrite the overworld.

Default keys: J opens the fullscreen map, B drops a waypoint where you are looking. Inside the fullscreen map, O is settings and F re-centres on you. The rest are under Options > Controls.

i Set your waypoints on day one

Town spawn, your house, your mine entrance, the nearest shop district. Two minutes of setup and you stop getting lost, which on a Towner map this size is the single biggest quality-of-life difference between new players and settled ones.

5 Texture and resource packs

Same method as JourneyMap: in the Modrinth App, browse content with the type filter set to Resource Packs, install one to your FO instance, then enable it in game under Options > Resource Packs. FO includes the whole OptiFine-parity stack, so packs advertising connected textures, custom entity models, animated textures or custom GUIs all work properly here, which is not true of a plain Fabric install.

Fresh Animations

Overhauls how every mob moves. The most transformative single pack you can add, and it needs EMF and ETF - both already in FO.

Faithful / Stay True

Higher-resolution takes on the vanilla look. Safe, cheap, hard to dislike.

32x and above

Look excellent, cost real memory. If you run a 64x pack, give the instance 6 GB and expect longer load times.

! Packs stack top to bottom - the one at the top wins. If a pack seems to do nothing, something above it is overriding the same textures.

! X-ray packs count as x-ray. Same ban, no exceptions for 'it's only a texture pack'.

That is the whole setup. Everything past this point is optional.

Advanced setup

Optional from here on. Memory tuning, what is already in the pack, adding your own mods, shaders, and extra add-ons. Skip it all and the game still runs fine.

Memory and render distance

Modrinth's default allocation is conservative. Bumping it is the single biggest fix for stutter, especially once shaders are involved.

- 1 In Library, right-click the instance and open its settings, then the Java section.
- 2 Set allocated memory to 4 GB for a plain FO install, or 6 GB if you plan to run shaders, Distant Horizons or high-resolution texture packs.
- 3 Never allocate more than half your system RAM. Minecraft does not get faster with more heap; it gets slower, because the rest of your machine starts swapping.
- 4 In game, set render distance to 12 chunks and simulation distance to 8. The server will not send you more than it sends anyone else, so a huge render distance mostly just costs you frames.

What Fabulously Optimized already includes

Check this list before you install anything else. Installing a mod that is already in the pack is the most common way people break their game - you end up with two copies fighting each other and a crash on startup.

Sodium, Lithium	The core rendering and server-tick optimisers. Most of your FPS gain comes from these two.
Iris	Shader loader. Shaders work out of the box - see the Shaders section.
Sodium Extra	The extra video options menu: fog, weather, particle and detail toggles. Also Reese's Sodium Options for the layout.
EntityCulling, MoreCulling	Stop drawing things you cannot see. Big wins in towns and around mob farms.
ModernFix, FerriteCore	Faster startup, lower memory use.
ImmediatelyFast	Speeds up HUD, text and item rendering.
Dynamic FPS	Throttles the game when it is in the background so it stops cooking your laptop while you are in Discord.

Mod Menu	The mod list and per-mod config screen. This is where you configure everything you add later.
Zoomify	Spyglass-style zoom on a key. Allowed here.
ETF, EMF, Continuity	Entity Texture Features, Entity Model Features and connected textures - the OptiFine parity layer that makes fancy resource packs work.
Animatica, Polytone, OptiGUI	More OptiFine-format resource pack support: animated textures, custom colours, custom GUIs.
LambDynamicLights	Held torches and glowing mobs actually light the world.
Controlify	Full controller support if you want it.
Fabric API	The library everything else depends on. Never remove it.



Do not install these again

Sodium, Iris, Lithium, Mod Menu and Fabric API are the usual duplicates. If a mod page lists one of them as a dependency, you already have it - let the app resolve it rather than adding a second copy by hand.

Adding your own mods safely

You can add anything you like on top of FO as long as it passes three checks. Get into the habit of running them on the Modrinth project page before you click install, and you will never break your client.

- 1 Does it support Minecraft 26.2 on the Fabric loader? Check the Versions tab, not the description. A mod that stops at 26.1.2 will not load.
- 2 Is it client-side? Modrinth tags every project Client and/or Server. You want Client. If it says Server required, it needs a matching plugin on our end and will do nothing for you.
- 3 Is it already in Fabulously Optimized? Check the list above.

To install one: open your FO instance, go to its Content tab, click Add Content, search, and install. The app keeps your additions separate from the pack's own mods, so updating FO later will not wipe them.



The one rule that explains most 'why isn't this working'

MCLastoria runs Paper, which is a plugin server, not a Fabric server. It cannot load Fabric mods at all. So any mod that needs a copy of itself installed server-side will simply do nothing here, usually with no error message. That is not a bug and staff cannot fix it. Purely visual, audio, interface and performance mods are unaffected, because they never talk to the server in the first place.

Mods that will get you banned

- ! X-ray, ore finders, cave finders and seed-cracking tools. This includes x-ray resource packs and any 'see through blocks' toggle - it counts as x-ray either way.
- ! Hacked clients and anything in that family: flight, speed, reach, killaura, auto-totem. The server runs GrimAC and flags these automatically.

! Autoclickers, macro scripts, AFK bots and auto-fishing. Banned both for fairness and because they cost the server real performance.

! Item spawners and creative-mode duplication mods.

! Schematic mods with automatic block placement. Planning and printing an outline is fine; anything that places the blocks for you is not.

MCLastoria is a fair-play server. Nothing you can buy here gives a combat advantage, so nothing you install should either. If you are unsure about a specific mod, ask staff before you use it rather than after.

Shaders

Iris already ships with Fabulously Optimized, so there is nothing to install first - you just add a shader pack. In the Modrinth App, browse content with the type filter set to Shaders, install one to your FO instance, then in game go to Options > Video Settings > Shader Packs and switch it on.

LOW-END - integrated graphics, older laptops

MakeUp - Ultra Fast Built specifically for a good look-to-cost ratio. The usual first choice if frames matter more than drama.

Miniature Shader Extremely light, still gives you shadows and reflections.

Just Colored Lighting Coloured light with almost no cost. Its own page says it is aimed at potato computers.

BALANCED - most gaming PCs

Complementary Reimagined The safe default. Vanilla-faithful, enormously popular, heavily configurable. Start here.

BSL Shaders Bright and colourful, long-standing and reliable.

Sildur's Vibrant Ships in tiered editions, so you can dial it to your hardware.

HIGH-END - dedicated GPU

Complementary Unbound Same family as Reimagined, more dramatic lighting.

Solas Coloured lighting, strong atmosphere.

Bliss Heavy and very pretty.

Alpha Piscium Aiming at realism. Expect to pay for it in frames.

Euphoria Patches adds extra effects on top of the Complementary packs. It is installed as a mod called Euphoria Patcher, which patches the shader for you - it does nothing on its own, so only add it if you are running Complementary.

! Two popular packs are not available for 26.2

Photon stops at 26.1.2 and Rethinking Voxels has not been updated since 2025. If a video or a friend recommends either, they are on an older Minecraft version than we are. Do not try to force them - a shader built for the wrong version gives you broken lighting or a black screen rather than a crash, which makes it easy to misdiagnose.

! Shaders cost frames, not server performance. They cannot lag the server and they cannot flag the anticheat. If the whole server feels slow, shaders are not the cause.

! If your FPS tanks, turn shadow quality down before you turn the shader off - it is usually the most expensive single setting.

! Shaders and Better Clouds both draw their own sky. Pick one or accept the clash.

Distant Horizons

Distant Horizons draws terrain far beyond your render distance. On most servers the mod can only show you ground you have personally walked through, because that is all your client has ever been sent. MCLastoria runs the matching server plugin, which is the part most servers do not have - the terrain is sent to you directly, so the view fills in the first time you look at it, including places you have never been.

- 1 In the Modrinth App, open your Fabulously Optimized instance and go to its Content tab.
- 2 Click Add Content, search Distant Horizons, and install the newest build listed for Minecraft 26.2 on Fabric. As of August 2026 that is 3.2.0-b-26.2. As with Fabulously Optimized itself there is no stable 26.2 release yet, so the beta is the correct choice - the server supports the 3.1 and 3.2 builds.
- 3 Before you launch, raise the instance's allocated memory to at least 6 GB. This is the most demanding thing in this guide.
- 4 Launch and join. Give it a few minutes - the distance fills in progressively rather than all at once, and the first join is the slowest it will ever be.

How far you see

The server sends terrain out to 128 chunks - 2,048 blocks. Your own render distance setting is untouched; Distant Horizons draws everything past it.

Where it works

The main survival world only. The Nether, the End, the resource world and the creative worlds have it switched off deliberately.

Live updates

Build something large and players within 2,048 blocks see it appear in the distance straight away, rather than on their next visit.

Where it stops

Terrain data ends 10,000 blocks from spawn in every direction, which is the edge of the generated world. Past that there is nothing to show and nothing to find.

i If it costs you frames, turn it down before you turn it off

Options > Distant Horizons in game. The quality preset is the one dial worth touching; dropping it a notch usually recovers most of the frame rate while keeping the view.

Distant Horizons and shaders together are genuinely heavy. If you want both, start from a low-end shader and work up rather than the other way round.

! Ores are stripped out of the terrain the server sends. Distant Horizons cannot be used to find diamonds, and trying to would be the same offence as x-ray.

! The far view is a simplified model of the ground, not real loaded chunks. Players, mobs, chests and item frames are not in it - you can see a town from 1,500 blocks away, but not who is standing in it.

! It writes a local cache of everything it has been sent, so expect it to use real disk space over time.

Players without the mod are unaffected in every way. Nothing about it changes the game you are playing - only how far you can see it.

Other add-ons worth a look

All of these are client-side, all have 26.2 Fabric builds, and none of them affect anyone else's game. Add them one at a time so that if something does go wrong you know what caused it.

Emotecraft	Player emotes. Worth calling out because MCLastoria runs the Emotecraft plugin server-side, so other players actually see your emotes. Install the client build that matches - 3.4.0-b.build.162.
Sound Physics Remastered	Real reverb and occlusion. Caves and town halls suddenly sound like caves and town halls. Currently a beta build for 26.2.
AmbientSounds	Layered background ambience per biome and time of day.
Presence Footsteps	Footstep sounds that match the block you are walking on.
Not Enough Animations	First and third person animations for eating, drinking and climbing. Purely local - others see you as normal.
3D Skin Layers	Renders the second skin layer with actual depth. Small change, very noticeable.
Visuality	Extra ambient particles - sparkles, splashes, hit effects.
Falling Leaves	Leaves drift down from trees. Cheap and lovely.
Better Clouds	Proper volumetric clouds. Some GPU cost, and it argues with shaders that draw their own.
Chat Heads	Player face beside each chat line. Handy on a busy server.
AppleSkin	Hunger and saturation readout on the HUD.
BetterF3	A readable, configurable debug screen.
Distant Horizons	Terrain far past your render distance, sent by the server itself. Big enough to have its own section above.

Skip JEI and REI here. They load, but recipes now live server-side and the fix mod that used to patch that has no 26.2 build, so you get a mostly-empty recipe list and assume something is broken.

If something goes wrong

Outdated client/server	Your client is older than 1.21.2, which is the oldest version the server accepts. You want the 26.2 build of Fabulously Optimized, which is currently on the beta channel. This is by far the most common problem.
Crash on startup	Almost always a duplicate or wrong-version mod. Open the instance's Content tab, disable whatever you added last, and launch again.
Black screen with a shader	That shader has no 26.2 build. Press Escape, Options > Video Settings > Shader Packs, and switch back to none.
Very low FPS	Turn shaders off first, then drop render distance to 8. If it is still bad, raise allocated memory to 6 GB.
Stutter for the first minute	Normal. That is chunk loading and shader compilation. It settles.
Distant Horizons shows nothing	Check you are in the main survival world - the Nether, the End and the resource world have it off on purpose. Then check you are on a 3.1 or 3.2 build of the mod, and give it a few minutes; the first sync is slow.
A mod does nothing at all	It probably needs a server-side counterpart. See the rule box in the Adding your own mods section.
Modrinth App will not start	Prism Launcher installs the same modpack from the same .mrpack file, and every step in this guide still applies - only the button names change.

Still stuck? Ask in the Discord support channel and say which Minecraft version you are on, which Fabulously Optimized build, and what you added last. Those three answers solve most of it before staff even reply.

Worth knowing

- ! Updating Fabulously Optimized does not remove mods you added yourself; the app keeps user content separate from pack content. It is still worth checking your extras afterwards.
- ! None of this is required and none of it gives you an in-game advantage - a completely vanilla client connects and plays perfectly well.
- ! Version numbers here were current in August 2026. Newer builds are fine; the rule is always the newest thing that supports Minecraft 26.2 on Fabric.