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Home » Minecraft Mods » A.V.A – Alliance of Guns and Liant Guns Mod 1.16.4/1.15.2 (Gun Animations, Modern Guns) Author: Poopoodice | 3 weeks ago | 38,093 A.V.A. views. – The Alliance of Gun And Valiant Mod 1.16.4/1.15.2 applies into the game plenty of firepower, which was inspired by popular F.P.S. game, A.V.A. A controversial topic in the Modding community relates to the overloaded of low quality gun mods, thus dragging out the overall reputation of previously released mods as well as recently released. The release of the A.V.A. is a catalyst to get people back into the arena of modern gun mods again through the addition of a plethora of unique gun forces, along with a set of custom animations. Furthermore, the deterrent mechanic of these guns was polished to perfection, while other mods could not replicate the mechanism, thus deterring many F.P.S. fans from using them. Currently, Mod does not support survival mode; Therefore, the average players will need to turn on creative mode to start taking advantage of these powerful guns. Features: Plenty of Gunpowers added to the game. New animations for the possession gun, shooting, deliberate. Screenshots: Requires: Minecraft forge how to install: Make sure you've already installed Minecraft Forge. Locate the Minecraft application folder. In the open windows Run from the Start menu, type %appdata% and click Run. On the mac Open Finder, hold down ALT and click Go, and then click Library on the top menu bar. Open the Application Support folder and search for Minecraft. Place the newly downloaded mod (.jar) into the Mods folder. When you run Minecraft and press the Mods button you should now see the mod installed. A.V.A – Alliance of Valiant Arms Guns Mod 1.16.4/1.15.2 Download Links: For Minecraft 1.15.2 Download from Server 1 – Download from Server 2 For Minecraft 1.16.3 Download from Server 1 – Download from Server 2 For Minecraft 1.16.4 Download from Server 1 – Download from Server 2 Tags: Minecraft 1.15.2 ModsMinecraft 1.16.3 ModsMinecraft 1.16.4 Mods Homepage » Minecraft Mods » Portal Gun Mod 1.12.2/1.10.2 (Teleport to Anywhere) Author: iChun | March 7, 2019 | 2,452,867 views Portal Gun Mod 1.12.2/1.10.2 is a mod that includes many elements from Valve Corporation's games Portal and Portal 2 such as a portal gun, weighted cubes, beams, turrets, and much more. However, the mod does not include cells from the portal. This mod adds several different items most of which are from the game portal. Features: Gun Portal: The portal gun comes in several different colors and can create portals that match its color. Portals are manufactured by clicking left and right, portals cannot be performed on transparent blocks, if an invalid location is selected for a portal that has a small particle effect similar to the game portal. Portals can be reset by pressing the R key while holding the portal gun using the default settings. Solid blocks and mobs can be collected with Gun while nearby by pressing the G key on the default settings, can be dropped by pressing the G key again, blocks dropped by the portal gun will fall similar to sand and gravel if not located near a solid block, blocks also retain damage values and tile entities. Some blocks cannot be collected if the mod of the connector choose, a good example of this is rubber wood blocks from Industrial Craft 2 cannot be collected with a portal gun to prevent the creation of a wall of tappable rubber blocks. Blocks and mobs held with the portal gun will be taken through portal gun portals but the player must go through first. When only one portal is active it will appear similar to how it will appear in the game portal, but when there are two active portals of appropriate colors you can see through each portal to the other. If a gate is fired at the moon and the other is on the ground, all adjacent blocks and entities will be sucked in. Portals have an outline that can be seen through blocks similar to portal game Portal 2. Spawners Portal: When placed in a portal spawn will display a GUI displaying all portal colors from which you can select, spawn portal and spawn portal when enabled with redstone stream, this portal is no different from the one created with a portal gun. Weighted storage cube: Simply put, a storage cube is an entity, which can be used on pressure plates and cannot be pushed by other entities. Companion cubes can be lurched into a still-alive music disc which can be played in a playing glare to play the portal song of Valve, which will play in the portal game after you defeat GLaDOS. The storage cube can also be combined with a rose in the creative grid to create an accompanying cube, see a weighted companion cube. Weighted Companion Cube: Accompanying cubes can be made by combining a weighted storage cube with a rose in the creative grid to make your new friend. Companion cubes can also be booted into a still-alive music disc which can be played brightly to play one of Valve's portal songs as you will play the portal game after you defeat GLaDOS. Otherwise, they will perform in the same way as a weighted storage cube. Sentry Turret: Turrets are hostile entities to all entities except the player, a strange trait. They shoot laser tracking rays from a laser in the central part of their body and turrets side panels will pop out when tracking something, not like a portal game. When encountered sharply or hit. Turrets also rotate/move if pushed gently, and when de-activated will make noises like the portal game. Turrets have a 1/10 chance of spawning as usual. Damaged Turret: The damaged turret is a turret that has a laser beam tracker, but doesn't shoot anything at all, and has a strange texture just like a portal game. They'll also say different things than the usual snout. Oracle Turret: Oracle spires have the same texture as a sentry turret, but no laser beam and always face They will also perform a dance (appearing as an accordion) and sing the song Valve: A Serenade Wife Turret when placed in a row of four. Several groups of oracle thyris can be made to dance simultaneously, as long as there are at least five air blocks between groups. High Energy Ball Launcher: High Energy Pill Launcher is Portal 1, it fires an instant kill ball that moves at moderate speed, it needs to be placed on a block, and it will turn back into an item when the block is on and destroyed. If you regulate the ball to a high-energy ball catcher, the catcher will emit a red stone mark. The launcher itself needs to be powered by Redstone to fire a bullet, and it will stop firing pellets once the last shot hits a high energy ball catcher. High Energy Ball Catcher: The catcher of high energy balls will emit a redstone ore when a high energy pill hits it. Like a high-energy pellet launcher, it must be placed on a block, and it will become an item if the block is on and destroyed. When the usage button is pressed on the launcher, it will release the HEP (high energy pill). Screenshots: Creating Recipes: View Content »» Mod Part 0: Default Atlas Gun Portal' P-Body Gun Portal's Bacon Gun Portals Fire Portals with Left and Right Mouse Buttons. Zoom in and out with the middle mouse button. Grab blocks or entities using the G. Zero portals button using the R button. However, it can be set in the property file. It's your special set of gates at SMP. Unique to each person. The Spawners portal when located, the GUI will appear asking you to set the color, and if the portal remains open if redstone power is disconnected. When activated with redstone, it spawn a portal based on the color you set. Pedestals gun portal gets any kind of gun portal. Automatically enable portals when it receives a red stone stream. A gun portal can be retrieved by right-clicking or walking into the same single-colored gun portal that fires only one type of portal. Automatically merges with the only color portal gun in the second color to create a dual portal gun. You can also create together. Autumn Long Boots negates all your falling damage when worn! Fuel option you can now enable fuel option in 1.3.2v1 or later in the configuration file. The fuel the portal gun uses is in the form of Ender pearl dust. One pearl dust is used every time you shoot a gate. If you run out of pearl dust, the gate gun will dim and refuse to fire. Mod Part 1: Weighted storage cube placing it in the world and right click it with a rose will make it a companion cube! While your inventory, the companion cube will help heal you every 5 seconds! A cube burn (how could you!?) make it leave behind a recorded message. Melting the disc will cause the plastic to deteriorate, changing the entire course! Create two of the first disks together Also change course. A radio records the radio loop recording over and over again. You can right-click (configurable) weighted storage cube Vent weighted companion cube Vent located on ceilings. Requires redstone power. The deployed cubes cannot be encountered. Redeploy a new cube if a red stone is still supplied and the cube is destroyed. Right-clicking the cube with cyan color will make it bouncy! Get rid of the nods by putting it in water. Mod Part 2: These material release grid are wall-to-wall, and has a maximum range of 15 blocks. Pouring fluid through it will neutralize him. These networks have several modes, which can be configured in the property file. These networks are also configurable and need to be enabled in Redstone. Mod Part 3: Sentry turrets (model made at the Technion) shoots anything, configurable in a property file. There's a range of 20 blocks, also configurable. Fires 20 rounds a second. He'll die if he's pushed. Damaged turrets when sentry spires get melted, their polished body nail polish melts and their circles get messed up! Mod Part 4: Air belief panels can be placed on floors, walls and ceilings. Wall panels can be placed to look up or down. Right-click to adjust volume. You can set to be redstone enabled for work. An electronic intelligence indicator intelligently indicates whether it is indirectly triggered by a Redstone warning: it will not increase intelligence if it is despised. Mod Part 5: A high energy pill launcher launches a high energy pill when powered by redstone. High-energy pellets disintegrating living creatures on contact (set to knock a knock) and high energy balls spontaneously combust if it bounces too many times, travels too far or lives for too long. High energy catches a ball and grabs a high energy ball to provide redstone power. You can sneak right click to release caught high energy pill. Mod Part 6: Projector recoil projector creates a powerful laser when powered with redstone! Lasers travel 40 blocks max from the last object portal/cube it passes through, and a maximum of 20 objects (this is so to avoid any game overload) can be set to damage living creatures. Due to my limitation in mathematics, lasers will only go directly vertically, even when passing through an angled wall portal into a ceiling/floor portal. The deterrent ray catcher receives a laser as its input to generate redstone power. A deterrent beam sensor detects the presence of a laser passing through it to generate redstone power. A deterrent redirection cube violates a thermal recoil beam in the direction it's headed. Grabbed with the G button (default). Becomes bouncy if click right with cyan color! You will discourage cube redirection and ventilation to check weighted cube openings for information. Checkpoint blocks will temporarily resynch the status of the player, portals, and portal entities as soon as the player passes it, defined in the GUI. Reproduces the above when the player dies and sspawns (note, it will move you away Your bed [if any] after you respawn). Also can redstone power 2 blocks below it as pressure plates. Requires: Minecraft to counterfeit iChun Util how to install: Make sure you have already installed Minecraft Forge and iChun Util. Locate the Minecraft application folder. In the open windows Run from the Start menu, type %appdata% and click Run. On the mac Open Finder, hold down ALT and click Go, and then click Library on the top menu bar. Open the Application Support folder and search for Minecraft. Place the newly downloaded mod (.jar) into the Mods folder. When you run Minecraft and press the Mods button you should now see the mod installed. 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